## Fill a limit order

LimitOrderProtocolFacade.fillLimitOrder()

## **Parameters:**

Field Type Description order LimitOrder a limit order structure. Sed\_imit order structure signature LimitOrderSignature signature of a limit order makingAmount string amount of maker asset (in token units) takingAmount string amount of taker asset (in token units) thresholdAmount string the threshold for the amount of received asset (in received asset units) skipPermit boolean Should makers permit be skipped during fill evaluation. See below. Note: to fill a limit order, only one of the amounts must be specified,makingAmount ortakingAmount.

The second one must be set to0

## Note onskipPermit

Since v3 multiple valid orders may exist with same maker permit, while only first fill should evaluate maker's permit.

To manage thisskipPermit option was added.

Tip:

You can just check if allowance exists and then setskipPermit totrue .

You can also estimate order withskipPermit: true and fallback to estimation withskipPermit: false as well.

## **Example**

```
import Web3 from
'web3'; import
{ LimitOrderProtocolFacade, LimitOrder, LimitOrderSignature, Web3ProviderConnector}
from
'@1inch/limit-order-protocol-utils';
const walletAddress =
'0xhhh...'; const contractAddress =
'0x5fa31604fc5dcebfcac2481f9fa59d174126e5e6';
const order : LimitOrder =
{ ... } ; const signature : LimitOrderSignature =
'...';
const makerAmount =
'40000000'; const takerAmount =
'0'; const thresholdAmount =
'600000000';
const connector =
new
Web3ProviderConnector (new
Web3 ('...')); const limitOrderProtocolFacade =
new
```

```
LimitOrderProtocolFacade ( contractAddress , chainId , connector ) ;

const callData = limitOrderProtocolFacade . fillLimitOrder ( { order , signature , makingAmount , takingAmount , thresholdAmount ,

// interaction = ZX, // skipPermit = false, } ) ;

sendTransaction ( { from : walletAddress , gas :

210_000 ,

// Set your gas limit gasPrice :

40000 ,

// Set your gas price to : contractAddress , data : callData , } ) Edit this page Previous Limit order structure Next Cancel a limit order
```