How Make Signature

This documentation page provides an example of generating a signature using the tx (SignDoc) produced in the wild Transaction process. The example code in this document is written in Node.js. Users can implement the sign logic based on their respective programming language.

Make Signature // Import packages for sign import as TinySecp256k1 from 'tiny-secp256k1'; import as encHex from 'crypto-is/enc-hex' : import as sha256 from 'crypto-is/sha256' : // Define a custom function to execute the logic described on the Build Transaction page. // Each user can implement their own version of this function and use it accordingly const buildResult buildTx (); / Example of result { "tx": "messages": [{ "type": "cosmos.staking.v1beta1.MsgDelegate", "delegatorAddress": "osmo1gr0e3pj3y6fqvzyam0qxyw9h5dwfrvh8zv3x9p", "validatorAddress" "osmovaloper1clpqr4nrc4khgkxj78fcwwh6dl3uw4epsluffn", "amount": { "denom": "uosmo", "amount": "1" } }], "fee": { "amount": [{ "denom": "uosmo", "amount": "760" }}, "gas": "303815" }, "publicKey": { "@type": "/cosmos.crypto.secp256k1.PubKey", "key": "A00Jvfv1luvAODaiOPIMZpDTWSq7qvoFV8k7ptdsDqLU" }, "accountNumber": "63277", "sequence": "12" } / // Removes the '0x' string from the beginning of the tx. const signDoc buildResult . tx .replace (/ ^ 0x(. *)/ , '1'); // SignDoc Example: // The part that creates a Buffer using the user's Private Key. // If the Private Key starts with '0x', the '0x' prefix is removed and the value is used. const privateKey Buffer .from ('ca7e19f112f2a01aaccefba10840bdcbcc16344c310afff65397eaa940e51f1d' , 'hex' ,); const hashedSignDoc sha256 (encHex .parse (signDoc)) .toString (encHex); const signResult TinySecp256k1 .sign (Buffer .from (hashedSignDoc , 'hex'), privateKey); signatureHex Buffer .from (signResult) .toString ('hex'); // Use this to broadcast the transaction const signature

0x { signatureHex }; // Example: 0x10d0688f545e01802023a12cba8a69be50bd6e504b21781d97e7baaab61c4e8619753e64a377e85bf1488b4cdc34c87ce49c4d0d8fc0b52857129bf5aeccaed5 Last updated onAugust 30, 2023 Build Transaction Broadcast Transaction