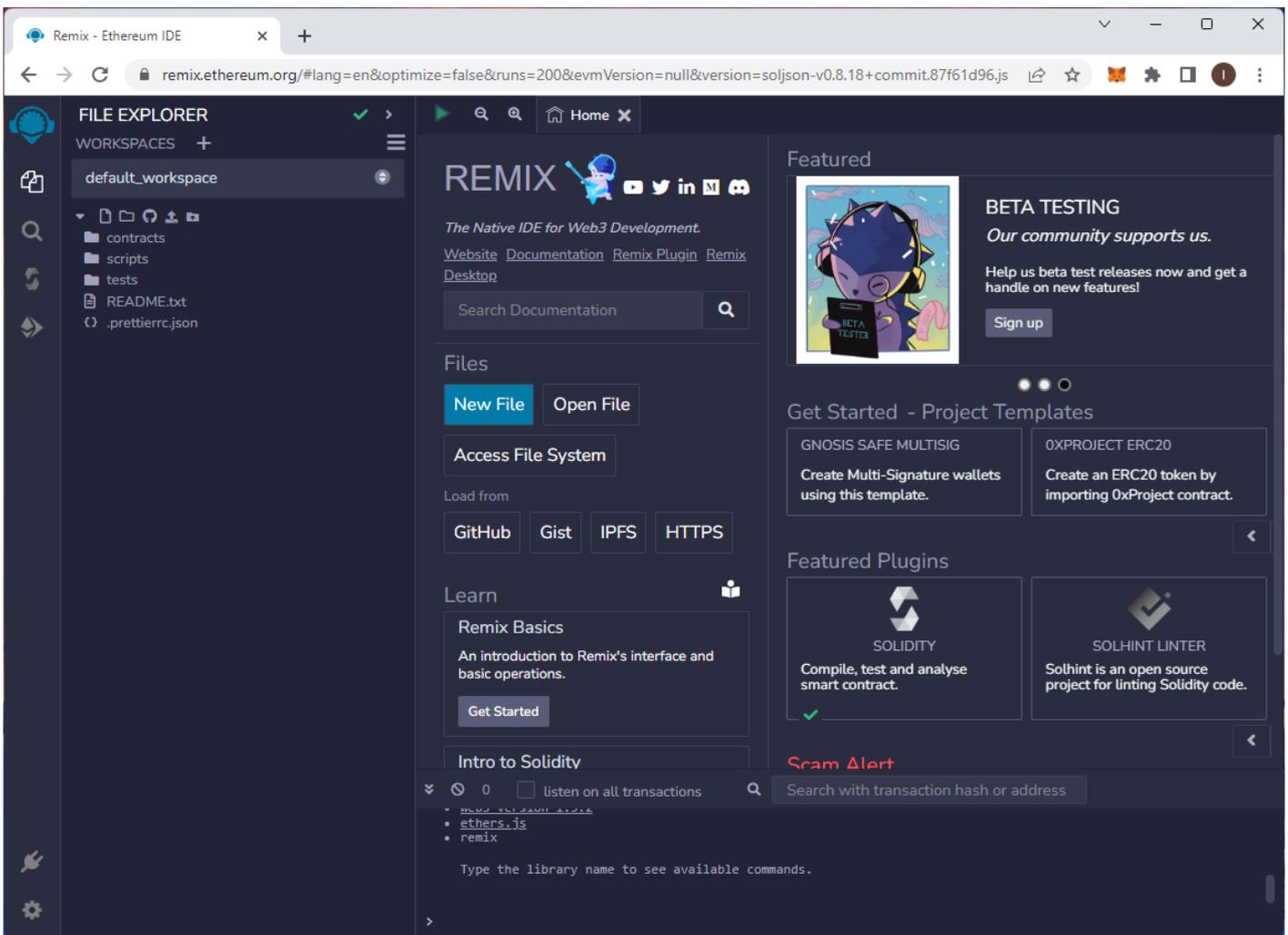
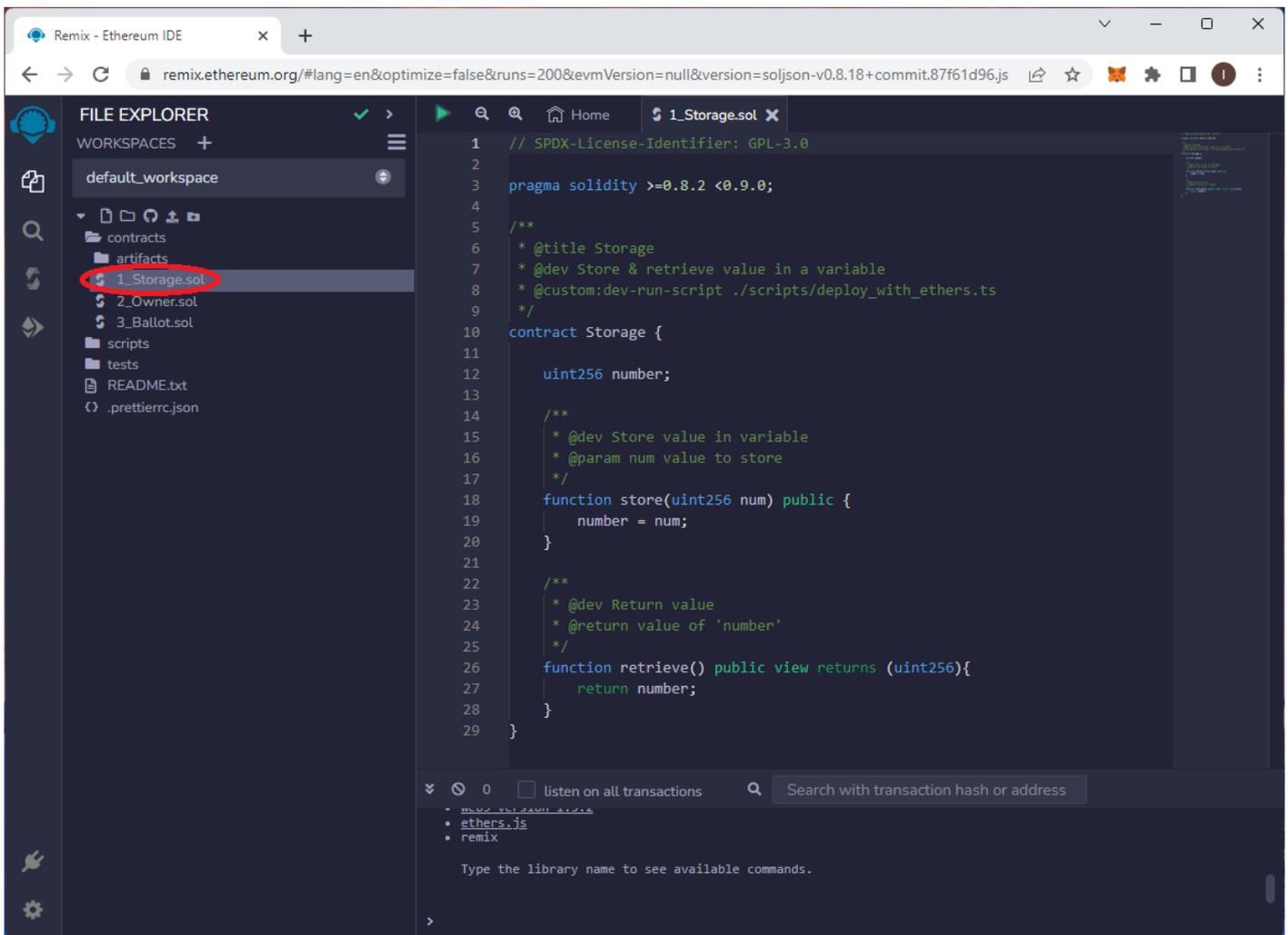


# Deploying smart contract on BPX mainnet using Remix IDE

1. Open the [Remix IDE](#).

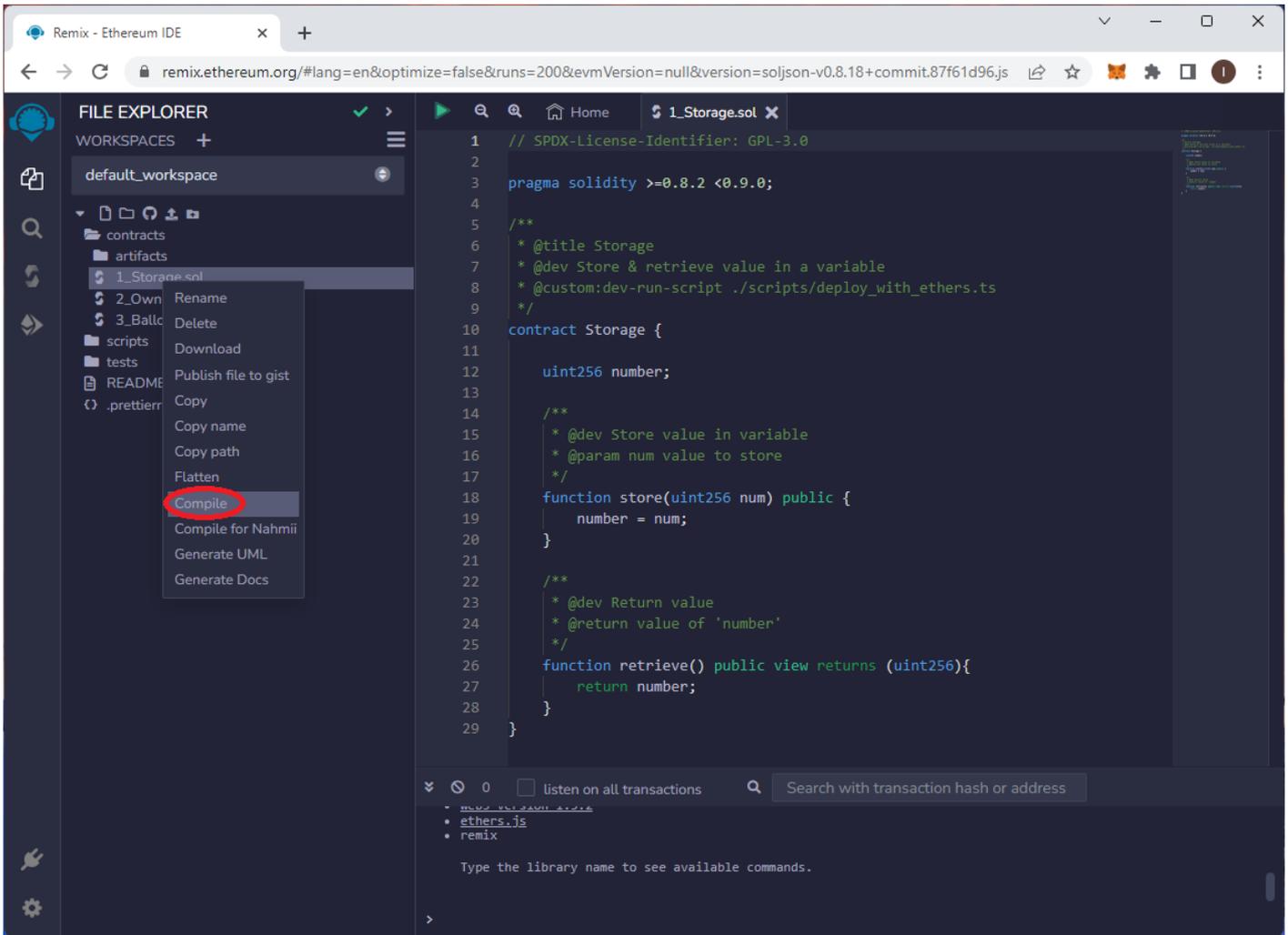


2. In our example, we will use one of the test smart contracts that is already uploaded into the IDE. Open `contracts/1_Storage.sol` file.

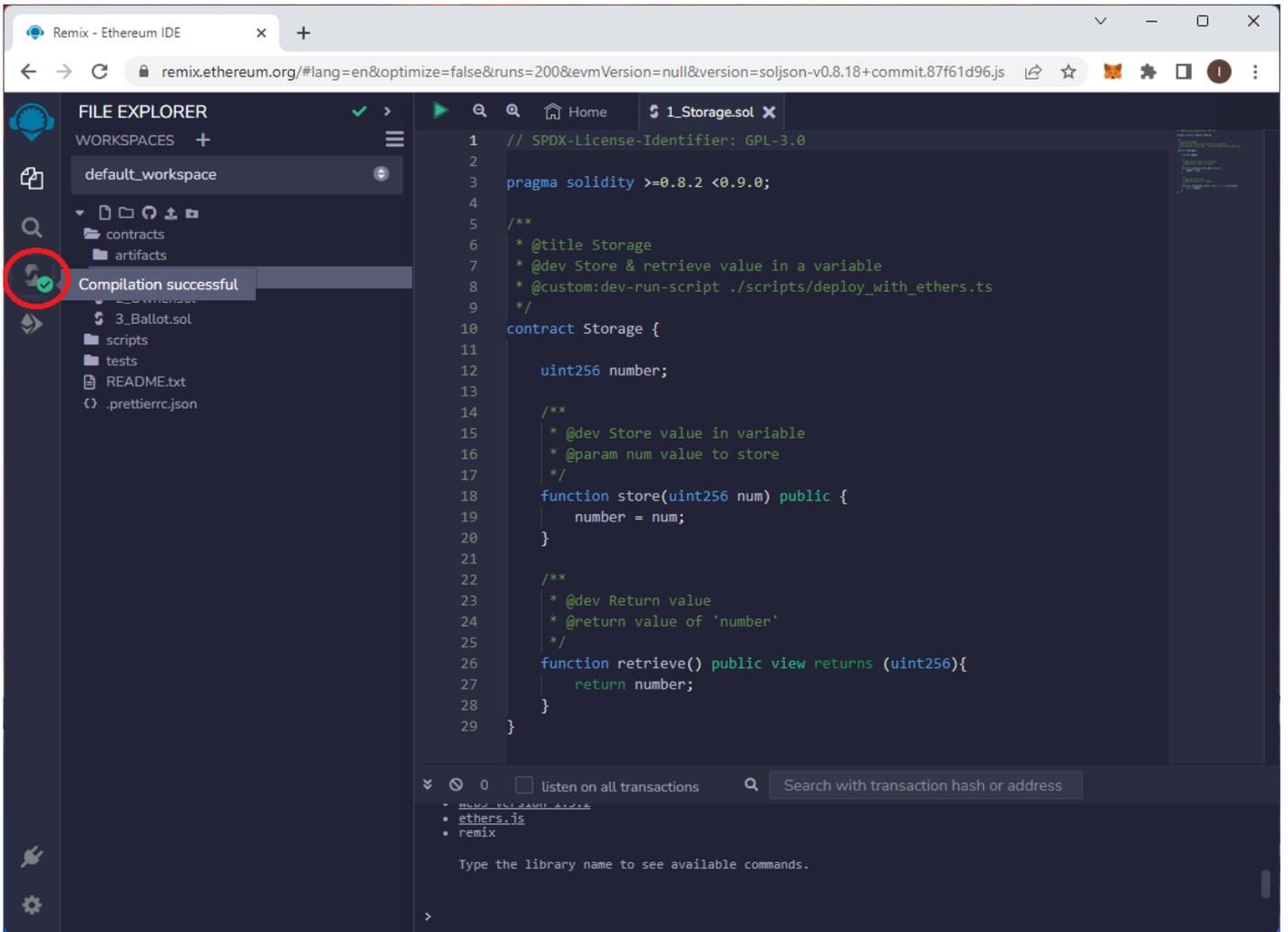


On the right you can see the contract source code. This contract provides two functions. The first ( `store` ) allows you to save any number in the contract, and the second ( `retrieve` ) allows you to read it.

3. Compile the contract by right-clicking on the file name, then select **Compile**.



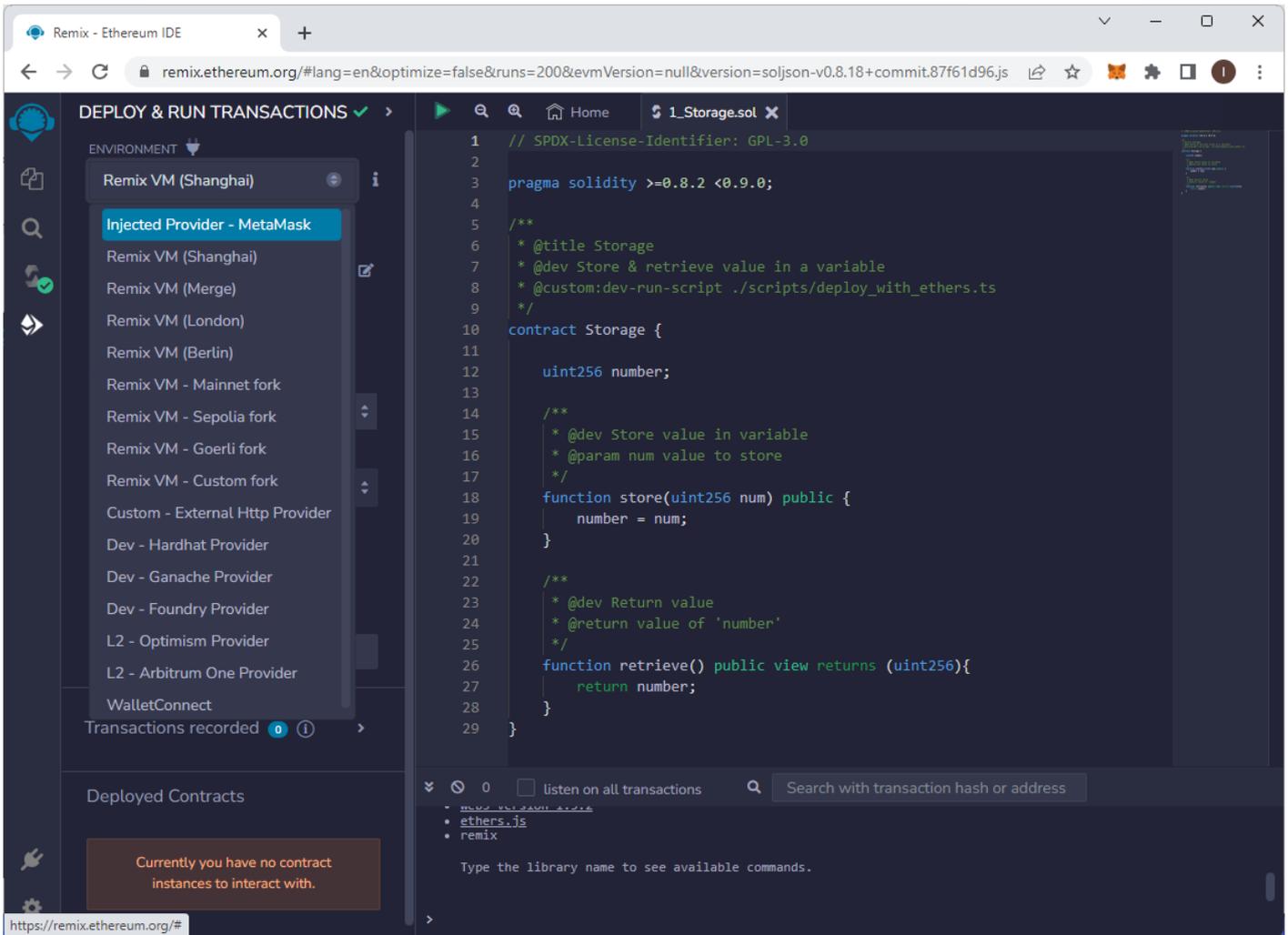
4. When the source code does not contain any errors and compilation is successful, you will see a green success icon.



5. Go to the **Deploy** tab.

The image shows the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is visible, showing the environment set to 'Remix VM (Shanghai)', the account as '0x5B3...eddC4 (100 ether)', and a gas limit of '3000000'. The value is set to '0' in 'Wei'. The contract selected is 'Storage - contracts/1\_Storage.sol'. A red circle highlights the 'Deploy' button. The main editor shows the Solidity code for the 'Storage' contract, including a pragma statement, a license identifier, and two functions: 'store' and 'retrieve'. The bottom panel shows a file explorer with 'ethers.js' and 'remix' files, and a search bar for transaction hashes or addresses.

6. Expand the **Environment** list and select **Injected Provider - MetaMask**.



7. Now Metamask will ask you for permission to connect to the Remix IDE. Agree to connect.

## Connect with MetaMask

Select the account(s) to use on this site

[New account](#)

 Account 1 (0xfdb...cd...  
1240279.9999685 BPX 

Only connect with sites you trust. [Learn more](#)

Cancel

Next

## Connect to Account 1 (0xfdb...cda3)

Allow this site to:



See address, account balance, activity  
and suggest transactions to approve

Only connect with sites you trust. [Learn more](#)

Cancel

Connect

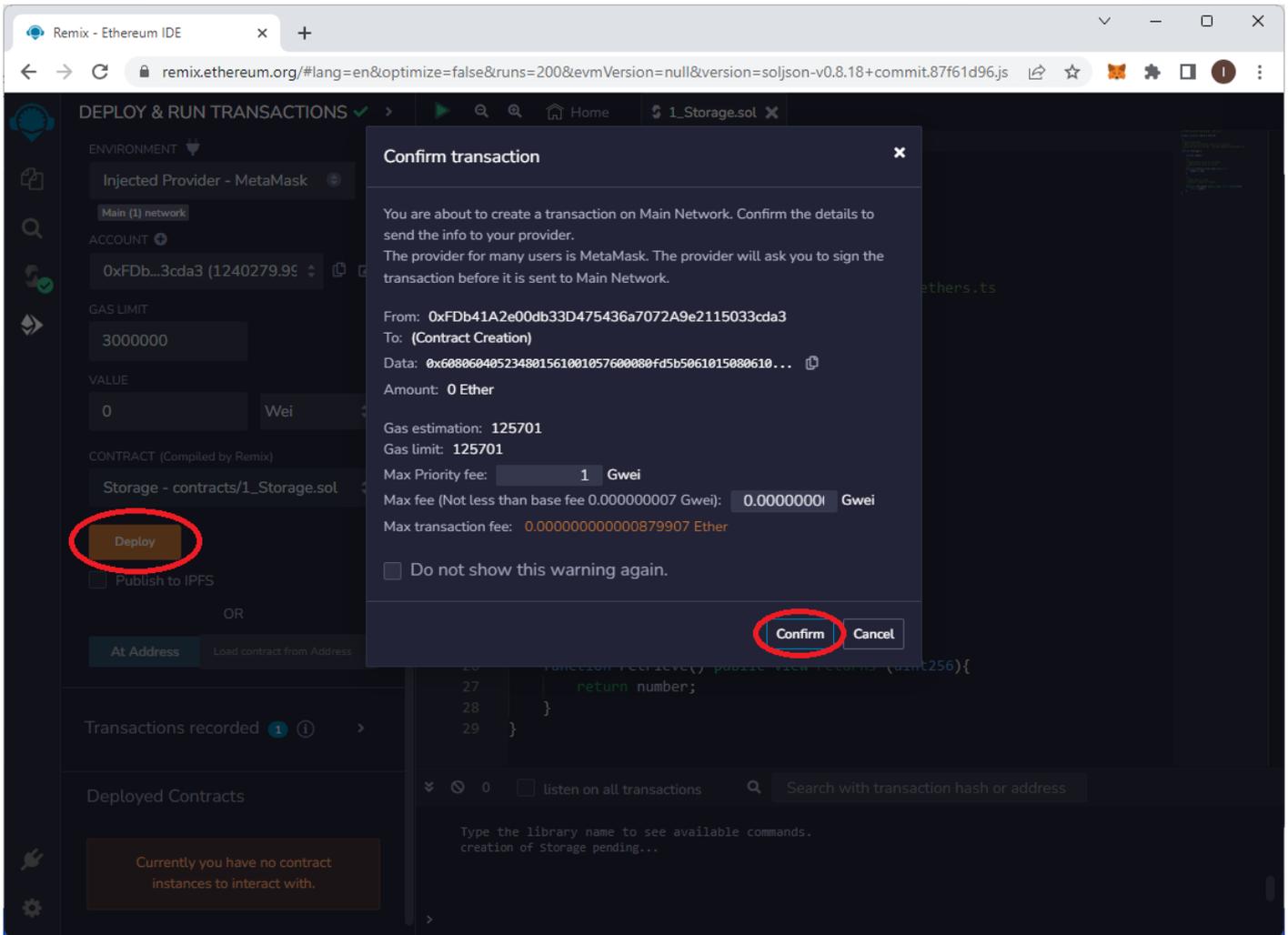
8. After successfully connecting, you should see your account address and its balance in the marked field.

The image shows the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is visible. Under the 'ACCOUNT' section, the account address '0xFDb...3cda3 (1240279.95)' is highlighted with a red circle. The main editor displays a Solidity contract named 'Storage' with the following code:

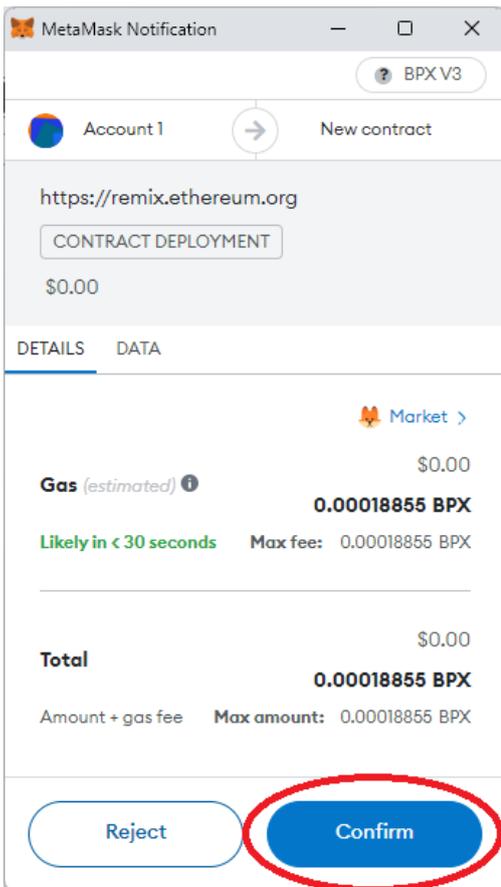
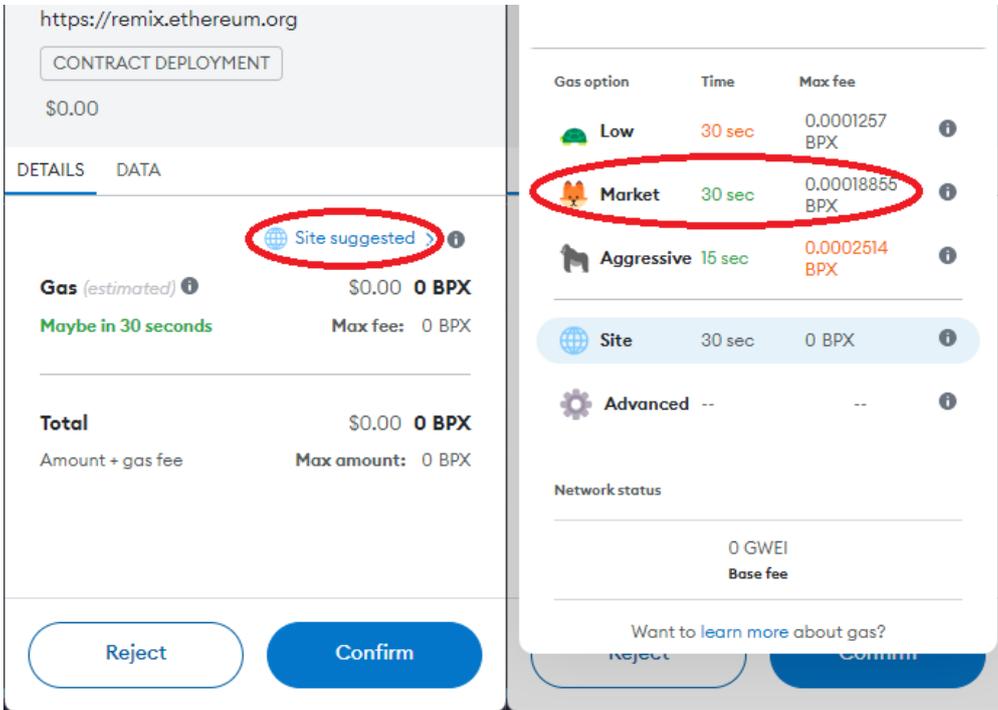
```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

The bottom panel shows a file explorer with 'ethers.js' and 'remix' files. The 'Deploy' button is visible in the sidebar.

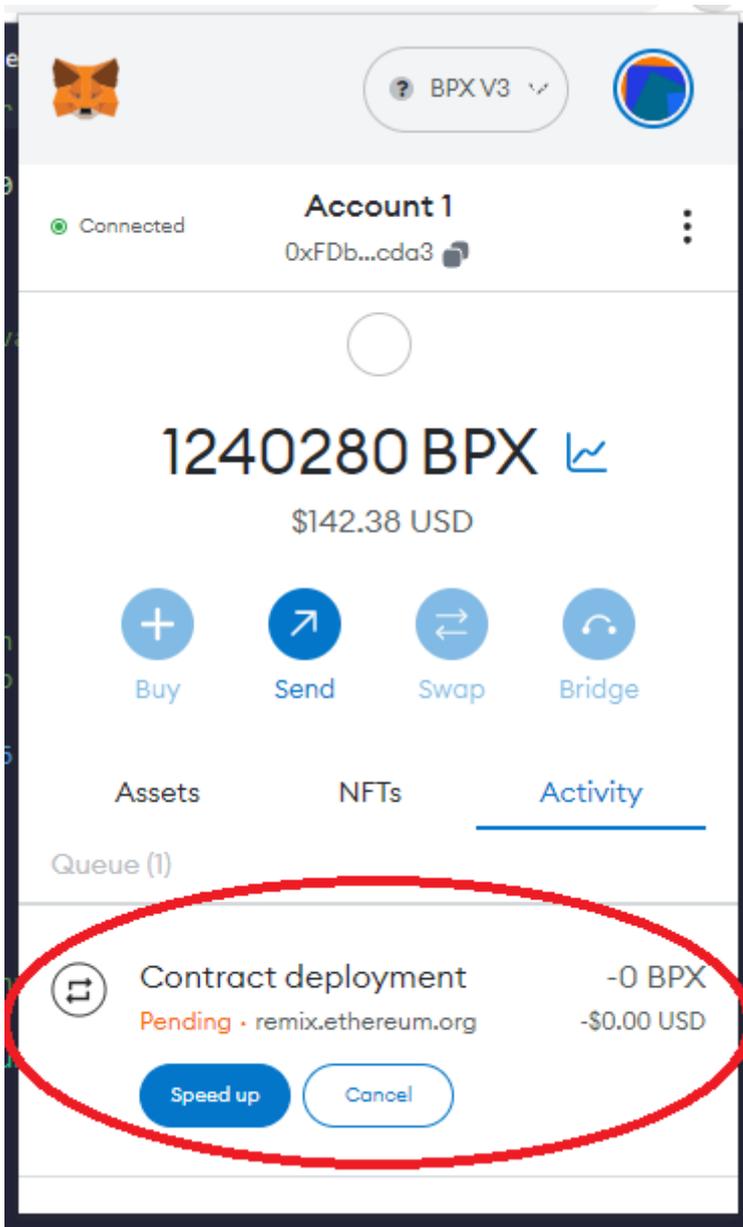
9. Click **Deploy** to start deploying your contract. Confirm the suggested gas settings.



10. In the Metamask popup window, change the gas settings by clicking on **Site suggested**, then select the **Market** option. Then confirm the transaction.



11. Your contract is now deploying. If you open the Metamask window, you should see the new pending transaction.



12. Once the transaction is confirmed by blockchain, you will see its confirmation and a new item in the **Deployed Contracts** section. Your contract is deployed.

The screenshot displays the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is visible, showing the environment set to 'Injected Provider - MetaMask' on the 'Main (1) network'. The account is '0xFDb...3cda3 (1240279.99\$)' with a gas limit of '3000000' and a value of '0 Wei'. The contract selected is 'Storage - contracts/1\_Storage.sol'. A 'Deploy' button is present, along with options to 'Publish to IPFS' or 'Load contract from Address'. Below this, it shows 'Transactions recorded' and a 'Deployed Contracts' section with a red circle around the entry 'STORAGE AT 0x5CD...0E9B3 (BLOC)'. The central editor shows the Solidity code for the 'Storage' contract, including a constructor and two functions: 'store' and 'retrieve'. The bottom panel shows a transaction log with a red circle around the entry: '[block:27514 txIndex:0] from: 0xFDb...3cda3 to: Storage.(constructor) value: 0 wei data: 0x608...20033 logs: 0 hash: 0x570...4e2d4'. A 'Debug' button is also visible in the bottom right of the transaction log.

13. You can use the marked button to copy the address of your new contract to interact with it in the future.

The image shows the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' sidebar is visible, showing the environment set to 'Injected Provider - MetaMask' on the 'Main (1) network'. The account is '0xFDb...3cda3 (1240279.99\$)' with a gas limit of '3000000' and a value of '0 Wei'. The contract selected is 'Storage - contracts/1\_Storage.sol'. A 'Deploy' button is present, along with options to 'Publish to IPFS' or 'Load contract from Address'. Below this, it shows 'Transactions recorded' and 'Deployed Contracts'.

The main editor displays the Solidity code for '1\_Storage.sol':`1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6 * @title Storage
7 * @dev Store & retrieve value in a variable
8 * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9 */
10 contract Storage {
11
12 uint256 number;
13
14 /**
15 * @dev Store value in variable
16 * @param num value to store
17 */
18 function store(uint256 num) public {
19 number = num;
20 }
21
22 /**
23 * @dev Return value
24 * @return value of 'number'
25 */
26 function retrieve() public view returns (uint256){
27 return number;
28 }
29 }`

At the bottom, a transaction confirmation is shown: '[block:27514 txIndex:0] from: 0xFDb...3cda3 to: Storage.(constructor) value: 0 wei data: 0x608...20033 logs: 0 hash: 0x570...4e2d4'. A 'Debug' button is visible next to the confirmation. In the 'Deployed Contracts' section, a red circle highlights a button next to the contract name 'STORAGE AT 0x5CD...0E9B3 (BLOC...)'.

14. Now you can test the contract by calling its functions. Expand the list of contract methods.

The image shows the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, showing a value of '0' in Wei. The contract selected is 'Storage - contracts/1\_Storage.sol'. Below this, there are buttons for 'Deploy', 'Publish to IPFS', and 'At Address'. The 'Deployed Contracts' section shows a contract named 'STORAGE AT 0x5CD...0E9B3 (BLK)' with a balance of 0 ETH. There are 'store' and 'retrieve' buttons. The 'store' button is highlighted with a red circle. Below this, there is a 'Low level interactions' section with a 'Transact' button. The main editor shows the Solidity code for the 'Storage' contract, which includes a 'store' function and a 'retrieve' function. The 'store' function is defined as follows:

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

At the bottom, the transaction log shows a successful transaction: '[block:27514 txIndex:0] from: 0xFDb...3cda3 to: Storage.(constructor) value: 0 wei data: 0x608...20033 logs: 0 hash: 0x570...4e2d4'. There is a 'Debug' button next to the log entry.

15. Let's call the first function (`store`) to save any number in the contract. Enter random number in the text field next to the **store** button. Then press the **store** button.

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is visible. Under 'Deployed Contracts', a contract named 'STORAGE AT 0x5CD...0E9B3 (BLK)' is listed with a balance of 0 ETH. A table shows a transaction with the function 'store' and the value '150', which is circled in red. Below this, there is a 'retrieve' button. The main editor shows the Solidity code for the 'Storage' contract:

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

At the bottom, a transaction confirmation is shown: '[block:27521 txIndex:0] from: 0xFDb...3cda3 to: Storage.store(uint256) 0x5CD...0e9B3 value: 0 wei data: 0x005...00096 logs: 0 hash: 0x8a5...01de0'. A 'Debug' button is also visible.

16. Confirm the transaction in your wallet in the same way as when deploying the contract. Saving data to a smart contract requires a transaction on the blockchain.

17. When the transaction is confirmed, call the second function (`retrieve`) to read the number stored in the smart contract. Click the **retrieve** function button. The blockchain will return the value stored in the contract.

The image shows the Remix Ethereum IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is visible, showing a 'Deploy' button and a 'Deployed Contracts' section. In the 'Deployed Contracts' section, a contract named 'STORAGE AT 0x5CD...0E9B3 (BLK)' is listed with a balance of 0 ETH. Below the contract name, there are two buttons: 'store' and 'retrieve'. The 'retrieve' button is circled in red. Below the buttons, the state is shown as '0: uint256: 150'. At the bottom of the panel, there is a 'Low level interactions' section with a 'Transact' button.

The main editor displays the Solidity code for the 'Storage' contract:

```
1 // SPDX-License-Identifier: GPL-3.0
2
3 pragma solidity >=0.8.2 <0.9.0;
4
5 /**
6  * @title Storage
7  * @dev Store & retrieve value in a variable
8  * @custom:dev-run-script ./scripts/deploy_with_ethers.ts
9  */
10 contract Storage {
11
12     uint256 number;
13
14     /**
15      * @dev Store value in variable
16      * @param num value to store
17      */
18     function store(uint256 num) public {
19         number = num;
20     }
21
22     /**
23      * @dev Return value
24      * @return value of 'number'
25      */
26     function retrieve() public view returns (uint256){
27         return number;
28     }
29 }
```

At the bottom of the IDE, a transaction log shows a call: '[call] from: 0xFDb41A2e00db330475436a7072A9e2115033cda3 to: Storage.retrieve() data: 0x2e6...4cec1'. A 'Debug' button is visible next to the log entry.

Revision #1

Created 8 June 2023 07:45:26 by Admin

Updated 3 September 2023 09:55:32 by Admin