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Tempo charge Intent for HTTP Payment Authentication

Abstract

This document defines the "charge" intent for the "tempo" payment method in the Payment HTTP Authentication Scheme [I-D.[httpauth-payment](#)]. It specifies how clients and servers exchange one-time TIP-20 token transfers on the Tempo blockchain.

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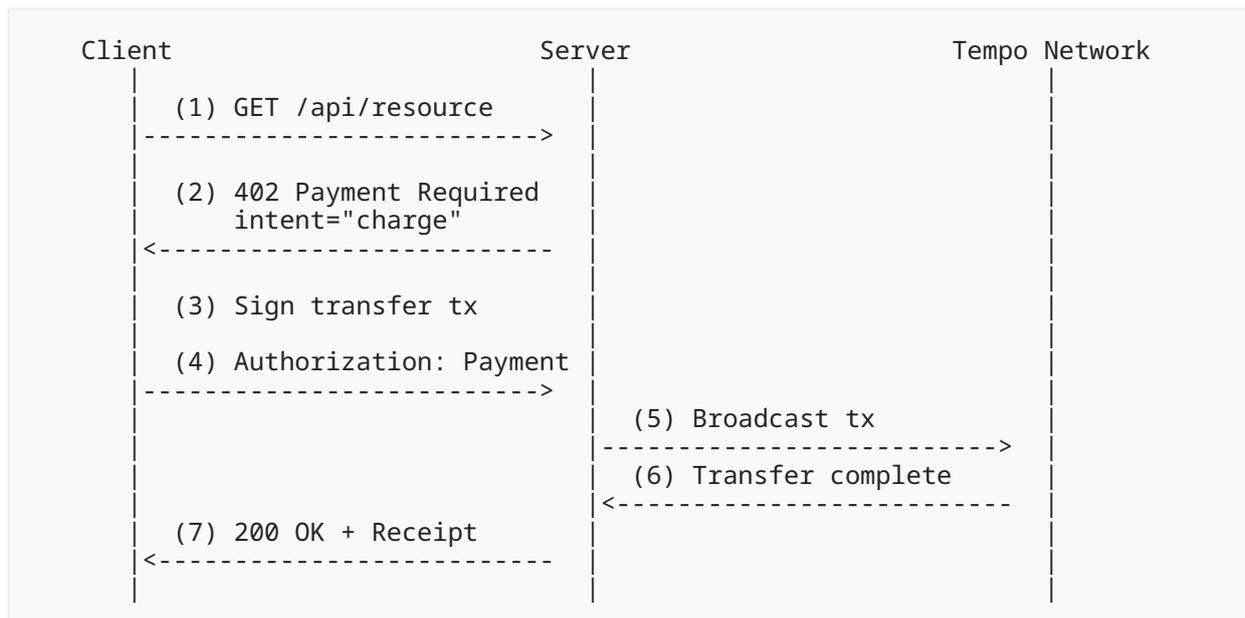
1. Introduction

The charge intent represents a one-time payment of a specified amount. The server may submit the signed transaction any time before the expires timestamp.

This specification defines the request schema, credential formats, and settlement procedures for charge transactions on Tempo.

1.1. Charge Flow

The following diagram illustrates the Tempo charge flow:



2. Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in BCP 14 [RFC2119] [RFC8174] when, and only when, they appear in all capitals, as shown here.

3. Terminology

TIP-20 Tempo's enshrined token standard, implemented as precompiles rather than smart contracts. TIP-20 tokens use 6 decimal places and provide `transfer`, `transferWithMemo`, `transferFrom`, and `approve` operations.

Tempo Transaction An EIP-2718 transaction with type prefix `0x76`, supporting batched calls, multiple signature types (`secp256k1`, `P256`, `WebAuthn`), 2D nonces, and validity windows.

2D Nonce Tempo's nonce system where each account has multiple independent nonce lanes (`nonce_key`), enabling parallel transaction submission.

Fee Payer An account that pays transaction fees on behalf of another account. Tempo Transactions support fee payment via a separate signature domain (`0x78`), allowing the server to pay for fees while the client only signs the payment authorization.

4. Request Schema

The request parameter in the WWW-Authenticate challenge contains a base64url-encoded JSON object.

4.1. Shared Fields

| Field | Type | Required | Description |
|------------------------|--------|----------|---|
| <code>amount</code> | string | REQUIRED | Amount in base units (stringified number) |
| <code>currency</code> | string | REQUIRED | TIP-20 token address (e.g., " <code>0x20c0...</code> ") |
| <code>recipient</code> | string | REQUIRED | Recipient address |
| <code>expires</code> | string | REQUIRED | Expiry timestamp in [RFC3339] format |

Table 1

The `expires` field in the request JSON **MUST** match the `expires` auth-param in the WWW-Authenticate header when both are present. Clients **SHOULD** use the auth-param value for expiry checks.

4.2. Method Details

| Field | Type | Required | Description |
|------------------------|---------|----------|--|
| methodDetails.chainId | number | OPTIONAL | Tempo chain ID (default: 42431) |
| methodDetails.feePayer | boolean | OPTIONAL | If true, server pays transaction fees (default: false) |

Table 2

Example:

```
{
  "amount": "1000000",
  "currency": "0x20c0000000000000000000000000000000000000000000000000000000000000",
  "recipient": "0x742d35Cc6634C0532925a3b844Bc9e7595f8fE00",
  "expires": "2025-01-06T12:00:00Z",
  "methodDetails": {
    "chainId": 42431,
    "feePayer": true
  }
}
```

The client fulfills this by signing a Tempo Transaction with `transfer(recipient, amount)` or `transferWithMemo(recipient, amount, memo)` on the specified currency (token address), with `validBefore` set to `expires`. The client **SHOULD** use a dedicated `nonceKey` (2D nonce lane) for payment transactions to avoid blocking other account activity if the transaction is not immediately settled.

If `methodDetails.feePayer` is true, the client signs with `fee_payer_signature` set to `0x00` and `fee_token` empty, allowing the server to sponsor fees. If `feePayer` is false or omitted, the client **MUST** set `fee_token` and pay fees themselves.

5. Credential Schema

The credential in the Authorization header contains a base64url-encoded JSON object per Section 5.2 of [\[I-D.httpauth-payment\]](#).

5.1. Credential Structure

| Field | Type | Required | Description |
|-----------|--------|----------|---------------------------------------|
| challenge | object | REQUIRED | Echo of the challenge from the server |
| payload | object | REQUIRED | Tempo-specific payload object |

| Field | Type | Required | Description |
|--------|--------|----------|--|
| source | string | OPTIONAL | Payer identifier as a DID (e.g., did:pkh:eip155:42431:0x...) |

Table 3

The source field, if present, **SHOULD** use the did:pkh method with the Tempo chain ID (42431 for Moderato testnet) and the payer's Ethereum address.

5.2. Transaction Payload (type="transaction")

When type is "transaction", signature contains the complete signed Tempo Transaction (type 0x76) serialized as RLP and hex-encoded with 0x prefix. The transaction **MUST** contain a transfer(recipient, amount) or transferWithMemo(recipient, amount, memo) call on the TIP-20 token.

| Field | Type | Required | Description |
|-----------|--------|----------|---|
| signature | string | REQUIRED | Hex-encoded RLP-serialized signed transaction |
| type | string | REQUIRED | "transaction" |

Table 4

Example:

```
{
  "challenge": {
    "id": "kM9xPqWvT2nJrHsY4aDfEb",
    "realm": "api.example.com",
    "method": "tempo",
    "intent": "charge",
    "request": "eyJ...",
    "expires": "2025-02-05T12:05:00Z"
  },
  "payload": {
    "signature": "0x76f901...signed transaction bytes...",
    "type": "transaction"
  },
  "source": "did:pkh:eip155:42431:0x1234567890abcdef1234567890abcdef12345678"
}
```

5.3. Hash Payload (type="hash")

When type is "hash", the client has already broadcast the transaction to the Tempo network. The hash field contains the transaction hash for the server to verify onchain.

| Field | Type | Required | Description |
|-------|--------|----------|---------------------------------|
| hash | string | REQUIRED | Transaction hash with 0x prefix |
| type | string | REQUIRED | "hash" |

Table 5

Example:

```
{
  "challenge": {
    "id": "kM9xPqWvT2nJrHsY4aDfEb",
    "realm": "api.example.com",
    "method": "tempo",
    "intent": "charge",
    "request": "eyJ...",
    "expires": "2025-02-05T12:05:00Z"
  },
  "payload": {
    "hash":
"0x1a2b3c4d5e6f7890abcdef1234567890abcdef1234567890abcdef1234567890",
    "type": "hash"
  },
  "source": "did:pkh:eip155:42431:0x1234567890abcdef1234567890abcdef12345678"
}
```

6. Fee Payment

When a request includes `feePayer: true`, the server commits to paying transaction fees on behalf of the client.

6.1. Server-Paid Fees

When `feePayer: true`:

- Client signs with placeholder:** The client signs the Tempo Transaction with `fee_payer_signature` set to a placeholder value (`0x00`) and `fee_token` left empty. The client uses signature domain `0x76`.
- Server receives credential:** The server extracts the client-signed transaction from the credential payload.
- Server adds fee payment signature:** The server selects a `fee_token` (any USD-denominated TIP-20 stablecoin) and signs the transaction using signature domain `0x78`. This signature commits to the transaction including the `fee_token` and client's address.
- Server broadcasts:** The final transaction contains both signatures:
 - Client's signature (authorizing the payment)
 - Server's `fee_payer_signature` (committing to pay fees)

6.2. Client-Paid Fees

When `feePayer: false` or omitted, the client **MUST** set `fee_token` to a valid USD TIP-20 token address and pay fees themselves. The server broadcasts the transaction as-is without adding a fee payer signature.

6.3. Server Requirements

When acting as fee payer, servers:

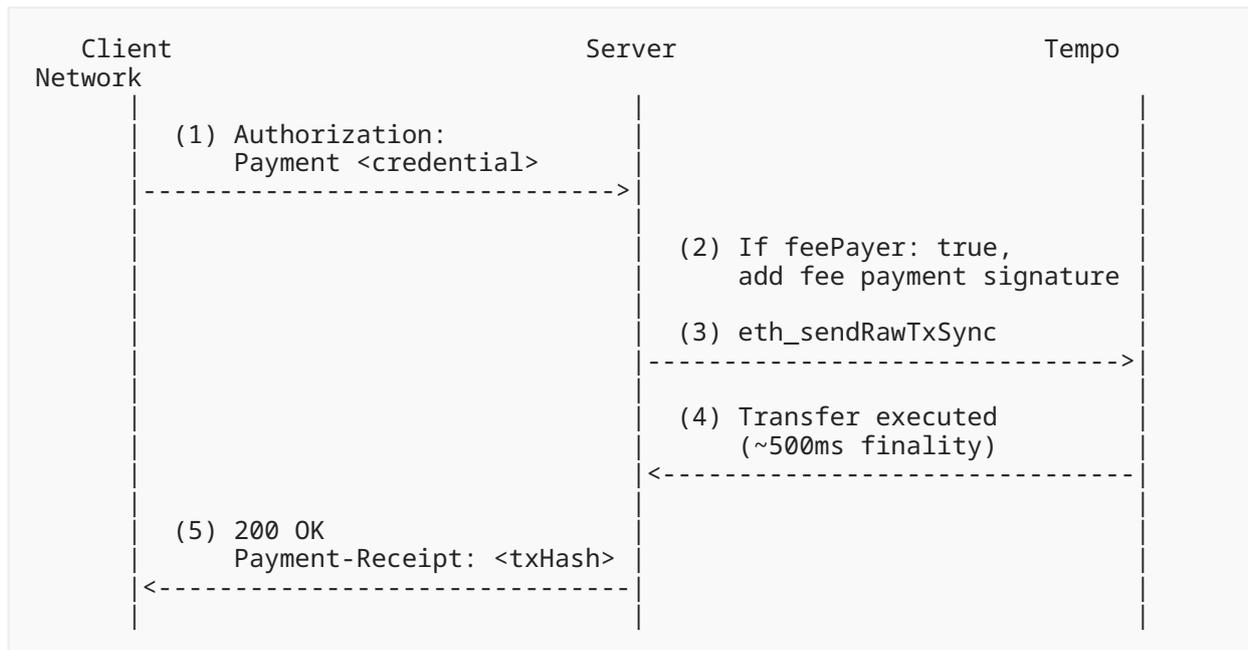
- **MUST** maintain sufficient balance of a USD TIP-20 token to pay transaction fees
- **MAY** use any USD-denominated TIP-20 token with sufficient AMM liquidity as the fee token
- **MAY** recover fee costs through pricing or other business logic

6.4. Client Requirements

- When `feePayer: true`: Clients **MUST** sign with `fee_payer_signature` set to `0x00` and `fee_token` empty or `0x80` (RLP null)
- When `feePayer: false` or omitted: Clients **MUST** set `fee_token` to a valid USD TIP-20 token and have sufficient balance to pay fees

7. Settlement Procedure

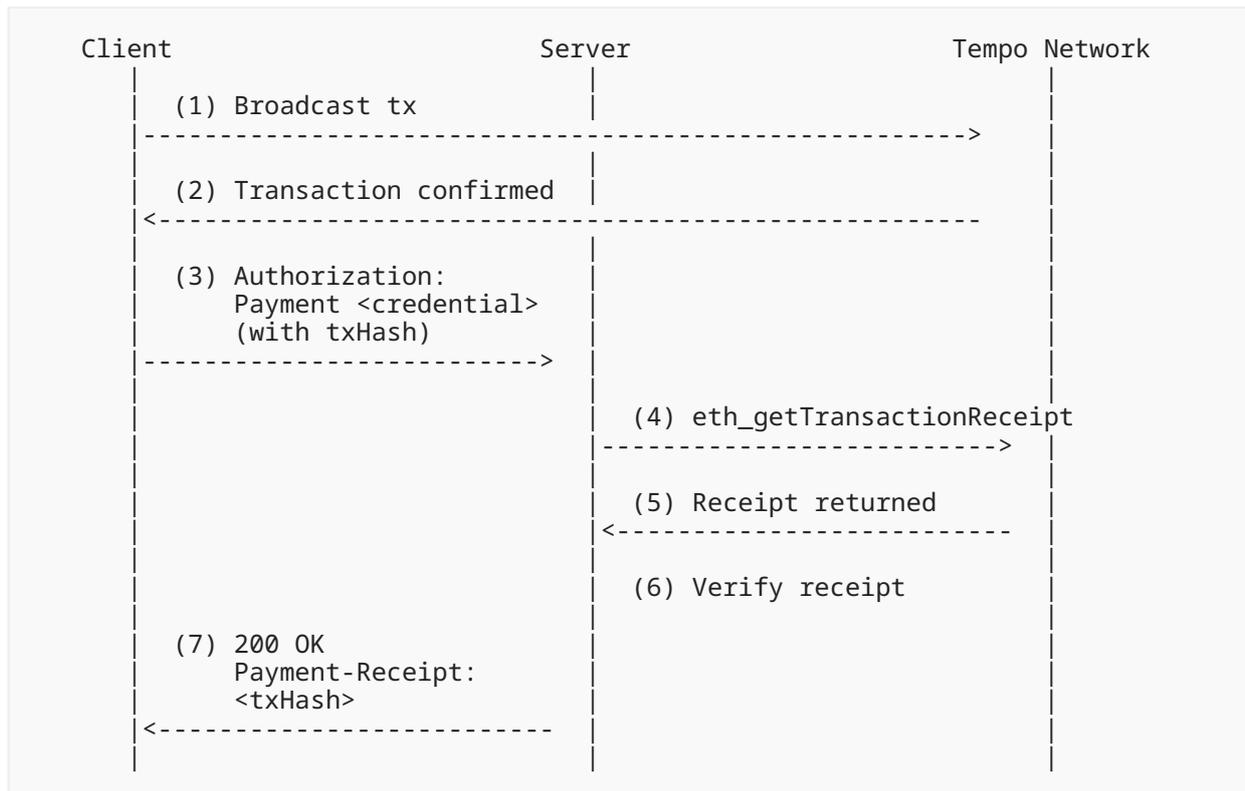
For `intent="charge"` fulfilled via transaction, the client signs a transaction containing a `transfer` or `transferWithMemo` call. If `feePayer: true`, the server adds its fee payer signature before broadcasting:



1. Client submits credential containing signed `transfer` or `transferWithMemo` transaction
2. If `feePayer: true`, server adds fee sponsorship (signs with `0x78` domain)
3. Server broadcasts transaction to Tempo
4. Transaction included in block with immediate finality (~500ms)
5. Server returns receipt with the transaction digest

7.1. Hash Settlement

For credentials with `type="hash"`, the client has already broadcast the transaction. The server verifies the transaction onchain:



Limitations:

- Cannot be used with feePayer: true (client must pay their own fees)
- Server cannot modify or enhance the transaction

7.2. Receipt Generation

Upon successful settlement, servers **MUST** return a Payment-Receipt header per Section 5.3 of [I-D.httpauth-payment]. Servers **MUST NOT** include a Payment-Receipt header on error responses; failures are communicated via HTTP status codes and Problem Details.

The receipt payload for Tempo charge:

| Field | Type | Description |
|-----------|--------|--|
| method | string | "tempo" |
| reference | string | Transaction hash of the settlement transaction |
| status | string | "success" |
| timestamp | string | [RFC3339] settlement time |

Table 6

8. Security Considerations

8.1. Transaction Replay

Tempo Transactions include chain ID, nonce, and optional `validBefore/validAfter` timestamps that prevent replay attacks:

- Chain ID binding prevents cross-chain replay
- Nonce consumption prevents same-chain replay
- Validity windows limit temporal replay windows

8.2. Amount Verification

Clients **MUST** parse and verify the request payload before signing:

1. Verify amount is reasonable for the service
2. Verify currency is the expected token address
3. Verify recipient is controlled by the expected party

8.3. Server-Paid Fees

Servers acting as fee payers accept financial risk in exchange for providing a seamless payment experience.

Denial of Service: Malicious clients could submit valid-looking credentials that fail onchain, causing the server to pay fees without receiving payment. Servers **SHOULD** implement rate limiting and **MAY** require client authentication before accepting payment credentials.

Fee Token Exhaustion: Servers **MUST** monitor their fee token balance and reject new payment requests when balance is insufficient.

9. IANA Considerations

9.1. Payment Method Registration

This document registers the following payment method in the "HTTP Payment Methods" registry established by [\[I-D.httpauth-payment\]](#):

| Method Identifier | Description | Reference |
|-------------------|--|---------------|
| tempo | Tempo blockchain TIP-20 token transfer | This document |

Table 7

Contact: Tempo Labs (contact@tempo.xyz)

9.2. Payment Intent Registration

This document registers the following payment intent in the "HTTP Payment Intents" registry established by [I-D.httpauth-payment]:

| Intent | Applicable Methods | Description | Reference |
|--------|--------------------|--------------------------|---------------|
| charge | tempo | One-time TIP-20 transfer | This document |

Table 8

10. References

10.1. Normative References

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10.2. Informative References

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- [EIP-55] Buterin, V., "Mixed-case checksum address encoding", January 2016, <<https://eips.ethereum.org/EIPS/eip-55>>.
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