Shared Objects

A shared object is an object that is shared using the sui::transfer::share_object function and is accessible to everyone. Unlike owned objects, anyone can access shared ones on the network. Extended functionality and accessibility of this kind of objects requires additional effort by securing access, if needed.

Shared objects require the key ability.

The following example creates a shop to sell digital donuts. Everyone needs access to the shop to purchase donuts from it, so the example creates the shop as a shared object using sui::transfer::share_object .

Example

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