

# Module sui::object

Sui object identifiers

An object ID. This is used to reference Sui Objects. This is not guaranteed to be globally unique--anyone can create an [ID](#) from a [UID](#) or from an object, and ID's can be freely copied and dropped. Here, the values are not globally unique because there can be multiple values of type [ID](#) with the same underlying bytes. For example, [object::id](#) (&obj) can be called as many times as you want for a given obj, and each [ID](#) value will be identical.

Globally unique IDs that define an object's ID in storage. Any Sui Object, that is a struct with the key ability, must have [id](#) : [UID](#) as its first field. These are globally unique in the sense that no two values of type [UID](#) are ever equal, in other words for any two values [id1](#) : [UID](#) and [id2](#) : [UID](#) , [id1](#) != [id2](#). This is a privileged type that can only be derived from a TxContext. [UID](#) doesn't have the drop ability, so deleting a [UID](#) requires a call to [delete](#) .

The hardcoded ID for the singleton Sui System State Object.

The hardcoded ID for the singleton Clock Object.

The hardcoded ID for the singleton AuthenticatorState Object.

The hardcoded ID for the singleton Random Object.

The hardcoded ID for the singleton DenyList.

The hardcoded ID for the Bridge Object.

Sender is not @0x0 the system address.

Get the raw bytes of a [ID](#)

Get the inner bytes of [id](#) as an address.

Make an [ID](#) from raw bytes.

Make an [ID](#) from an address.

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from [sui\\_system](#).

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#) .

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

Get the inner [ID](#) of uid

Get the raw bytes of a uid's inner [ID](#)

Get the raw bytes of a [UID](#)

Get the inner bytes of [id](#) as an address.

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

Get the underlying [ID](#) of obj

Borrow the underlying [ID](#) of obj

Get the raw bytes for the underlying [ID](#) of obj

Get the inner bytes for the underlying [ID](#) of obj

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

Generate a new UID specifically used for creating a UID from a hash

## Struct

An object ID. This is used to reference Sui Objects. This is not guaranteed to be globally unique--anyone can create an [ID](#) from a [UID](#) or from an object, and ID's can be freely copied and dropped. Here, the values are not globally unique because there can be multiple values of type [ID](#) with the same underlying bytes. For example, [object::id](#) (&obj) can be called as many times as you want for a given obj, and each [ID](#) value will be identical.

```
```bash
```

```
```
```

Globally unique IDs that define an object's ID in storage. Any Sui Object, that is a struct with the key ability, must have [id](#) : [UID](#) as its first field. These are globally unique in the sense that no two values of type [UID](#) are ever equal, in other words for any two values [id1](#) : [UID](#) and [id2](#) : [UID](#), [id1](#) != [id2](#). This is a privileged type that can only be derived from a TxContext. [UID](#) doesn't have the drop ability, so deleting a [UID](#) requires a call to [delete](#) .

```
```bash
```

```
```
```

The hardcoded ID for the singleton Sui System State Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton Clock Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton AuthenticatorState Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton Random Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton DenyList.

```
```bash
```

```
```
```

The hardcoded ID for the Bridge Object.

```
```bash
```

```
```
```

Sender is not @0x0 the system address.

```
```bash
```

```
```
```

Get the raw bytes of a [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Make an [ID](#) from raw bytes.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Make an [ID](#) from an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from `sui_system`.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#).

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#). This is the only way to eliminate a [UID](#). This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#). The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Struct

Globally unique IDs that define an object's ID in storage. Any Sui Object, that is a struct with the key ability, must have `id : UID` as its first field. These are globally unique in the sense that no two values of type [UID](#) are ever equal, in other words for any two values `id1: UID` and `id2: UID`, `id1 != id2`. This is a privileged type that can only be derived from a TxContext. [UID](#) doesn't have the drop ability, so deleting a [UID](#) requires a call to [delete](#) .

```
```bash
```

```
```
```

The hardcoded ID for the singleton Sui System State Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton Clock Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton AuthenticatorState Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton Random Object.

```
```bash
```

```
```
```

The hardcoded ID for the singleton DenyList.

```
```bash
```

```
```
```

The hardcoded ID for the Bridge Object.

```
```bash
```

```

Sender is not @0x0 the system address.

```bash

```

Get the raw bytes of a [ID](#)

```bash

```

```bash

```

Get the inner bytes of [id](#) as an address.

```bash

```

```bash

```

Make an [ID](#) from raw bytes.

```bash

```

```bash

```

Make an [ID](#) from an address.

```bash

```

```bash

```

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from `sui_system`.

```bash

```

```bash

```

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

bash (

bash (

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

bash (

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#).

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```



```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
'''
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Constants

The hardcoded ID for the singleton Sui System State Object.

```
'''bash
```

```
'''
```

The hardcoded ID for the singleton Clock Object.

```
'''bash
```

```
'''
```

The hardcoded ID for the singleton AuthenticatorState Object.

```
'''bash
```

```
'''
```

The hardcoded ID for the singleton Random Object.

```
'''bash
```

```
'''
```

The hardcoded ID for the singleton DenyList.

```
'''bash
```

```
'''
```

The hardcoded ID for the Bridge Object.

```
'''bash
```

```
'''
```

Sender is not @0x0 the system address.

```
'''bash
```

```
'''
```

Get the raw bytes of a [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Make an [ID](#) from raw bytes.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Make an [ID](#) from an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from [sui\\_system](#).

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Get the raw bytes of a [ID](#)

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes of [id](#) as an address.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Make an [ID](#) from raw bytes.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Make an [ID](#) from an address.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from `sui_system`.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

'''

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

'''bash

'''

'''bash

'''

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

'''bash

'''

'''bash

'''

Get the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Borrow the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the raw bytes for the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the inner bytes for the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.



```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Make an [ID](#) from raw bytes.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Make an [ID](#) from an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from sui\_system.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
'''
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Make an [ID](#) from raw bytes.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Make an [ID](#) from an address.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from sui\_system.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a

distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Make an [ID](#) from an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from `sui_system`.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```



'''

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

'''bash

'''

'''bash

'''

Get the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Borrow the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the raw bytes for the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the inner bytes for the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

'''bash

'''

'''bash

'''

Generate a new UID specifically used for creating a UID from a hash

```

bash (
bash (
```bash
...

```bash
...

```bash
...

```bash
...

```

## Function

Create the [UID](#) for the singleton SuiSystemState object. This should only be called once from `sui_system`.

```

```bash
...

```bash
...

```

Create the [UID](#) for the singleton Clock object. This should only be called once from `clock`.

```

bash (
bash (

```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from `authenticator_state`.

```

bash (
bash (

```

Create the [UID](#) for the singleton Random object. This should only be called once from `random`.

```

bash (
bash (

```

Create the [UID](#) for the singleton DenyList object. This should only be called once from `deny_list`.

```

bash (
bash (

```

Create the [UID](#) for the singleton Bridge object. This should only be called once from `bridge`.

```

```bash
...

```bash
...

```

Get the inner [ID](#) of uid

```

```bash

```

'''

'''bash

'''

Get the raw bytes of a uid's inner [ID](#)

'''bash

'''

'''bash

'''

Get the raw bytes of a [UID](#)

'''bash

'''

'''bash

'''

Get the inner bytes of [id](#) as an address.

'''bash

'''

'''bash

'''

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

'''bash

'''

'''bash

'''

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

'''bash

'''

'''bash

'''

Get the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Create the [UID](#) for the singleton Clock object. This should only be called once from [clock](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

'''

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

'''bash

'''

'''bash

'''

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

'''bash

'''

'''bash

'''

Get the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Borrow the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the raw bytes for the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the inner bytes for the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Create the [UID](#) for the singleton AuthenticatorState object. This should only be called once from [authenticator\\_state](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

'''

Get the raw bytes of a uid's inner [ID](#)

'''bash

'''

'''bash

'''

Get the raw bytes of a [UID](#)

'''bash

'''

'''bash

'''

Get the inner bytes of [id](#) as an address.

'''bash

'''

'''bash

'''

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

'''bash

'''

'''bash

'''

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

'''bash

'''

'''bash

'''

Get the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Borrow the underlying [ID](#) of obj

'''bash



```
'''
```

```
'''bash
```

```
'''
```

Get the raw bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Create the [UID](#) for the singleton Random object. This should only be called once from [random](#).

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system

event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Create the [UID](#) for the singleton DenyList object. This should only be called once from [deny\\_list](#) .

```
bash (
```

```
bash (
```

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner [ID](#) of uid

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the raw bytes of a uid's inner [ID](#)

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the raw bytes of a [UID](#)

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes of [id](#) as an address.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Borrow the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the raw bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Create the [UID](#) for the singleton Bridge object. This should only be called once from [bridge](#) .

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner [ID](#) of uid

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
'''
```

Get the inner bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Get the inner [ID](#) of uid

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the raw bytes of a uid's inner [ID](#)

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```



Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Get the raw bytes of a uid's inner [ID](#)

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes of a [UID](#)

```
```bash
```

```
```
```

```
```bash
```

'''

Get the inner bytes of [id](#) as an address.

'''bash

'''

'''bash

'''

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

'''bash

'''

'''bash

'''

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

'''bash

'''

'''bash

'''

Get the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Borrow the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the raw bytes for the underlying [ID](#) of obj

'''bash

'''

'''bash

'''

Get the inner bytes for the underlying [ID](#) of obj

'''bash

```
'''
```

```
'''bash
```

```
'''
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Get the raw bytes of a [UID](#)

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes of [id](#) as an address.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
'''bash
```

```
'''
```

```
```bash
```

```
```
```

Delete the object and its [UID](#). This is the only way to eliminate a [UID](#). This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#). The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Get the inner bytes of [id](#) as an address.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Create a new object. Returns the [UID](#) that must be stored in a Sui object. This is the only way to create [UID](#) s.

```
```bash
```

```
'''
```

```
'''bash
```

```
'''
```

Delete the object and its [UID](#) . This is the only way to eliminate a [UID](#) . This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#) . The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Borrow the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the raw bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
'''bash
```

```
'''
```

```
'''bash
```



```
'''
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Delete the object and its [UID](#). This is the only way to eliminate a [UID](#). This exists to inform Sui of object deletions. When an object gets unpacked, the programmer will have to do something with its [UID](#). The implementation of this function emits a deleted system event so Sui knows to process the object deletion

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Borrow the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the raw bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Get the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Borrow the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the raw bytes for the underlying [ID](#) of obj

```
```bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

## Function

Get the raw bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
'''bash
```

```
'''
```

Get the inner bytes for the underlying [ID](#) of obj

```
'''bash
```

```
'''
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Get the inner bytes for the underlying [ID](#) of obj

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Get the [UID](#) for obj. Safe because Sui has an extra bytecode verifier pass that forces every struct with the key ability to have a distinguished [UID](#) field. Cannot be made public as the access to [UID](#) for a given object must be privileged, and restrictable in the object's module.

```
```bash
```

```
```
```

```
```bash
```

```
```
```

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## Function

Generate a new UID specifically used for creating a UID from a hash

```
bash (
```

```
bash (
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## **Function**

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

```
```bash
```

```
```
```

## **Function**

```
```bash
```

```
```
```

```
```bash
```

```
```
```