

SharedInput

A Move object that's shared.

The version that this this object was shared at.

Controls whether the transaction block can reference the shared object as a mutable reference or by value. This has implications for scheduling: Transactions that just read shared objects at a certain version (`mutable = false`) can be executed concurrently, while transactions that write shared objects (`mutable = true`) must be executed serially with respect to each other.

[TransactionInput](#) union