

# UnchangedSharedObject

Details pertaining to shared objects that are referenced by but not changed by a transaction. This information is considered part of the effects, because although the transaction specifies the shared object as input, consensus must schedule it and pick the version that is actually used.

The transaction accepted a shared object as input, but only to read it.

The transaction accepted a shared object as input, but it was deleted before the transaction executed.

The transaction accepted a shared object as input, but its execution was cancelled.

[UnchangedSharedObjectConnection](#) object • [UnchangedSharedObjectEdge](#) object