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| --- |
| artifact |
| **TYPE:** Behavior |
| NAME: Non-subdividable |
| aliases: |
| * Alias1 * Alias2 |
|  |
| artifact SymbolS |
| * Visual Symbol 🡪 <i>~d</i> |
| * Tooling Symbol 🡪 ~d |
|  |
| controlUri: ../../../../../../artifacts/behaviors/subdividable/non-subdividable.proto |
| artifact Definition |
| Business Description:An ability or restriction on the token where it cannot be subdivided from a single whole token into fractions. Sets the base token Decimals property to 0 which will make the token non-sub-dividable and a whole token is the smallest ownable unit of the token. |
| business Example Non-subdividable is common for items where subdivision does not make sense like a property title inventory item or invoice. |
| Analogies |
|  |
| Name: Analogy 1 |
| Description: supply-control analogy 1 description |
| Artifact Definition: *insert definition here* |
|  |
|  |
| comments: *Input comment here* |
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| incompatible With the following Symbols |
|  |
| * Visual Symbol 🡪 <i>d</i> |
| * Tooling Symbol **🡪** d |
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| influenced By these Symbols |
|  |
| description Roles is common to implement to provide authorization checks for invoking the behavior. |
| symbol |
| * Visual Symbol 🡪 |
| * Tooling Symbol 🡪 |
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| artifact Files |
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| Content: CONTROL |
| File Name: non-subdividable.proto |
| File Data: |
|  |
| content UML |
| File Name: nonsubdividable.md |
| File Data: |
| maps |
| Code References: |
| Mapping Type: SOURCE\_CODE |
| Name: Code 1 |
| Platform: DAML |
| Reference Path: |
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| implementation References |
|  |
| Mapping Type: IMPLEMENTATION |
| Name: Implementation 1 |
| Platform: CHAINCODE\_GO |
| Reference Path: |
| Maps: |
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| resources |
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| Mapping Type: RESOURCE |
| Name: Regulation Reference 1 |
| Description: |
| Resource Path |
| Maps: |
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