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| --- |
| artifact |
| **TYPE:** BEHAVIOR |
| NAME: NON-TRANSFERABLE |
| aliases: |
|  |
|  |
| artifact SymbolS |
| * Visual Symbol 🡪 <i>~t</i> |
| * Tooling Symbol 🡪 ~t |
|  |
| controlUri: ../../../../../../artifacts/behaviors/transferable/non-transferable.proto |
| artifact Definition |
| Business Description:Every token instance has an owner. The Non-transferable behavior prevents the owner of a token from changing. |
| business Example |
| Analogies |
|  |
| Name: Analogy 1 |
| Description: transferable analogy 1 description |
| Artifact Definition: *insert definition here* |
|  |
|  |
| comments: *Input comment here* |
|  |
|  |
| incompatible With the following Symbols |
|  |
| * Visual Symbol 🡪 <i>t<i> |
| * Tooling Symbol **🡪** t |
|  |
|  |
| 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 |
|  |
| Content: CONTROL |
| File Name: non-transferable.protro |
| File Data: |
|  |
| content UML |
| File Name: non-transferable.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: |
|  |
|  |
| resources |
|  |
| Mapping Type: RESOURCE |
| Name: Regulation Reference 1 |
| Description: |
| Resource Path |
| Maps: |
|  |
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