

The Move Book

Events are a way to notify off-chain listeners about on-chain events. They are used to emit additional information about the transaction that is not stored - and, hence, can't be accessed - on-chain. Events are emitted by the `sui::event` module located in the [Sui Framework](#).

Any custom type with the [copy](#) and [drop](#) abilities can be emitted as an event. Sui Verifier requires the type to be internal to the module.

Events are emitted using the `emit` function in the `sui::event` module. The function takes a single argument - the event to be emitted. The event data is passed by value,

The Sui Verifier requires the type passed to the `emit` function to be internal to the module. So emitting a type from another module will result in a compilation error. Primitive types, although they match the copy and drop requirement, are not allowed to be emitted as events.

Events are a part of the transaction result and are stored in the transaction effects. As such, they natively have the sender field which is the address who sent the transaction. So adding a "sender" field to the event is not necessary. Similarly, event metadata contains the timestamp. But it is important to note that the timestamp is relative to the node and may vary a little from node to node.

Emitting Events

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```
```bash module book::events;

use sui::coin::Coin; use sui::sui::SUI; use sui::event;

/// The item that can be purchased. public struct Item has key { id: UID }

/// Event emitted when an item is purchased. Contains the ID of the item and /// the price for which it was purchased. public struct
ItemPurchased has copy, drop { item: ID, price: u64 }

/// A marketplace function which performs the purchase of an item. public fun purchase(coin: Coin, ctx: &mut TxContext) { let item
= Item { id: object::new(ctx) };

// Create an instance of `ItemPurchased` and pass it to `event::emit`.
event::emit(ItemPurchased {
 item: object::id(&item),
 price: coin.value()
});

// Omitting the rest of the implementation to keep the example simple.
abort 0

} ```
```

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## Event Structure

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