

# Module sui::balance

A storable handler for Balances in general. Is used in the Coin module to allow balance operations and can be used to implement custom coins with [Supply](#) and [Balance](#) s.

A Supply of T. Used for minting and burning. Wrapped into a TreasuryCap in the Coin module.

Storable balance - an inner struct of a Coin type. Can be used to store coins which don't need the key ability.

For when trying to destroy a non-zero balance.

For when an overflow is happening on Supply operations.

For when trying to withdraw more than there is.

Sender is not @0x0 the system address.

System operation performed for a coin other than SUI

Get the amount stored in a [Balance](#) .

Get the [Supply](#) value.

Create a new supply for type T.

Increase supply by [value](#) and create a new [Balance](#) with this value.

Burn a Balance and decrease Supply .

Create a zero [Balance](#) for type T.

Join two balances together.

Split a [Balance](#) and take a sub balance from it.

Withdraw all balance. After this the remaining balance must be 0.

Destroy a zero [Balance](#) .

CAUTION: this function creates a [Balance](#) without increasing the supply. It should only be called by the epoch change system txn to create staking rewards, and nowhere else.

CAUTION: this function destroys a [Balance](#) without decreasing the supply. It should only be called by the epoch change system txn to destroy storage rebates, and nowhere else.

Destroy a [Supply](#) preventing any further minting and burning.

## Struct

A Supply of T. Used for minting and burning. Wrapped into a TreasuryCap in the Coin module.

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