

ProgrammableTransaction

A single transaction, or command, in the programmable transaction block.

A call to either an entry or a public Move function.

Transfers inputs to address . All inputs must have the store ability (allows public transfer) and must not be previously immutable or shared.

Splits off coins with denominations in amounts from coin , returning multiple results (as many as there are amounts.)

Merges coins into the first coin (produces no results).

Publishes a Move Package.

Upgrades a Move Package.

Create a vector (possibly empty).

[ProgrammableTransactionConnection](#) object • [ProgrammableTransactionEdge](#) object