TransactionArgument

An argument to a programmable transaction command.

Access to the gas inputs, after they have been smashed into one coin. The gas coin can only be used by reference, except for with TransferObjectsTransaction that can accept it by value.

One of the input objects or primitive values to the programmable transaction block.

The result of another transaction command.

[DryRunMutation](#) object ● [MakeMoveVecTransaction](#) object ● [MergeCoinsTransaction](#) object ● [MoveCallTransaction](#) object ● [SplitCoinsTransaction](#) object ● [TransferObjectsTransaction](#) object ● [UpgradeTransaction](#) object