# TransactionBlockKind

The kind of transaction block, either a programmable transaction or a system transaction.

System transaction that runs at the beginning of a checkpoint, and is responsible for setting the current value of the clock, based on the timestamp from consensus.

System transaction that initializes the network and writes the initial set of objects on-chain.

A system transaction that updates epoch information on-chain (increments the current epoch). Executed by the system once per epoch, without using gas. Epoch change transactions cannot be submitted by users, because validators will refuse to sign them.

This transaction kind is deprecated in favour of EndOfEpochTransaction .

A user transaction that allows the interleaving of native commands (like transfer, split coins, merge coins, etc) and move calls, executed atomically.

System transaction for updating the on-chain state used by zkLogin.

System transaction to update the source of on-chain randomness.

System transaction that supersedes ChangeEpochTransaction as the new way to run transactions at the end of an epoch. Behaves similarly to ChangeEpochTransaction but can accommodate other optional transactions to run at the end of the epoch.

TransactionBlock object