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ProgrammableTransactionBlock

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

```
type ProgrammableTransactionBlock {
  inputs(
    first: Int
    after: String
    last: Int
    before: String
  ): TransactionInputConnection!
  transactions(
    first: Int
    after: String
    last: Int
    before: String
  ): ProgrammableTransactionConnection!
}
```

Fields

`ProgrammableTransactionBlock.inputs` ● `TransactionInputConnection!` non-null object

Input objects or primitive values.

`ProgrammableTransactionBlock.inputs.first` ● `Int` scalar

`ProgrammableTransactionBlock.inputs.after` ● `String` scalar

`ProgrammableTransactionBlock.inputs.last` ● `Int` scalar

`ProgrammableTransactionBlock.inputs.before` ● `String` scalar

`ProgrammableTransactionBlock.transactions` ● `ProgrammableTransactionConnection!` non-null object

The transaction commands, executed sequentially.

`ProgrammableTransactionBlock.transactions.first` ● `Int` scalar

`ProgrammableTransactionBlock.transactions.after`.`String` scalar

`ProgrammableTransactionBlock.transactions.last`.`Int` scalar

`ProgrammableTransactionBlock.transactions.before`.`String` scalar

Implemented By

`TransactionBlockKind` union

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