TransactionInput

No description

```
union TransactionInput = OwnedOrImmutable | SharedInput | Receiving | Pure
```

Possible types

TransactionInput.OwnedOrImmutable object

A Move object, either immutable, or owned mutable.

TransactionInput.SharedInput object

A Move object that's shared.

TransactionInput.Receiving object

A Move object that can be received in this transaction.

TransactionInput.Pure object

BCS encoded primitive value (not an object or Move struct).

Member Of

TransactionInputConnection object . TransactionInputEdge object

Edit this page

© 2025 SUI FOUNDATION | DOCUMENTATION DISTRIBUTED UNDER CC BY 4.0