

# Shared

A shared object is an object that is shared using the `0x2::transfer::share_object` function. Unlike owned objects, once an object is shared, it stays mutable and is accessible by anyone.

```
type Shared {  
  initialSharedVersion: UInt53!  
}
```

## Fields

`Shared.initialSharedVersion` • `UInt53!` **non-null** **scalar**

## Implemented By

`ObjectOwner` **union**

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