ProgrammableTransaction

A single transaction, or command, in the programmable transaction block.

```
union ProgrammableTransaction = MoveCallTransaction |
TransferObjectsTransaction | SplitCoinsTransaction | MergeCoinsTransaction |
PublishTransaction | UpgradeTransaction | MakeMoveVecTransaction
```

Possible types

ProgrammableTransaction.`MoveCallTransaction` `object`

A call to either an entry or a public Move function.

ProgrammableTransaction.`TransferObjectsTransaction` `object`

Transfers `inputs` to `address`. All inputs must have the `store` ability (allows public transfer) and must not be previously immutable or shared.

ProgrammableTransaction.`SplitCoinsTransaction` `object`

Splits off coins with denominations in `amounts` from `coin`, returning multiple results (as many as there are amounts.)

ProgrammableTransaction.`MergeCoinsTransaction` `object`

Merges `coins` into the first `coin` (produces no results).

ProgrammableTransaction.`PublishTransaction` `object`

Publishes a Move Package.

ProgrammableTransaction.`UpgradeTransaction` `object`

Upgrades a Move Package.

ProgrammableTransaction.`MakeMoveVecTransaction` `object`

Create a vector (possibly empty).

Member Of

`ProgrammableTransactionConnection` object . `ProgrammableTransactionEdge` object

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