RandomnessStateUpdateTransaction

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

```
type RandomnessStateUpdateTransaction {
  epoch: Epoch
  randomnessRound: UInt53!
  randomBytes: Base64!
  randomnessObjInitialSharedVersion: UInt53!
}
```

Fields

RandomnessStateUpdateTransaction.**epoch**.Epoch **object**

Epoch of the randomness state update transaction.

RandomnessStateUpdateTransaction.**randomnessRound**.UInt53! **non-null** **scalar**

Randomness round of the update.

RandomnessStateUpdateTransaction.**randomBytes**.Base64! **non-null** **scalar**

Updated random bytes, encoded as Base64.

RandomnessStateUpdateTransaction.**randomnessObjInitialSharedVersion**.UInt53! **non-null** **scalar**

The initial version the randomness object was shared at.

Implemented By

TransactionBlockKind **union**

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