

TransactionArgument

An argument to a programmable transaction command.

```
union TransactionArgument = GasCoin | Input | Result
```

Possible types

[TransactionArgument.GasCoin](#) **object**

Access to the gas inputs, after they have been smashed into one coin. The gas coin can only be used by reference, except for with [TransferObjectsTransaction](#) that can accept it by value.

[TransactionArgument.Input](#) **object**

One of the input objects or primitive values to the programmable transaction block.

[TransactionArgument.Result](#) **object**

The result of another transaction command.

Member Of

[DryRunMutation](#) **object** . [MakeMoveVecTransaction](#) **object** . [MergeCoinsTransaction](#) **object** . [MoveCallTransaction](#) **object** . [SplitCoinsTransaction](#) **object** . [TransferObjectsTransaction](#) **object** . [UpgradeTransaction](#) **object**

[Edit this page](#)



© 2025 SUI FOUNDATION | DOCUMENTATION DISTRIBUTED UNDER CC BY 4.0