

ChangeEpochTransaction

A system transaction that updates epoch information on-chain (increments the current epoch). Executed by the system once per epoch, without using gas. Epoch change transactions cannot be submitted by users, because validators will refuse to sign them.

This transaction kind is deprecated in favour of `EndOfEpochTransaction`.

```
type ChangeEpochTransaction {  
  epoch: Epoch  
  protocolVersion: UInt53!  
  storageCharge: BigInt!  
  computationCharge: BigInt!  
  storageRebate: BigInt!  
  nonRefundableStorageFee: BigInt!  
  startTimestamp: DateTime!  
  systemPackages(  
    first: Int  
    after: String  
    last: Int  
    before: String  
  ): MovePackageConnection!  
}
```

Fields

`ChangeEpochTransaction.epoch` • `Epoch` **object**

The next (to become) epoch.

`ChangeEpochTransaction.protocolVersion` • `UInt53!` **non-null**
scalar

The protocol version in effect in the new epoch.

`ChangeEpochTransaction.storageCharge` • `BigInt!` **non-null**
scalar

The total amount of gas charged for storage during the previous epoch (in MIST).

`ChangeEpochTransaction.computationCharge` • `BigInt!`
non-null **scalar**

The total amount of gas charged for computation during the previous epoch (in MIST).

`ChangeEpochTransaction.storageRebate` • `BigInt!` **non-null**
scalar

The SUI returned to transaction senders for cleaning up objects (in MIST).

`ChangeEpochTransaction.nonRefundableStorageFee` • `BigInt!`
non-null **scalar**

The total gas retained from storage fees, that will not be returned by storage rebates when the relevant objects are cleaned up (in MIST).

`ChangeEpochTransaction.startTimestamp` • `DateTime!`
non-null **scalar**

Time at which the next epoch will start.

`ChangeEpochTransaction.systemPackages` • `MovePackageConnection!` **non-null** **object**

System packages (specifically framework and move stdlib) that are written before the new epoch starts, to upgrade them on-chain. Validators write these packages out when running the transaction.

`ChangeEpochTransaction.systemPackages.first` • `Int` **scalar**

`ChangeEpochTransaction.systemPackages.after` • `String` **scalar**

`ChangeEpochTransaction.systemPackages.last` • `Int` **scalar**

`ChangeEpochTransaction.systemPackages.before` • `String` **scalar**

Implemented By

`EndOfEpochTransactionKind` **union** • `TransactionBlockKind` **union**

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