

# SafeMode

Information about whether epoch changes are using safe mode.

```
type SafeMode {  
  enabled: Boolean  
  gasSummary: GasCostSummary  
}
```

## Fields

[SafeMode.enabled](#) • [Boolean](#) **scalar**

Whether safe mode was used for the last epoch change. The system will retry a full epoch change on every epoch boundary and automatically reset this flag if so.

[SafeMode.gasSummary](#) • [GasCostSummary](#) **object**

Accumulated fees for computation and cost that have not been added to the various reward pools, because the full epoch change did not happen.

## Member Of

[Epoch](#) **object**

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