TransferObjectsTransaction

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

```
type TransferObjectsTransaction {
  inputs: [TransactionArgument!]!
  address: TransactionArgument!
}
```

Fields

`TransferObjectsTransaction.inputs.[TransactionArgument!]!` non-null union

The objects to transfer.

`TransferObjectsTransaction.address.TransactionArgument!` non-null union

The address to transfer to.

Implemented By

`ProgrammableTransaction` union

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