## TransactionInputConnection

No description

```
type TransactionInputConnection {
  pageInfo: PageInfo!
  edges: [TransactionInputEdge!]!
  nodes: [TransactionInput!]!
}
```

## **Fields**

```
TransactionInputConnection.pageInfo PageInfo! non-null object
```

Information to aid in pagination.

```
TransactionInputConnection.edges
• [TransactionInputEdge
!]! non-null object
```

A list of edges.

```
TransactionInputConnection.nodes • [TransactionInput!]!
non-null union
```

A list of nodes.

## Member Of

```
ProgrammableTransactionBlock object
```









