

GenesisTransaction

System transaction that initializes the network and writes the initial set of objects on-chain.

```
type GenesisTransaction {  
  objects(  
    first: Int  
    after: String  
    last: Int  
    before: String  
  ): ObjectConnection!  
}
```

Fields

[GenesisTransaction.objects](#) • [ObjectConnection!](#) **non-null**

object

Objects to be created during genesis.

[GenesisTransaction.objects.first](#) • [Int](#) **scalar**

[GenesisTransaction.objects.after](#) • [String](#) **scalar**

[GenesisTransaction.objects.last](#) • [Int](#) **scalar**

[GenesisTransaction.objects.before](#) • [String](#) **scalar**

Implemented By

[TransactionBlockKind](#) **union**

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