

# UnchangedSharedObject

Details pertaining to shared objects that are referenced by but not changed by a transaction. This information is considered part of the effects, because although the transaction specifies the shared object as input, consensus must schedule it and pick the version that is actually used.

```
union UnchangedSharedObject = SharedObjectRead | SharedObjectDelete | SharedObjectCancelled
```

## Possible types

[UnchangedSharedObject.SharedObjectRead](#) **object**

The transaction accepted a shared object as input, but only to read it.

[UnchangedSharedObject.SharedObjectDelete](#) **object**

The transaction accepted a shared object as input, but it was deleted before the transaction executed.

[UnchangedSharedObject.SharedObjectCancelled](#) **object**

The transaction accepted a shared object as input, but its execution was cancelled.

## Member Of

[UnchangedSharedObjectConnection](#) **object** . [UnchangedSharedObjectEdge](#) **object**

[Edit this page](#)



© 2025 SUI FOUNDATION | DOCUMENTATION DISTRIBUTED UNDER CC BY 4.0