MergeCoinsTransaction

Merges `coins` into the first `coin` (produces no results).

```
type MergeCoinsTransaction {
  coin: TransactionArgument!
  coins: [TransactionArgument!]!
}
```

Fields

`MergeCoinsTransaction.coin.TransactionArgument!`

non-null **union**

The coin to merge into.

`MergeCoinsTransaction.coins.[TransactionArgument!]!`

non-null **union**

The coins to be merged.

Implemented By

`ProgrammableTransaction` **union**

Edit this page

© 2025 SUI FOUNDATION | DOCUMENTATION DISTRIBUTED UNDER CC BY 4.0