

MoveVisibility

The visibility modifier describes which modules can access this module member. By default, a module member can be called only within the same module.

```
enum MoveVisibility {  
  PUBLIC  
  PRIVATE  
  FRIEND  
}
```

Values

[MoveVisibility.PUBLIC](#)

A public member can be accessed by any module.

[MoveVisibility.PRIVATE](#)

A private member can be accessed in the module it is defined in.

[MoveVisibility.FRIEND](#)

A friend member can be accessed in the module it is defined in and any other module in its package that is explicitly specified in its friend list.

Member Of

[MoveFunction](#)

object

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