

MakeMoveVecTransaction

Create a vector (possibly empty).

```
type MakeMoveVecTransaction {  
  type: MoveType  
  elements: [TransactionArgument!]!  
}
```

Fields

[MakeMoveVecTransaction.type](#) • [MoveType](#) **object**

If the elements are not objects, or the vector is empty, a type must be supplied.

[MakeMoveVecTransaction.elements](#) • [\[TransactionArgument!\]](#)
! **non-null** **union**

The values to pack into the vector, all of the same type.

Implemented By

[ProgrammableTransaction](#) **union**

[✎](#) [Edit this page](#)



© 2025 SUI FOUNDATION | DOCUMENTATION DISTRIBUTED UNDER CC BY 4.0