

# TransactionBlockKindInput

An input filter selecting for either system or programmable transactions.

```
enum TransactionBlockKindInput {  
  SYSTEM_TX  
  PROGRAMMABLE_TX  
}
```

## Values

[TransactionBlockKindInput.SYSTEM\\_TX](#)

A system transaction can be one of several types of transactions. See [unions/transaction-block-kind] for more details.

[TransactionBlockKindInput.PROGRAMMABLE\\_TX](#)

A user submitted transaction block.

## Member Of

[TransactionBlockFilter](#) **input**

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