

Sui CLI Cheat Sheet

Addresses & Aliases

Command	Description
<code>sui client active-address</code>	Get the active address
<code>sui client addresses</code>	List the addresses, their aliases, and the active address
<code>sui client new-address ed25519</code>	Create a new address with ED25519 scheme
<code>sui client new-address ed25519 MY_ALIAS</code>	Create a new address with ED25519 scheme and alias
<code>sui client switch --address ADDRESS</code>	Make this the active address (accepts also an alias)
<code>sui keytool convert PRIVATE_KEY</code>	Convert private key in Hex or Base64 to new format (Bech32 encoded 33 byte flag private key starting with "suiprivkey")
<code>sui keytool generate ed25519</code>	Generate a new keypair with ED25519 scheme and save it to file
<code>sui keytool import INPUT KEY_SCHEME</code>	Add a new key to Sui CLI Keystore using either the input mnemonic phrase or a Bech32 encoded 33-byte flag privkey starting with "suiprivkey"
<code>sui keytool update-alias OLD_ALIAS NEW_ALIAS</code>	Update the alias of an address

Faucet & Gas

Command	Description
<code>sui client faucet</code>	Get a SUI coin from the faucet associated with the active network
<code>sui client faucet --address ADDRESS</code>	Get a SUI coin for the address (accepts also an alias)
<code>sui client faucet --url CUSTOM_FAUCET_URL</code>	Get a SUI coin from custom faucet
<code>sui client gas</code>	List the gas coins for the active address
<code>sui client gas ADDRESS</code>	List the gas coins for the given address (accepts also an alias)

Network

Command	Description
<code>sui client active-env</code>	Get the active environment
<code>sui client envs</code>	List defined environments
<code>sui client new-env --rpc URL --alias ALIAS</code>	Create a new environment with URL and alias
<code>sui client switch --env ENV_ALIAS</code>	Switch to the given environment
<code>sui genesis</code>	Bootstrap and initialize a new Sui network
<code>sui start</code>	Start the local Sui network
<code>sui-faucet</code>	Start a local faucet. Note this is a different binary

Create, Build, and Test a Move Project

Command	Description
<code>sui move build</code>	Build the Move project in the current directory
<code>sui move build --path PATH</code>	Build the Move project from the given path
<code>sui move migrate PATH</code>	Migrate to Move 2024 for the package at provided path
<code>sui move new PROJECT_NAME</code>	Create a new Move project in the given folder
<code>sui move test</code>	Test the Move project in the current directory

Executing Transactions

Command	Description
<code>sui client call \</code> <code>--package PACKAGE \</code> <code>--module MODULE \</code> <code>--function FUNCTION</code>	Call a Move package
<code>sui client merge-coins \</code> <code>--primary-coin COIN_ID \</code> <code>--coin-to-merge COIN_ID</code>	Merge two coins
<code>sui client split-coins \</code> <code>--coin-id COIN_ID \</code> <code>--amounts 1000</code>	Split a coin into two coins: one with 1000 MIST and the rest
<code>sui client pay-sui --input-coins COIN_ID \</code> <code>--recipients ADDRESS \</code> <code>--amounts 100000000</code>	Transfer 0.1 SUI to an address and use the same coin for gas
<code>sui client transfer-sui \</code> <code>--sui-coin-object-id COIN_ID \</code> <code>--to ADDRESS \</code>	Transfer SUI object to an address and use the same coin for gas

Programmable Transaction Blocks (PTBs)

Command	Description
<code>sui client ptb --move-call p::m::f "<type>" args</code>	Call a Move function from a package and module
<code>sui client ptb --make-move-vec "<u64>" "[1000,2000]"</code>	Make a Move vector with two elements of type u64
<code>sui client ptb \</code> <code>--split-coins gas "[1000]" \</code> <code>--assign new_coins \</code> <code>--transfer-objects "[new_coins]" ADDRESS</code>	Split a gas coin and transfer it to address
<code>sui client ptb --transfer-objects "[object_id]" ADDRESS</code>	Transfer an object to an address. Note that you can pass multiple objects in the array
<code>sui client ptb \</code> <code>--move-call sui::tx_context::sender \</code> <code>--assign sender \</code> <code>--publish "." \</code> <code>--assign upgrade_cap \</code> <code>--transfer-objects "[upgrade_cap]" sender</code>	Publish a Move package, and transfer the upgrade capability to sender