editvalue() — Edit (change) values in matrix

Syntax

matrix editvalue(matrix A, scalar from, scalar to)
void _editvalue(matrix A, scalar from, scalar to)

where A, from, and to may be real, complex, or string.

Description

editvalue(A, from, to) returns A with all elements equal to from changed to to.
_editvalue(A, from, to) does the same thing but modifies A itself.

Remarks and examples

editvalue() and _editvalue() are fast.

If you wish to change missing values to nonmissing values, it is better to use [M-5] editmissing(). editvalue(A, ., 1) would change all . missing values to 1 but leave .a, .b, . . . , .z unchanged. editmissing(A, 1) would change all missing values to 1.

Conformability

editvalue(A, from, to):

A: r × c
from: 1 × 1
to: 1 × 1
result: r × c

editvalue(A, from, to):

input:
A: r × c
from: 1 × 1
to: 1 × 1
output:
A: r × c
Diagnostics

editvalue(A, from, to) returns a matrix of the same type as A.

editvalue(A, from, to) and _editvalue(A, from, to) abort with error if from and to are incompatible with A. That is, if A is real, to and from must be real. If A is complex, to and from must each be either real or complex. If A is string, to and from must be string.

_editvalue(A, from, to) aborts with error if A is a view.

Also see

[M-5] editmissing() — Edit matrix for missing values

[M-4] manipulation — Matrix manipulation