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.

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.

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: \( r \times c \)
from: \( 1 \times 1 \)
to: \( 1 \times 1 \)
result: \( r \times c \)

-editvalue(A, from, to):

input:

A: \( r \times c \)
from: \( 1 \times 1 \)
to: \( 1 \times 1 \)
output:

A: \( r \times c \)
Diagnostics

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

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

\( \_\text{editvalue}(A, \text{from}, \text{to}) \) aborts with error if \( A \) is a view.

Also see

[M-5] \text{editmissing()} — Edit matrix for missing values

[M-4] \textbf{Manipulation} — Matrix manipulation