

editvalue() — Edit (change) values in matrix

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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.

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

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`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