[Solved] Table question
Posted by anoob - 2012/08/07 02:06

I have a question about "Table":

```
function test_table()
  t1 = {"t1", 1, 2, 3}
  t2 = t1
  t2 = "t2"
  temp = t2
  t2 = t2
  t2 = temp
  Rainlendar_ShowMenu(-1, -1, t1)
end
```

It display {"t2", 3, 2, 1}, but it should display {"t1", 1, 2, 3}.
Why? and how can I fix it?

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Re: Table question
Posted by Jorge_Luis - 2012/08/07 09:48

I can't test this right but, but when you make t2=t1, is a reference copy or the creation of a new table with the values of the old one? e.g.
t1 = {"t1", 1, 2, 3} t2 = {"t1", 1, 2, 3} temp = ?
t1 = {"t1", 1, 2, 3} t2 = {"t2", 1, 2, 3} temp = ?
t1 = {"t1", 1, 2, 3} t2 = {"t2", 1, 2, 3} temp = 3
t1 = {"t1", 1, 2, 3} t2 = {"t2", 1, 2, 1} temp = 3
t1 = {"t1", 1, 2, 3} t2 = {"t2", 3, 2, 1} temp = 3

And the ShowMenu function have t1 as an argument...
Did you copy/paste the function from the file or write here directly?

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Re: Table question
Posted by anoob - 2012/08/07 10:17

Yes, I want to create a new table with the values of the old one.
Then I can modify the new one, and do not change the old one.
I am write the function here directly (just for example).

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Re: Table question
Posted by Jorge_Luis - 2012/08/07 10:31

Lua, as I forgot, it's based on C, and C doesn't have functions to copy arrays. It directly copy the pointer to the array.

Here's the same question:
http://stackoverflow.com/questions/640642/how-do-you-copy-a-lua-table-by-value

And the proposed solution in that post (I tried and it works):

```
function table.copy(t)
  local t2 = {}
  for k,v in pairs(t) do
    t2 = v
  end
  return t2
end
```

```
t1 = {"t1", 1, 2, 3}
t2 = table.copy(t1)
```

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Re: Table question

Posted by anoob - 2012/08/07 11:59

Thanks, Jorge_Luis
In "Programming in Lua", there is explain, but, because my English is very poor, so I cannot understand what mean.
Now I know, directly setting newTable = oldTable will create a pointer, instead of copy the content of oldTable.

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