

## Ruby master - Feature #4818

### Add method marshalable?

06/03/2011 11:07 AM - yimutang (Joey Zhou)

<b>Status:</b> Assigned	
<b>Priority:</b> Normal	
<b>Assignee:</b> matz (Yukihiro Matsumoto)	
<b>Target version:</b>	
<b>Description</b> Some objects can not be marshaled. Maybe there should be a method to tell it.  hash = Hash.new { h,k  k * 2}  this hash can't be marshaled because it has a default proc. If existing such method:  Marshal.marshalable?(hash) #=> method "Marshal.marshalable?" hash.marshalable? #=> method "Kernel#marshalable?"  If you think the method name hard to spell, maybe get a synonym "dumpable?"	
<b>Related issues:</b> Has duplicate Ruby master - Feature #16240: Are all objects and methods marsh... <span style="float: right;"><b>Rejected</b></span>	

### History

#### #1 - 06/03/2011 01:34 PM - naruse (Yui NARUSE)

- Status changed from Open to Assigned
- Assignee set to matz (Yukihiro Matsumoto)

#### #2 - 06/04/2011 10:23 AM - austin (Austin Ziegler)

On Fri, Jun 3, 2011 at 1:44 PM, Joel VanderWerf wrote:

On 06/02/2011 07:07 PM, Joey Zhou wrote:

Some objects can not be marshaled. Maybe there should be a method to tell it.

```
hash = Hash.new {|h,k| k * 2}
```

this hash can't be marshaled because it has a default proc. If existing such method:

```
Marshal.marshalable?(hash) #=> method "Marshal.marshalable?"  
hash.marshalable? #=> method "Kernel#marshalable?"
```

What would it do in this case?

```
hash = Hash.new {|h,k| k * 2}  
[hash].marshalable?
```

So the method needs to recurse arbitrarily deep. So #marshalable will need to know just as much as Marshal.dump itself does about the object references contained in an object. Abstracting this out of Marshal.dump will be complex and will depend on external libraries and gems, which do custom dumping.

Why not just marshal and rescue?

Or:

```
hash = Hash.new { |h, k| h[k] = k * 2 }  
class << hash  
  def marshal_dump  
    Hash[*self.to_a]
```

```
end  
end  
hash.marshalable? # => true
```

**#3 - 11/09/2012 06:04 PM - mame (Yusuke Endoh)**

- *Target version set to 2.6*

**#4 - 12/25/2017 06:15 PM - naruse (Yui NARUSE)**

- *Target version deleted (2.6)*

**#5 - 10/05/2019 11:38 PM - mame (Yusuke Endoh)**

- *Has duplicate Feature #16240: Are all objects and methods marshalable added*