ToJSON

This function converts a **single** value (preferably a Lua table) into a JSON encoded string. You can use this to store the data and then load it again using fromJSON.

> **Important Note:** Due to technical limitations (partly of json-c) the stringified keys will be truncated to the first 255 characters

Syntax

```
string toJSON ( var value [, bool compact = false ][, string prettyType = "none" ] )
```

Required Arguments

- **var:** An argument of any type. Arguments that are elements will be stored as element IDs that are liable to change between sessions. As such, do not save elements across sessions as you will get unpredictable results.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **compact:** a boolean representing whether the string will contain whitespaces. To remove whitespaces from JSON string, use *true*. String will contain whitespaces per default.

- **prettyType:** a type string from below:
  - none
  - spaces
  - tabs

Returns

Returns a JSON formatted string.