

NAME

PCRE2 - Perl-compatible regular expressions (revised API)

SYNOPSIS

```
#include <pcre2.h>
```

```
int pcre2_callout_enumerate(const pcre2_code *code,
    int (*callback)(pcre2_callout_enumerate_block *, void *),
    void *callout_data);
```

DESCRIPTION

This function scans a compiled regular expression and calls the *callback()* function for each callout within the pattern. The yield of the function is zero for success and non-zero otherwise. The arguments are:

code Points to the compiled pattern
callback The callback function
callout_data User data that is passed to the callback

The *callback()* function is passed a pointer to a data block containing the following fields (not necessarily in this order):

uint32_t *version* Block version number
uint32_t *callout_number* Number for numbered callouts
PCRE2_SIZE *pattern_position* Offset to next item in pattern
PCRE2_SIZE *next_item_length* Length of next item in pattern
PCRE2_SIZE *callout_string_offset* Offset to string within pattern
PCRE2_SIZE *callout_string_length* Length of callout string
PCRE2_SPTR *callout_string* Points to callout string or is NULL

The second argument passed to the **callback()** function is the callout data that was passed to **pcre2_callout_enumerate()**. The **callback()** function must return zero for success. Any other value causes the pattern scan to stop, with the value being passed back as the result of **pcre2_callout_enumerate()**.

There is a complete description of the PCRE2 native API in the **pcre2api** page and a description of the POSIX API in the **pcre2posix** page.