## **NAME**

PCRE - Perl-compatible regular expressions

int \*workspace, int wscount);

## **SYNOPSIS**

## **DESCRIPTION**

This function matches a compiled regular expression against a given subject string, using an alternative matching algorithm that scans the subject string just once (*not* Perl-compatible). Note that the main, Perl-compatible, matching function is **pcre[16]32]\_exec(**). The arguments for this function are:

codePoints to the compiled pattern Points to an associated pcre[16|32]\_extra structure, extra or is NULL Points to the subject string subject Length of the subject string length startoffset Offset in the subject at which to start matching Option bits options ovector Points to a vector of ints for result offsets ovecsize Number of elements in the vector workspace Points to a vector of ints used as working space Number of elements in the vector wscount

The units for *length* and *startoffset* are bytes for **pcre\_exec()**, 16-bit data items for **pcre16\_exec()**, and 32-bit items for **pcre32\_exec()**. The options are:

```
PCRE ANCHORED
                       Match only at the first position
PCRE BSR ANYCRLF
                         \R matches only CR, LF, or CRLF
PCRE_BSR_UNICODE
                        \R matches all Unicode line endings
                         Recognize any Unicode newline sequence
PCRE_NEWLINE_ANY
PCRE_NEWLINE_ANYCRLF Recognize CR, LF, & CRLF as newline sequences
                        Recognize CR as the only newline sequence
PCRE_NEWLINE_CR
                         Recognize CRLF as the only newline sequence
PCRE_NEWLINE_CRLF
PCRE_NEWLINE_LF
                       Recognize LF as the only newline sequence
PCRE_NOTBOL
                     Subject is not the beginning of a line
PCRE_NOTEOL
                     Subject is not the end of a line
PCRE_NOTEMPTY
                       An empty string is not a valid match
PCRE_NOTEMPTY_ATSTART An empty string at the start of the subject
             is not a valid match
```

```
PCRE_NO_START_OPTIMIZE Do not do "start-match" optimizations
PCRE NO UTF16 CHECK Do not check the subject for UTF-16
             validity (only relevant if PCRE_UTF16
             was set at compile time)
PCRE NO UTF32 CHECK Do not check the subject for UTF-32
             validity (only relevant if PCRE UTF32
             was set at compile time)
PCRE_NO_UTF8_CHECK Do not check the subject for UTF-8
             validity (only relevant if PCRE UTF8
             was set at compile time)
PCRE_PARTIAL
                    ) Return PCRE_ERROR_PARTIAL for a partial
PCRE_PARTIAL_SOFT
                        ) match if no full matches are found
PCRE_PARTIAL_HARD
                         Return PCRE_ERROR_PARTIAL for a partial match
             even if there is a full match as well
PCRE DFA SHORTEST Return only the shortest match
```

Restart after a partial match

There are restrictions on what may appear in a pattern when using this matching function. Details are given in the **pcrematching** documentation. For details of partial matching, see the **pcrepartial** page.

A pcre[16|32]\_extra structure contains the following fields:

PCRE DFA RESTART

```
flags Bits indicating which fields are set

study_data Opaque data from pcre[16|32]_study()

match_limit Limit on internal resource use

match_limit_recursion Limit on internal recursion depth

callout_data Opaque data passed back to callouts

tables Points to character tables or is NULL

mark For passing back a *MARK pointer

executable_jit Opaque data from JIT compilation
```

The flag bits are PCRE\_EXTRA\_STUDY\_DATA, PCRE\_EXTRA\_MATCH\_LIMIT, PCRE\_EXTRA\_MATCH\_LIMIT\_RECURSION, PCRE\_EXTRA\_CALLOUT\_DATA, PCRE\_EXTRA\_TABLES, PCRE\_EXTRA\_MARK and PCRE\_EXTRA\_EXECUTABLE\_JIT. For this matching function, the *match\_limit\_necursion* fields are not used, and must not be set. The PCRE\_EXTRA\_EXECUTABLE\_JIT flag and the corresponding variable are ignored.

There is a complete description of the PCRE native API in the **pcreapi** page and a description of the POSIX API in the **pcreposix** page.