

**NAME**

PCRE - Perl-compatible regular expressions

**SYNOPSIS**

```
#include <pcre.h>
```

```
int pcre_dfa_exec(const pcre *code, const pcre_extra *extra,
    const char *subject, int length, int startoffset,
    int options, int *ovector, int ovecsize,
    int *workspace, int wscount);
```

```
int pcre16_dfa_exec(const pcre16 *code, const pcre16_extra *extra,
    PCRE_SPTR16 subject, int length, int startoffset,
    int options, int *ovector, int ovecsize,
    int *workspace, int wscount);
```

```
int pcre32_dfa_exec(const pcre32 *code, const pcre32_extra *extra,
    PCRE_SPTR32 subject, int length, int startoffset,
    int options, int *ovector, int ovecsize,
    int *workspace, int wscount);
```

**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:

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

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  
 PCRE\_NEWLINE\_ANY    Recognize any Unicode newline sequence  
 PCRE\_NEWLINE\_ANYCRLF Recognize CR, LF, & CRLF as newline sequences  
 PCRE\_NEWLINE\_CR     Recognize CR as the only newline sequence  
 PCRE\_NEWLINE\_CRLF   Recognize CRLF as the only newline sequence  
 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  
 PCRE\_DFA\_RESTART    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 **pcrpartial** page.

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

*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* and *match\_limit\_recursion* 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.