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.