NAME

PCRE2 - Perl-compatible regular expressions (revised API)

SYNOPSIS

#include <pcre2.h>

int pcre2_pattern_convert(PCRE2_SPTR *pattern***, PCRE2_SIZE** *length***,**
uint32_t *options***, PCRE2_UCHAR ****buffer**,**
PCRE2_SIZE ***blength, pcre2_convert_context ***cvcontext**);**

DESCRIPTION

This function is part of an experimental set of pattern conversion functions. It converts a foreign pattern (for example, a glob) into a PCRE2 regular expression pattern. Its arguments are:

pattern	The foreign pattern
length	The length of the input pattern or PCRE2_ZERO_TERMINATED
options	Option bits
buffer	Pointer to pointer to output buffer, or NULL
blength	Pointer to output length field
cvcontext	Pointer to a convert context or NULL

The length of the converted pattern (excluding the terminating zero) is returned via *blength*. If *buffer* is NULL, the function just returns the output length. If *buffer* points to a NULL pointer, heap memory is obtained for the converted pattern, using the allocator in the context if present (or else **malloc()**), and the field pointed to by *buffer* is updated. If *buffer* points to a non-NULL field, that must point to a buffer whose size is in the variable pointed to by *blength*. This value is updated.

The option bits are:

PCRE2_CONVERT_UTF	Input is UTF
PCRE2_CONVERT_NO_UTF_CHECK	Do not check UTF validity
PCRE2_CONVERT_POSIX_BASIC	Convert POSIX basic pattern
PCRE2_CONVERT_POSIX_EXTENDED	Convert POSIX extended pattern
PCRE2_CONVERT_GLOB	) Convert
PCRE2_CONVERT_GLOB_NO_WILD_SEPARATOR	) various types
PCRE2_CONVERT_GLOB_NO_STARSTAR	) of glob

The return value from **pcre2_pattern_convert()** is zero on success or a non-zero PCRE2 error code.

The pattern conversion functions are described in the **pcre2convert** documentation.