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Subject: RegExp: newlines in replacement string  
Posted by [norbert1968](#) on Thu, 22 Feb 2018 09:40:08 GMT  
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I have a question regarding Upp::Regex. As I am not a very experienced programmer, my apologies if this is a stupid question.

In `RegExp::ReplaceGlobal(String& t, const String& r, bool backref=false)`, replacements containing newlines are not processed. However, when using a `Vector<String>` as argument, this problem does not arise. Thus,

```
#include <Core/Core.h>
#include <plugin/pcr/Pcre.h>
using namespace Upp;

String s1 = "Too \n\n many \n\n\n  newlines!", s2 = s1;
RegExp reg;
reg.SetPattern("\\s*\\n\\s*"); // find (multiple) newlines and adjacent white space
String repl = "\\n"; // trim to single newline
reg.ReplaceGlobal(s1, repl); // doesn't work as expected, but deletes any match
DUMP (s1);

reg.ReplaceGlobal(s2, Vector<String>({"\\n"})); // does work
DUMP (s2);
```

yields the following output:  
s1 = Toomanynewlines!  
s2 = Too  
many  
newlines!

The reason seems to be that `RegExp::Make_rv(const String&)` uses a regex itself to identify text within parenthesis, and this regex apparently does not use the "dot matches newline" option. Is this behaviour by design? I would prefer the s1 example to work as expected.

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Subject: Re: RegExp: newlines in replacement string  
Posted by [mirek](#) on Sat, 24 Feb 2018 17:18:30 GMT  
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I think this is just accidental.

I have fixed it this way:

```
Vector<String> RegExp::Make_rv(const String& r)
{
```

```
RegExp reg("\\((\\r\\n|.)*?)\\");
```

```
Vector<String> rv;
```

```
while(reg.GlobalMatch(r)){  
    rv.Add(reg.GetString(0));  
}
```

```
return rv;  
}
```

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Subject: Re: RegExp: newlines in replacement string  
Posted by [norbert1968](#) on Sat, 24 Feb 2018 18:12:50 GMT  
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Perfect! Thank you! :)

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