
Subject: RegExp this'n that
Posted by [luoganda](#) on Sun, 20 Nov 2016 15:30:28 GMT
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-updated to pcre v8.39, dated 2016...
-more reg submatches, before it was only around cca 10

Issues in v8.10 is that it has problems matching some stuff, issues with many |, or more than 10 submatches.

Original pcre source is taken from pcre website.

This was tested with up9251 - since this version works on windows xp - latest does not.
I think it should be 'revisited' by someone and integrated in up.
There is maybe one 'stuff' to revisit/check/fix, because it's defined in two places:
-max_pcre_offsets - look source and note-simmx.txt

~~~~~

This did not match in original up pcre-8.10, in 8.39 it does(modified to match more than 10) - as it should:

```
RegExp re(  
  "(stuff)\s+(\d+)?\s*(stuffx)?\s*([a-zA-Z_][a-zA-Z0-9_-]*(?:\".*\"|'.'|'[:graph:]*))\s*(\".*?\");"  
  "|(stuff2)\s+(\\".*?\");"  
  "|(stuff3)\s+(\\".*?\\".*?);"  
  "|(. *?);"  
);  
if(re.Match("tid nanu;"))PromptOK("matches");
```

### File Attachments

1) [ultimate++-pcre-8.39-properlyWorkingOrMoreSubMatches.7z](#),  
downloaded 259 times

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Subject: Re: RegExp this'n that  
Posted by [luoganda](#) on Wed, 23 Nov 2016 09:37:52 GMT  
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Multiline mode - that is RegExp::MULTILINE - seems to properly work now in multiple situations when using ^ and \$ operands for lines of text. Without RegExp::MULTILINE, it matches start of a string as it should.

Before you had to use something like ` to correctly match start of a string

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Subject: Re: RegExp this'n that  
Posted by [mirek](#) on Sun, 27 Nov 2016 19:09:55 GMT

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Thank you, good work. Merged with trunk. (Hope it is ok...)

Mirek

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Subject: Re: RegExp this'n that  
Posted by [luoganda](#) on Sun, 04 Dec 2016 13:45:59 GMT  
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Yes.

Newer version doesn't have problems around matching more than cca 10 captures, even if def max\_pcre\_offsets=30(default), that's because some bugs were fixed - using default value 30 is ok for general usage(cca18stack\_based), and more than that, lib will use malloc(and copy some values there).

So for upp pcre optimal usage:

-config.h <=remove any max\_pcre\_offsets definitions(using 30 as defPcreDoesIsEnoughForMost,

that is  $(30*2)/3-2=18$ maxStackBasedCaptures

-pcre\_exec.c <=modify lines near REC\_STACK\_SAVE\_MAX into:

```
#ifdef pcre_max_stack_offsets
```

```
#define REC_STACK_SAVE_MAX pcre_max_stack_offsets
```

```
#else
```

```
#define REC_STACK_SAVE_MAX 30
```

```
#endif
```

-RegExp.h <=modify lines near

```
#ifdef pcre_max_stack_offsets
```

```
int pos[pcre_max_stack_offsets]; //must be multiple of 3
```

```
#else
```

```
int pos[30]; //original 30(okForMostOfGeneralStuff)=(30*2)/3=max 20-2(forErr)=18  
capturedBackRefs stack based, else malloc is used(and copied!)
```

```
#endif
```

Now,if you want to fine tune RegExp stack based usage, define pcre\_max\_stack\_offsets in TheIDE, or command line - multipleOf 3.

This matches in updated pcre version:

```
RegExp re(
```

```
"(00name)|(02name)|(03name)|(04name)|(05name)|(06name)|(07name)|(08name)|(09name)|(10  
name)|"
```

```
"(01name)|(12name)|(13name)|(14name)|(15name)|(16name)|(17name)|(18name)|(19name)|(20  
name)|"
```

```
"(21name)|(22name)|(23name)|(24name)|(25name)|(26name)|(27name)|(28name)|(29name)|(30
```

name)"  
"(31name)|(32name)|(33name)|(34name)|(35name)|(36name)|(37name)|(38name)|(39name)|(40name)"  
"(41name)|(42name)|(43name)|(44name)|(45name)|(46name)|(47name)|(48name)|(49name)|(50name)"  
"(51name)|(52name)|(53name)|(54name)|(55name)|(56name)|(57name)|(58name)|(59name)|(60name)"  
"(61name)|(62name)|(63name)|(64name)|(65name)|(66name)|(67name)|(68name)|(69name)|(70name)"  
"(71name)|(72name)|(73name)|(74name)|(75name)|(76name)|(77name)|(78name)|(79name)|(80name)"  
"(81name)|(82name)|(83name)|(84name)|(85name)|(86name)|(87name)|(88name)|(89name)|(90name)"  
"(91name)|(92name)|(93name)|(94name)|(95name)|(96name)|(97name)|(98name)|(99name)|(100name)" //100

"(100name)|(102name)|(103name)|(104name)|(105name)|(106name)|(107name)|(108name)|(109name)|(110name)"  
"(101name)|(112name)|(113name)|(114name)|(115name)|(116name)|(117name)|(118name)|(119name)|(120name)"  
"(121name)|(122name)|(123name)|(124name)|(125name)|(126name)|(127name)|(128name)|(129name)|(130name)"  
"(131name)|(132name)|(133name)|(134name)|(135name)|(136name)|(137name)|(138name)|(139name)|(140name)"  
"(141name)|(142name)|(143name)|(144name)|(145name)|(146name)|(147name)|(148name)|(149name)|(150name)"  
"(151name)|(152name)|(153name)|(154name)|(155name)|(156name)|(157name)|(158name)|(159name)|(160name)"  
"(161name)|(162name)|(163name)|(164name)|(165name)|(166name)|(167name)|(168name)|(169name)|(170name)"  
"(171name)|(172name)|(173name)|(174name)|(175name)|(176name)|(177name)|(178name)|(179name)|(180name)"  
"(181name)|(182name)|(183name)|(184name)|(185name)|(186name)|(187name)|(188name)|(189name)|(190name)"  
"(191name)|(192name)|(193name)|(194name)|(195name)|(196name)|(197name)|(198name)|(199name)|(200name)" //200

"(200name)|(202name)|(203name)|(204name)|(205name)|(206name)|(207name)|(208name)|(209name)|(210name)"  
"(201name)|(212name)|(213name)|(214name)|(215name)|(216name)|(217name)|(218name)|(219name)|(220name)"  
"(221name)|(222name)|(223name)|(224name)|(225name)|(226name)|(227name)|(228name)|(229name)|(230name)"  
"(231name)|(232name)|(233name)|(234name)|(235name)|(236name)|(237name)|(238name)|(239name)|(240name)"  
"(241name)|(242name)|(243name)|(244name)|(245name)|(246name)|(247name)|(248name)|(249name)|(250name)"  
"(251name)|(252name)|(253name)|(254name)|(255name)|(256name)|(257name)|(258name)|(259name)"

```
name)|(260name)|"  
"(261name)|(262name)|(263name)|(264name)|(265name)|(266name)|(267name)|(268name)|(269  
name)|(270name)|"  
"(271name)|(272name)|(273name)|(274name)|(275name)|(276name)|(277name)|(278name)|(279  
name)|(280name)|"  
"(281name)|(282name)|(283name)|(284name)|(285name)|(286name)|(287name)|(288name)|(289  
name)|(290name)|"  
"(291name)|(292name)|(293name)|(294name)|(295name)|(296name)|(297name)|(298name)|(299  
name)|(300name)" //300  
);  
if(re.Match("300name"))PromptOK("Matches");
```

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Subject: Re: RegExp this'n that  
Posted by [luoganda](#) on Sun, 25 Dec 2016 17:02:52 GMT  
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Although previous post describes optimal solution,  
note that 'pcre\_max\_stack\_offsets'(ifUsed) must be defined in two places to work,  
it won't work if you just define it in pcre package.

Default 30 value still doesn't work correctly,  
setting this to 33 does - i am not sure why, maybe it has something to do with two 1st values used  
in lib.

So updated optimal solution for now is:  
-setting default pos[33] in RegExp.h and REC\_STACK\_SAVE\_MAX=33  
-allow user to modify this with pcre\_max\_stack\_offsets: should be >=33 and mutiple of 3

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Subject: Re: RegExp this'n that  
Posted by [mirek](#) on Wed, 28 Dec 2016 16:05:49 GMT  
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luoganda wrote on Sun, 25 December 2016 18:02Although previous post describes optimal  
solution,  
note that 'pcre\_max\_stack\_offsets'(ifUsed) must be defined in two places to work,  
it won't work if you just define it in pcre package.

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-setting default pos[33] in RegExp.h and REC\_STACK\_SAVE\_MAX=33  
-allow user to modify this with pcre\_max\_stack\_offsets: should be >=33 and mutiple of 3

Uhm, anything that I should apply to plugin/pcre?

Mirek

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Subject: Re: RegExp this'n that  
Posted by [luoganda](#) on Fri, 06 Jan 2017 21:25:03 GMT  
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Maybe only what has been proposed so far.

Setting stack values to 120(as had been proposed in 1st few msgs) in RegExp.h and for REC\_STACK\_SAVE\_MAX works ok, but it's a little bit too much for generic usage. Default value for this is 30 - but it doesn't work properly.

So, using 33 for this seems ok - but it's more or less in 'experimental' stage, so 2things:  
-maybe more tests with 33 value  
-maybe find a way to specify/declare 'pcre\_max\_stack\_offsets' only once - so it can be tweaked

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Subject: Re: RegExp this'n that: unneeded creation of lib  
Posted by [luoganda](#) on Thu, 27 Apr 2017 09:32:43 GMT  
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when pcre package is used with non gcc compilers,  
library is unnecessarily produced - it's not needed for upp:)

pcre lib internally defines PCRE\_STATIC for gcc(which in upp prevents lib creation),  
but for upp it can be defined for all compilers.  
So, adding new compiler option to pcre pack with -DPCRE\_STATIC  
wont create unnecessary lib/exp/work(including msvc).

For pcre 'stack\_based' case; for many tests it seems to work ok with ... pos[33] - in RegExp.h,  
stuff in lib/config.h can be removed, REC\_STACK\_SAVE\_MAX(in pcre\_exec.c) can be set to 33

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Subject: Re: RegExp this'n that: patch for 9251(cblnter),11040  
Posted by [luoganda](#) on Thu, 04 May 2017 07:42:12 GMT  
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Pcre 9251 is in next/prev post.

Pcre patch for 11030(andSomePreviousVers) and up - Event interface,  
read note in zip for more...

nonbloated, working version,  
update: rewrite plugin/pcre dir with this one, note can be found in 9251 next/prev post

## File Attachments

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1) [pcre-patch-11040.7z](#), downloaded 282 times

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Subject: Re: RegExp this'n that: patch for 9251(cbInter),11040

Posted by [luoganda](#) on Thu, 04 May 2017 07:47:56 GMT

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Pcre 11040(andSomePrevVers) is in prev/next post.

Pcre patch for 9251 - Callback interface,

full version,

update: delete contents of plugin/pcre and copy this one to it

read note in zip for more...

## File Attachments

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1) [pcre-patch-9251-withCbInterface-full.7z](#), downloaded 296 times

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Subject: Re: RegExp this'n that

Posted by [luoganda](#) on Sun, 15 Jul 2018 21:09:17 GMT

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This does not match, but it's taken directly from pcre 8.xx manual.

It matches correctly on many pcreCompatibleOnlinePages, eg this one regexr, if testing - don't forget to check pcre there in right-upper corner and to use single '\' if copying down pattern.

Also, subfunc of Match func in this case produces an error(pcre\_exec returns -5 which is PCRE\_ERROR\_UNKNOWN\_OPCODE), but it's not caught by upp, that is - error funcs doesn't know about it, a silent error.

This should match a balanced '(...abc(...)abc...)' pattern.

```
String s="(abc)";
RegExp re("\\([^(]+|(?R))*\\");
if(re.Match(s))PromptOK("\1Matches");
if(re.IsError())PromptOK(String("\1RegExpErr: ")<<re.GetError());
```

Anyone has some idea why this is so?

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