



# CALLISTO<sup>+</sup>



**PLATFORM**

QUICK REFERENCES

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# Search operators

Most search fields inside Callisto (e.g., in the Userlist) support a basic range of search operators. Search queries are case-insensitive.

If you search for multiple terms separated by spaces, they work by logical conjunction (i.e., only results that contain a match for *all* terms will be shown).

There are two wildcards available:

- An asterisk (\*) will substitute for zero or more characters, e.g., searching for h\*on will find words like Honey or Harrison.
- An underline (\_) will substitute for exactly one character, e.g., searching for b\_n will find words like Ben or Bannister.

Search terms match only words that begin with the term, i.e. they always behave as if an asterisk is trailing each term. For example:

- Searching for j will find words like John, Jane, and Jenkins, but will not find words like Benjamin or Elijah.
- Searching for man will find words like Manuela and Manchester, but will not find words like Germany or Newman.

If you are searching contacts, you can use the tags #vip0 to #vip5 to limit the search to contacts with the corresponding VIP status. For example, searching for #vip3 will show all contacts that have VIP status 3.

# Regular expressions

CTMaker, SQLite as well as some functions in Callisto support regular expressions. The following basic regex syntax is available:

Character	Legend
<code>^</code>	Match the beginning of a buffer.
<code>\$</code>	Match the end of a buffer.
<code>()</code>	Group characters or capture them as substring.
<code>\s</code>	Match whitespace.
<code>\S</code>	Match non-whitespace.
<code>\d</code>	Match decimal digit.
<code>\n</code>	Match new line character.
<code>\r</code>	Match line feed character.
<code>\f</code>	Match form feed character.
<code>\v</code>	Match vertical tab character.
<code>\t</code>	Match horizontal tab character.
<code>\b</code>	Match backspace character.
<code>+</code>	Match one or more characters (greedy; match as many as possible).
<code>+?</code>	Match one or more characters (lazy; match as many as needed).
<code>*</code>	Match zero or more characters (greedy; match as many as possible).
<code>*?</code>	Match zero or more characters (lazy; match as many as needed).
<code>?</code>	Match zero or one character (lazy).
<code>x y</code>	Match either x or y (alternation operator).
<code>\meta</code>	Literally match one of the meta characters: <code>^\$().[]*+?\\</code> Example: <code>\?</code> matches a question mark.
<code>\xHH</code>	Match a character by its hexadecimal value. Example: <code>\x4a</code> matches the letter J.
<code>[...]</code>	Match any character from a given set. Ranges like <code>a-z</code> are supported.
<code>[^...]</code>	Match any character except the ones from the set.

The following functions evoke a search by regular expressions. They return the matching string, or an empty string if there is no match.

- SQLite: `regexp(pattern, data)`
- CTMaker: `STR_Regex(pattern, data)`

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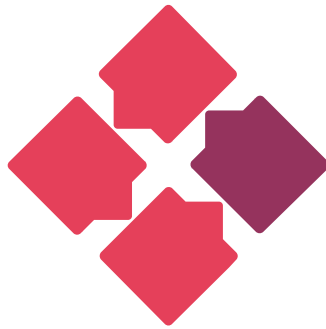
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