NAME

PCRE2 - Perl-compatible regular expressions (revised API)

SYNOPSIS

#include <pcre2.h>

void pcre2_jit_stack_assign(pcre2_match_context ****mcontext*,**
pcre2_jit_callback *callback_function***, void ****callback_data***);**

DESCRIPTION

This function provides control over the memory used by JIT as a run-time stack when **pcre2_match()** or **pcre2_jit_match()** is called with a pattern that has been successfully processed by the JIT compiler. The information that determines which stack is used is put into a match context that is subsequently passed to a matching function. The arguments of this function are:

mcontext	a pointer to a match context
callback	a callback function
callback_data	a JIT stack or a value to be passed to the callback

If *mcontext* is NULL, the function returns immediately, without doing anything.

If *callback* is NULL and *callback_data* is NULL, an internal 32KiB block on the machine stack is used.

If *callback* is NULL and *callback_data* is not NULL, *callback_data* must be a valid JIT stack, the result of calling **pcre2_jit_stack_create()**.

If *callback* not NULL, it is called with *callback_data* as an argument at the start of matching, in order to set up a JIT stack. If the result is NULL, the internal 32KiB stack is used; otherwise the return value must be a valid JIT stack, the result of calling **pcre2_jit_stack_create()**.

You may safely use the same JIT stack for multiple patterns, as long as they are all matched in the same thread. In a multithread application, each thread must use its own JIT stack. For more details, see the **pcre2jit** page.

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.