NAME

PCRE2 - Perl-compatible regular expressions (revised API)

SYNOPSIS

#include <pcre2.h>

int pcre2_set_character_tables(pcre2_compile_context **ccontext***,**
  const uint8_t **tables***);**

DESCRIPTION

This function sets a pointer to custom character tables within a compile context. The second argument must point to a set of PCRE2 character tables or be NULL to request the default tables. The result is always zero. Character tables can be created by calling **pcre2_maketables()** or by running the **pcre2_dftables** maintenance command in binary mode (see the **pcre2build** documentation).

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.