

**NAME**

PCRE2 - Perl-compatible regular expressions (revised API)

**SYNOPSIS**

```
#include <pcre2.h>
```

```
const uint8_t *pcre2_maketables(pcre2_general_context *gcontext);
```

**DESCRIPTION**

This function builds a set of character tables for character code points that are less than 256. These can be passed to **pcre2\_compile()** in a compile context in order to override the internal, built-in tables (which were either defaulted or made by **pcre2\_maketables()** when PCRE2 was compiled). See the **pcre2\_set\_character\_tables()** page. You might want to do this if you are using a non-standard locale.

If the argument is NULL, **malloc()** is used to get memory for the tables. Otherwise it must point to a general context, which can supply pointers to a custom memory manager. The function yields a pointer to the tables.

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.