

**NAME**

PCRE - Perl-compatible regular expressions

**SYNOPSIS**

```
#include <pcre.h>

const unsigned char *pcre_maketables(void);
const unsigned char *pcre16_maketables(void);
const unsigned char *pcre32_maketables(void);
```

**DESCRIPTION**

This function builds a set of character tables for character values less than 256. These can be passed to **pcre[16|32]\_compile()** to override PCRE's internal, built-in tables (which were made by **pcre[16|32]\_maketables()** when PCRE was compiled). You might want to do this if you are using a non-standard locale. The function yields a pointer to the tables.

There is a complete description of the PCRE native API in the **pcreapi** page and a description of the POSIX API in the **pcreposix** page.