NAME

PCRE - Perl-compatible regular expressions

SYNOPSIS

#include <pcre.h>

int pcre_pattern_to_host_byte_order(pcre **code**,
   pcre_extra ****extra**, const unsigned char ****tables**);**

int pcre16_pattern_to_host_byte_order(pcre16 **code**,
   pcre16_extra ****extra**, const unsigned char ****tables**);**

int pcre32_pattern_to_host_byte_order(pcre32 **code**,
   pcre32_extra ****extra**, const unsigned char ****tables**);**

DESCRIPTION

This function ensures that the bytes in 2-byte and 4-byte values in a compiled pattern are in the correct order for the current host. It is useful when a pattern that has been compiled on one host is transferred to another that might have different endianness. The arguments are:

   code   A compiled regular expression
   extra   Points to an associated **pcre[16|32]_extra** structure,
           or is NULL
   tables   Pointer to character tables, or NULL to
           set the built-in default

The result is 0 for success, a negative PCRE_ERROR_xxx value otherwise.

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.