

**NAME**

`SPI_realloc` - reallocate memory in the upper executor context

**SYNOPSIS**

```
void * SPI_realloc(void * pointer, Size size)
```

**DESCRIPTION**

**SPI\_realloc** changes the size of a memory segment previously allocated using **SPI\_palloc**.

This function is no longer different from plain **realloc**. It's kept just for backward compatibility of existing code.

**ARGUMENTS**

*void \* pointer*

pointer to existing storage to change

*Size size*

size in bytes of storage to allocate

**RETURN VALUE**

pointer to new storage space of specified size with the contents copied from the existing area