

**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:

<i>code</i>	A compiled regular expression
<i>extra</i>	Points to an associated <b>pcre[16 32]_extra</b> structure, or is NULL
<i>tables</i>	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.