

NAME

PCRE2 - Perl-compatible regular expressions (revised API)

SYNOPSIS

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

```
pcre2_code *pcre2_code_copy_with_tables(const pcre2_code *code);
```

DESCRIPTION

This function makes a copy of the memory used for a compiled pattern, excluding any memory used by the JIT compiler. Without a subsequent call to **pcre2_jit_compile()**, the copy can be used only for non-JIT matching. Unlike **pcre2_code_copy()**, a separate copy of the character tables is also made, with the new code pointing to it. This memory will be automatically freed when **pcre2_code_free()** is called.

The yield of the function is NULL if *code* is NULL or if sufficient memory cannot be obtained.

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.