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.