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.

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