

NAME

`seekdir` – set the position of the next `readdir()` call in the directory stream.

SYNOPSIS

```
#include <dirent.h>
```

```
void seekdir(DIR *dirp, long loc);
```

Feature Test Macro Requirements for glibc (see **feature_test_macros(7)**):

```
seekdir():
```

```
_XOPEN_SOURCE
```

```
  || /* Glibc since 2.19: */ _DEFAULT_SOURCE
```

```
  || /* Glibc versions <= 2.19: */ _BSD_SOURCE || _SVID_SOURCE
```

DESCRIPTION

The **seekdir()** function sets the location in the directory stream from which the next **readdir(2)** call will start. The *loc* argument should be a value returned by a previous call to **telldir(3)**.

RETURN VALUE

The **seekdir()** function returns no value.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes(7)**.

| Interface | Attribute | Value |
|------------------|---------------|---------|
| seekdir() | Thread safety | MT-Safe |

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, 4.3BSD.

NOTES

In glibc up to version 2.1.1, the type of the *loc* argument was *off_t*. POSIX.1-2001 specifies *long*, and this is the type used since glibc 2.1.2. See **telldir(3)** for information on why you should be careful in making any assumptions about the value in this argument.

SEE ALSO

lseek(2), **closedir(3)**, **opendir(3)**, **readdir(3)**, **rewinddir(3)**, **scandir(3)**, **telldir(3)**

COLOPHON

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