

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
<code>seekdir()</code>	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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