

**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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