

NAME

`chdir`, `fchdir` – change working directory

SYNOPSIS

```
#include <unistd.h>
```

```
int chdir(const char *path);
```

```
int fchdir(int fd);
```

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

```
fchdir():
```

```
    _XOPEN_SOURCE >= 500
```

```
    || /* Since glibc 2.12: */ _POSIX_C_SOURCE >= 200809L
```

```
    || /* Glibc up to and including 2.19: */ _BSD_SOURCE
```

DESCRIPTION

chdir() changes the current working directory of the calling process to the directory specified in *path*.

fchdir() is identical to **chdir**(); the only difference is that the directory is given as an open file descriptor.

RETURN VALUE

On success, zero is returned. On error, `-1` is returned, and *errno* is set appropriately.

ERRORS

Depending on the filesystem, other errors can be returned. The more general errors for **chdir**() are listed below:

EACCES

Search permission is denied for one of the components of *path*. (See also **path_resolution(7)**.)

EFAULT

path points outside your accessible address space.

EIO

An I/O error occurred.

ELOOP

Too many symbolic links were encountered in resolving *path*.

ENAMETOOLONG

path is too long.

ENOENT

The directory specified in *path* does not exist.

ENOMEM

Insufficient kernel memory was available.

ENOTDIR

A component of *path* is not a directory.

The general errors for **fchdir**() are listed below:

EACCES

Search permission was denied on the directory open on *fd*.

EBADF

fd is not a valid file descriptor.

ENOTDIR

fd does not refer to a directory.

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, SVr4, 4.4BSD.

NOTES

The current working directory is the starting point for interpreting relative pathnames (those not starting with '/').

A child process created via **fork**(2) inherits its parent's current working directory. The current working directory is left unchanged by **execve**(2).

SEE ALSO

chroot(2), **getcwd**(3), **path_resolution**(7)

COLOPHON

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