

NAME

telldir – return current location in directory stream

LIBRARY

Standard C library (*libc*, *-lc*)

SYNOPSIS

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

```
long telldir(DIR *dirp);
```

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

```
telldir():
```

```
_XOPEN_SOURCE
```

```
|| /* glibc >= 2.19: */ _DEFAULT_SOURCE
```

```
|| /* glibc <= 2.19: */ _BSD_SOURCE || _SVID_SOURCE
```

DESCRIPTION

The **telldir()** function returns the current location associated with the directory stream *dirp*.

RETURN VALUE

On success, the **telldir()** function returns the current location in the directory stream. On error, *-1* is returned, and *errno* is set to indicate the error.

ERRORS

EBADF

Invalid directory stream descriptor *dirp*.

ATTRIBUTES

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

Interface	Attribute	Value
telldir()	Thread safety	MT-Safe

STANDARDS

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

NOTES

Up to glibc 2.1.1, the return type of **telldir()** was *off_t*. POSIX.1-2001 specifies *long*, and this is the type used since glibc 2.1.2.

In early filesystems, the value returned by **telldir()** was a simple file offset within a directory. Modern filesystems use tree or hash structures, rather than flat tables, to represent directories. On such filesystems, the value returned by **telldir()** (and used internally by **readdir(3)**) is a "cookie" that is used by the implementation to derive a position within a directory. Application programs should treat this strictly as an opaque value, making *no* assumptions about its contents.

SEE ALSO

closedir(3), **opendir(3)**, **readdir(3)**, **rewinddir(3)**, **scandir(3)**, **seekdir(3)**