

NAME

`pcap_file` – get the standard I/O stream for a savefile being read

SYNOPSIS

```
#include <pcap/pcap.h>
```

```
FILE *pcap_file(pcap_t *p);
```

DESCRIPTION

`pcap_file()` returns the standard I/O stream of the “savefile,” if a “savefile” was opened with `pcap_open_offline(3PCAP)`, or `NULL`, if a network device was opened with `pcap_create(3PCAP)` and `pcap_activate(3PCAP)`, or with `pcap_open_live(3PCAP)`.

Note that the Packet Capture library is usually built with large file support, so the standard I/O stream of the “savefile” might refer to a file larger than 2 gigabytes; applications that use `pcap_file()` should, if possible, use calls that support large files on the return value of `pcap_file()` or the value returned by `fileno(3)` when passed the return value of `pcap_file()`.

SEE ALSO

`pcap(3PCAP)`