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NAME

directory – format of directories

DESCRIPTION

A directory behaves exactly like an ordinary file, save that no user may write into a directory. The fact that a file is a directory is indicated by a bit in the flag word of its i-node entry. Directory entries are 16 bytes long. The first word is the i-number of the file represented by the entry, if non-zero; if zero, the entry is empty.

Bytes 2-15 represent the (14-character) file name, null padded on the right. These bytes are not cleared for empty slots. The structure is:

```
struct dir {
        int     d_ino;   /* i-number */
        char    d_name[14];      /* file name */
};
```

By convention, the first two entries in each directory are for "**.**" and "**..**". The first is an entry for the directory itself. The second is for the parent directory. The meaning of "**..**" is modified for the root directory of the master file system and for the root directories of removable file systems. In the first case, there is no parent, and in the second, the system does not permit off-device references. Therefore in both cases "**..**" has the same meaning as "**.**".

FILES

/usr/include/dir.h

SEE ALSO

fs(V)