

**NAME**

`telldir` – return current location in directory stream

**SYNOPSIS**

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

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

Feature Test Macro Requirements for glibc (see [feature\\_test\\_macros\(7\)](#)):

```
telldir():
_XOPEN_SOURCE
|| /* Glibc since 2.19: */ _DEFAULT_SOURCE
|| /* Glibc versions <= 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 appropriately.

**ERRORS****EBADF**

Invalid directory stream descriptor *dirp*.

**ATTRIBUTES**

For an explanation of the terms used in this section, see [attributes\(7\)](#).

Interface	Attribute	Value
<code>telldir()</code>	Thread safety	MT-Safe

**CONFORMING TO**

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

**NOTES**

In glibc up to version 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\(3\)](#)

**COLOPHON**

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