SEEK(II)

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NAME

seek - move read/write pointer

SYNOPSIS

(seek = 19.) (file descriptor in r0) sys seek; offset; ptrname

seek (fildes, offset, ptrname)

DESCRIPTION

The file descriptor refers to a file open for reading or writing. The read (resp. write) pointer for the file is set as follows:

if *ptrname* is 0, the pointer is set to offset.

if *ptrname* is 1, the pointer is set to its current location plus offset.

if *ptrname* is 2, the pointer is set to the size of the file plus offset.

if *ptrname* is 3, 4 or 5, the meaning is as above for 0, 1 and 2 except that the offset is multiplied by 512.

If *ptrname* is 0 or 3, *offset* is unsigned, otherwise it is signed.

SEE ALSO

open (II), creat (II), lseek (III)

DIAGNOSTICS

The error bit (c-bit) is set for an undefined file descriptor. From C, a -1 return indicates an error.

WARNING

Do not use this call in new programs to ensure compatibility with future systems. Use *lseek* (III) instead, whose format *seek* will adopt. See *Intro* (II) for details.

BUGS

If you seek to random places in a file (without having written before) and do not write in multiples of 512 bytes, the data blocks that you write are not zeroed before the data is added. This means, for example, that the *utmp* file must be precreated and zeroed for *who-I* to work correctly.