

# world's toolchain & CPUTYPE

---

*Source:* <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/hackers/2006-02/msg00217.html>

---

- *From:* Yar Tikhyy <[yar@xxxxxxxxxxxxxxxxxxx](mailto:yar@xxxxxxxxxxxxxxxxxxx)>
  - *Date:* Sun, 26 Feb 2006 18:50:09 +0300
- 

Hi all,

Yesterday I hit the following problem:

- was given an Athlon XP machine with a fresh CURRENT built with CPUTYPE=athlon-xp;
- used it to build a fresh RELENG\_6 world with no customizations at all -- `__MAKE_CONF=/dev/null`;
- tried to install the world over NFS on an old Pentium machine with some 5.3-BETA;
- "make installkernel" failed instantly because install(1) died on signal 4, illegal instruction.

Quick investigation showed that the world was built using generic i386 code, as expected, but its toolchain was linked against the builder system libs contaminated by Athlon-specific code. It was sufficient to rebuild and reinstall all libs on the builder machine with no particular CPUTYPE set and then to rebuild the world's toolchain again to make the latter run well on the Pentium.

I used to be under impression that a world's toolchain should be fairly independent from the builder system. However, this case showed that it wasn't quite true. Is it a known issue, or am I missing a key point? Thanks!

--

Yar

---

freebsd-hackers@xxxxxxxxxxx mailing list

<http://lists.freebsd.org/mailman/listinfo/freebsd-hackers>

To unsubscribe, send any mail to "freebsd-hackers-unsubscribe@xxxxxxxxxxx"