

Depending on the target, MutekH requires different toolchains.

## Default toolchains

### SoCLib

For SoCLib targets, the MutekH build system uses the [?SoCLib default cross-compilers](#).

That means it will use:

- `mipsel-unknown-elf`
- `powerpc-unknown-elf`
- `arm-unknown-elf`

### x86

For x86, MutekH assumes you are using a x86-elf host and uses your current compiler

### Emu

For emu targets, MutekH uses your current compiler, except if you are on a Darwin host, in which case it uses a `i686-unknown-elf` toolchain in order to use ELF files.

## Use your own toolchain

You may use your own toolchains.

### One-shot use

You may specify the following variables:

`CPUTOOLS`

common prefix of compiler tools, usually something like `mipsel-unknown-elf` (the last - is important)

`CPUCFLAGS`

options for your C compiler, if you have a libc-aware compiler, you may specify `CPUCFLAGS+==nostdinc`

`CPULDFLAGS`

options for your linker, if you have a libc-aware compiler, you may specify `CPULDFLAGS+==nostdlib`