*-unknown-openbsd

Tier: 3

OpenBSD multi-platform 4.4BSD-based UNIX-like operating system.

The target names follow this format: `$ARCH-unknown-openbsd`, where `$ARCH` specifies the target processor architecture. The following targets are currently defined:

Target name	C++ library	OpenBSD Platform
`aarch64-unknown-openbsd`	libc++	64-bit ARM systems
`i686-unknown-openbsd`	libc++	Standard PC and clones based on the Intel i386 architecture and compatible processors
`sparc64-unknown-openbsd`	estdc++	Sun UltraSPARC and Fujitsu SPARC64 systems
`x86_64-unknown-openbsd`	libc++	AMD64-based systems

Note that all OS versions are *major* even if using X.Y notation (`6.8` and `6.9` are different major versions) and could be binary incompatibles (with breaking changes).

Designated Developers

- @semarie, `semarie@openbsd.org`
- lang/rust maintainer (see MAINTAINER variable)

Fallback to ports@openbsd.org, OpenBSD third parties public mailing-list (with openbsd developers readers)

Requirements

These targets are natively compiled and could be cross-compiled. C compiler toolchain is required for the purpose of building Rust and functional binaries.

Building

The target can be built by enabling it for a `rustc` build.

```
[build]
target = ["$ARCH-unknown-openbsd"]
```

```
[target.$ARCH-unknown-openbsd]
cc = "$ARCH-openbsd-cc"
```

Cross-compilation

These targets can be cross-compiled, but LLVM might not build out-of-box.

Testing

The Rust testsuite could be run natively.

Building Rust programs

Rust does not yet ship pre-compiled artifacts for these targets.