```
Check that the environment variable MACHTYPE
   exists on your system. It should exist on Unix/Linux.
   (And making this on non-Unix systems is beyond
   the scope of this README). The default MACHTYPE is often a
   long string: "i386-redhat-linux-gnu"
   which will not function correctly in this build environment.
   It needs to be something simple such as one of:
        i386 i686 sparc alpha x86_64 ppc etc ...
   with no other alpha characters such as: -
   To determine what your system reports itself as, try the
   uname options: 'uname -m' or 'uname -p' or 'uname -a'
   on your command line. If necessary set this environment variable.
   Do this under the bash shell as so:
       export MACHTYPE=something
   or under tcsh as so:
       setenv MACHTYPE something
   and place this setting in your home directory .bashrc or .tcshrc
   environment files so it will be set properly the next time you
   login. Remember to "export" it as show here for the bash shell.
Make the directory ~/bin/$MACHTYPE which is
   where the (non-web) executables will go.
  Add this directory to your path to access the built binaries.
```

SS2:

```
ashlesha@ashlesha:~/kent$ uname -p
aarch64
ashlesha@ashlesha:~/kent$ echo $MACHTYPE
aarch64-unknown-linux-gnu
ashlesha@ashlesha:~/kent$
```

SS3: