Rust-Torino 20190418

Cross building with rust

Initial checklist

- Is the target supported by rustup?
- Is your OS providing the compilers and the libraries you need?
- Does it need other compilers beside the standard ones?
 (e.g. cc-rs or nasm-rs are in the dependency tree)

We assume here that all those are true for today.

Preparation

- You **NEED** to install the **linker** and **libc** for your target
- Make sure **it works** by compiling a hello.c with the companion C compiler.
- Make sure the rust target and the gcc / clang target do match.
- Be sure to edit .cargo/config to have the linker name matching the one provided by your system.

Optionally configure qemu

- qemu-user would let us run our programs
- Make sure to point qemu to the right runtime path by setting
 QEMU_LD_PREFIX or passing -L.
- Make sure you set the LD_LIBRARY_PATH in case libgcc_s.so is provided by the cross compiler only.
- Add it as runner in our .cargo/config.

Setup

Our testbed is easy: aarch64-unknown-linux-gnu on Gentoo (using rustup to manage the rust parts).

Install the needed components:

```
# crossdev -S aarch64
# emerge qemu # USE=static-user QEMU_USER_TARGETS=aarch64
# rustup target add aarch64-unknown-linux-gnu
```

prepare the .cargo/config

```
[target.aarch64-unknown-linux-gnu]
linker = "aarch64-unknown-linux-gnu-gcc"
runner = "qemu-aarch64 -L /usr/aarch64-unknown-linux-gnu/"
```

Test

Let's try to make a really simple hello.

```
# cargo new hello
# cd hello
# export P=/usr/lib/gcc/aarch64-unknown-linux-gnu/8.2.0
# LD_LIBRARY_PATH=$P cargo run --target=aarch64-unknown-l.
    Finished dev [unoptimized + debuginfo] target(s) in 0
    Running `qemu-aarch64 -L /usr/aarch64-unknown-linux-genu/8.2.0
Hello, world!
```

NOTE: We set the LD_LIBRARY_PATH to /usr/lib/gcc/aarch64-unknown-linux-gnu/8.2.0 since that's the cross compiler we have.

Pitfalls

• cc-rs reads the env var CC, set it accordingly

CC=aarch64-unknown-linux-gnu-gcc cargo build --target aar

- buildrs is correctly built for the HOST, make sure you do not have faulty assumptions there.
- The default features might be wrong for your target.
 - --no-default-features is the best workaround.
 - Per-target features does not seem to work.

Summary

- cross compiling in rust is relatively simple as long the target is provided by rustup and the OS provides the toolchain you need.
- crossdev in Gentoo and crosstool-ng can make your life much easier.
- qemu-user as runner makes everything simpler for running the tests.