

**Jetson Linux Toolchain**

**Overview**

NVIDIA® specifies the **Bootlin gcc 9.3.0 2020.08-1 aarch64 toolchain** for:

* Cross-compiling applications to run on NVIDIA® Jetson™ Linux.
* Cross-compiling code in the current-release Jetson Linux source.

**Toolchain Components**

* **GCC version**: 9.3.0
* **Binutils version**: 2.33.1
* **Glibc version**: 2.31

**Setup Instructions**

**1. Download the Toolchain**

Download the Bootlin toolchain binaries from the [NVIDIA Jetson Linux home page](https://developer.nvidia.com/embedded/jetson-linux).

**2. Extract the Toolchain**

mkdir $HOME/l4t-gcc   
cd $HOME/l4t-gcc   
tar xf aarch64--glibc--stable-2020.08-1.tar.bz2

**3. Set the CROSS\_COMPILE Environment Variable**

Add this to your build environment:

export CROSS\_COMPILE=$HOME/l4t-gcc/bin/aarch64-buildroot-linux-gnu-

**Notes**:

* Replace <toolchain\_archive> with the actual filename (e.g., aarch64--glibc--stable-2020.08-1.tar.bz2).
* Ensure the toolchain path matches your extracted directory structure.

This setup enables cross-compilation for Jetson Linux applications.

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