

Binutils Resources#

The GNU Binutils are a set of binary utilities that are used to manipulate object files. The primary utilities used in the toolchain are the assembler (gas) and the linker (ld).

User Resources#

- [GNU Binutils manual](#)

Developer Resources#

How to build#

1. Check out source from branch.
2. Change directory into a build directory that matches the desired configuration. If you want the Binutils to execute on a Linux host, and generate binaries for an SH4 target, change into the linux-x86-o-ntosh/ directory. If you desire a Windows hosted Binutils that generates binaries for a MIPS target, change into win32-x86-o-ntomips/.
3. Remove any existing files with the exception of 'GNUmakefile'.
4. Type 'make'. The build will take sometime to complete.
5. Once Make has successfully completed, if you are on a system that has write permissions on \$QNX_HOST and \$QNX_TARGET, switch to superuser/administrator access.
6. Type 'make install'. The build system will install the Binutils into the directories specified in root 'build-hooks' file.

Branches#

Branch	Version	Status
tools/binutils/trunk/	2.17	Active
tools/binutils/branches/binutils_2_16_branch/	2.16	Inactive
tools/binutils/branches/binutils_2_12_branch/	2.12	Inactive