

# `buildInputs` vs. `nativeBuildInputs`?

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<https://gist.github.com/joepie91/b0041188c043259e6e1059d026eff301>.

More can be found [here](#).

- **buildInputs:** Dependencies for the (target) system that your built package will eventually run on.
- **nativeBuildInputs:** Dependencies for the system where the build is being created.

The difference only really matters when cross-building - when building for your own system, *both* sets of dependencies will be exposed as `nativeBuildInputs`.

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