
Subject: Re: standard thread

Posted by [ratah](#) on Thu, 21 Jul 2016 08:11:22 GMT

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Hi,

I've got the latest version of u++ and get the same case with MingWin :(

I test MSC15 and got this error:

```
----- test_thread ( MAIN MSC15 DEBUG DEBUG_FULL BLITZ WIN32 MSC )
```

```
test_thread.cpp
```

```
c:\program files (x86)\microsoft visual studio 14.0\vc\include\crtdefs.h(10): fatal error C1083:
```

```
Cannot open include file: 'corecrt.h': No such file or directory
```

```
test_thread: 1 file(s) built in (0:00.07), 78 msec / file, duration = 78 msec, parallelization 0%
```

I do add this in the include paths according to this

[https://social.msdn.microsoft.com/Forums/vstudio/en-US/86bc577b-528c-469c-a506-15383a44c111/missing-corecrt-from-the-de](https://social.msdn.microsoft.com/Forums/vstudio/en-US/86bc577b-528c-469c-a506-15383a44c111/missing-corecrt-from-the-default-include-folder-for-vs215?forum=vcgeneral)

[fault-include-folder-for-vs215?forum=vcgeneral](https://social.msdn.microsoft.com/Forums/vstudio/en-US/86bc577b-528c-469c-a506-15383a44c111/missing-corecrt-from-the-default-include-folder-for-vs215?forum=vcgeneral)

C:/Program Files (x86)/Windows Kits/10/Include/10.0.10150.0/ucrt

Best regards,
Ratah
