
Subject: 'Thread' has not been declared

Posted by [lovmy](#) on Tue, 22 Nov 2016 12:33:42 GMT

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Hi !

I try to compile httpServer example on Windows version of TheIDE with MinGW.
I have error:

'Thread' has not been declared

This is the source:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
TcpSocket server;  
StaticMutex ServerMutex;
```

```
void Server()  
{  
  for(;;) {  
    TcpSocket socket;  
    LOG("Waiting...");  
    ServerMutex.Enter();  
    bool b = socket.Accept(server);  
    ServerMutex.Leave();  
    if(b) {  
      LOG("Connection accepted");  
      HttpHeaders http;  
      http.Read(socket);  
      String html;  
      html << "<html>"  
        << "<b>Method:</b> " << http.GetMethod() << "<br>"  
        << "<b>URI:</b> " << http.GetURI() << "<br>";  
      for(int i = 0; i < http.fields.GetCount(); i++)  
        html << "<b>" << http.fields.GetKey(i) << ":</b> " << http.fields[i] << "<br>";  
      int len = (int)http.GetContentLength();  
      if(len > 0)  
        socket.GetAll(len);  
      html << "<b><i>Current time:</i></b> " << GetSysTime() << "</html>";  
      HttpResponse(socket, http.scgi, 200, "OK", "text/html", html);  
    }  
  }  
}
```

```
CONSOLE_APP_MAIN
{
  StdLogSetup(LOG_COUT|LOG_FILE);

  if(!server.Listen(4000, 10)) {
    LOG("Cannot open server port for listening\r\n");
    return;
  }
  const int NTHREADS = 10;
  for(int i = 0; i < NTHREADS; i++)
    Thread::Start(callback(Server));
  Server();
}
```

What's the problem ?

Thank you for your help !
