
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");  
            HttpHeader 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 !
