
Subject: Re: Compile error "thread-local storage not supported ..."

Posted by [masu](#) on Fri, 27 Apr 2007 09:04:03 GMT

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The program I did is not so important , so I can live with that right now (I don't want to fill my system folder with lots of DLLs with installing MSCx).

When using USEMALLOC there are still errors (even though fewer):

```
----- CtrlLib ( GUI MT USEMALLOC GCC WIN32 ) (1 / 9)
----- CtrlCore ( GUI MT USEMALLOC GCC WIN32 ) (2 / 9)
----- RichText ( GUI MT USEMALLOC GCC WIN32 ) (3 / 9)
----- Draw ( GUI MT USEMALLOC GCC WIN32 ) (4 / 9)
----- Core ( GUI MT USEMALLOC GCC WIN32 ) (5 / 9)
```

String.cpp

```
d:\programs\upp-uv\uppsrc\Core\HeapImp.h:41: error: thread-local storage not supported for
this targe
```

```
t
```

WString.cpp

```
d:\programs\upp-uv\uppsrc\Core\HeapImp.h:41: error: thread-local storage not supported for
this targe
```

```
t
```

Creating library...

```
Core: 2 file(s) built in (0:03.05), 1527 msecs / file, duration = 3095 msecs
```

There were errors. (0:03.20)

Is there an #ifdef missing somewhere?

Matthias
