
Subject: Solution howto enable u++ Multithreading with TLS on MacOSX.

Posted by [fudadmin](#) on Wed, 05 Oct 2011 02:15:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

I was very disappointed (and wasted many days...) when u++ with MT flag used to fail to compile with this error:

error: thread-local storage not supported for this targetup until yesterday when I discovered that I need several things:

1. Install e.g gcc46 because officially supplied gcc 4.2.1 doesn't support TLS.

2. Overcome gcc46 installation bug:

"Selecting 'mp-gcc46' for 'gcc' failed"

when selecting with:

```
sudo port select --set gcc mp-gcc46
```

as mentioned in <https://trac.macports.org/ticket/30357>

Solution - use the command but don't pay attention to the error and put eg

x86_64-apple-darwin10-gcc-4.6.1 into the ide Build Methods -> Compiler name.

after rebooting (maybe several times) gcc46 is selected despite the above... and then you can use simply g++ again.

(check the version in terminal)

3. (if you get linking errors about architecture etc.) don't use SDK 10.5 which silently is linked first but ADD to the above e.g -mmacosx-version-min=10.6.7 into the ide Build Methods -> Compiler name.

4. add -lstdc++ (Pay attention to the space or you might get errors) into the ide Build Methods -> Link Options .

I hope it saves you some time and you don't start porting TLS for the u++, Mac and gcc...
