Subject: standard thread
Posted by ratah on Wed, 20 Jul 2016 09:04:41 GMT
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Hi,

I tried to use the standard thread library and get error:

Quote:error: 'thread' was not declared in this scope

```
#include <iostream>
#include <thread>

void myfunction()
{
 int nbr = 0;
 for(int i=0; i<1000; i++)
  nbr += (i%2 == 0)?1:0;
}

int main(int argc, const char *argv[])
{
 std::thread th(myfunction);
 th.join();

 return 0;
}
```

Do I need to change build parameter? add environment variable?

Thanks in advanced

Subject: Re: standard thread
Posted by dolik.rce on Wed, 20 Jul 2016 09:39:00 GMT
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Hi ratah,

Quick guess: Are you building with C++11? Check if you have --std=c++11 compiler option in your build method. Also, what compiler are you using? Some older GCC had only partial support for C++11, that could cause similar problem.

Best regards,
Honza

Subject: Re: standard thread
Posted by ratah on Wed, 20 Jul 2016 12:27:10 GMT
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I do use the default compiler which is part of the upp package.
MinGW-W64-builds-4.2.0

Subject: Re: standard thread
Posted by dolik.rce on Wed, 20 Jul 2016 15:13:57 GMT
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ratah wrote on Wed, 20 July 2016 14:27I do use the default compiler which is part of the upp package.
MinGW-W64-builds-4.2.0

Oops, that is the problem. Reasonable support of C++11 is available only since 4.7...

The mingw in bundled builds will have to be upgraded. It doesn't make any sense to put non-C++11 compiler to sources that require C++11

Honza

Subject: Re: standard thread
Posted by Klugier on Wed, 20 Jul 2016 18:08:09 GMT
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Hello,

Your thread code seems to compile fine on my setup (Windows 10 + latests U++ with bundled compiler). Can I ask you something - what is your version of upp?

Please notice that currently in prototable version we bundle compiler that is consistent with C++11.

Sincerely,
Klugier

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 upp 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 msecs / file, duration = 78 msecs, 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-corecrth-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

Subject: Re: standard thread
Posted by nlneilson on Tue, 06 Jun 2017 08:08:04 GMT
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```
 Thread chk, recv1, recv2;
 Thread work, workX;
 Control() {
```

That is how I declared the 5 threads

Just declare them before your main app

Neil
