
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 !

Subject: Re: 'Thread' has not been declared
Posted by [Zbych](#) on Tue, 22 Nov 2016 18:44:43 GMT
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lovmy wrote on Tue, 22 November 2016 13:33Hi !

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Do you have MT flag set in the package configuration?

Subject: Re: 'Thread' has not been declared
Posted by [lovmy](#) on Wed, 23 Nov 2016 08:23:11 GMT
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Hi !

I have replaced:

mainconfig

```
"" = "";
```

by

```
mainconfig  
"" = "MT";
```

in upp file and now it's work !

Thank you very much !!!

Subject: Re: 'Thread' has not been declared
Posted by [Klugier](#) on Wed, 23 Nov 2016 20:36:23 GMT
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Hello,

You can select package to be MT at the package creation level. Just select "Multithreaded" or add in manually by editing flags - main TheIDE toolbar. You do not need this manually - but if you did it is OK.

@Mirek - I think we should enable MT flag by default for all new packages created via template. It is 2016 and even c++ standard supports it by default. Almost all devices now have got cores - so MT is must have.

Sincerely,
Klugier
