

---

Subject: About single threaded mode for C/C++ builders after 10688 revision

Posted by [Sender Ghost](#) on Thu, 12 Jan 2017 19:25:19 GMT

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

---

Hello.

As someone may be noticed, Mirek removed single threaded mode (from C/C++ builders) in 10688 revision. I don't know about real intentions, which led to this, but if read changes in mentioned revision, the purpose of it is to enable multithreaded mode by default for uppsrc/Core.

I think, that removal of single threaded mode from C/C++ builders may limit usage of TheIDE for development of non-U++ applications ([1]), because C/C++ compilers may support single and multi threaded models.

I propose to revert changes in 10688 revision and add thread model options to C/C++ builder(s) instead (with multithreaded mode by default, if this is new U++ defaults).

The proposed patch (with some basic changes) attached. The "THREAD\_MODEL" variable may be renamed, if needed.

Edit: The proposal may be ignored after some explanation in below message.

### File Attachments

1) [uppsrc.diff](#), downloaded 295 times

---

---

Subject: Re: About single threaded mode for C/C++ builders after 10688 revision

Posted by [Sender Ghost](#) on Fri, 13 Jan 2017 15:49:27 GMT

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

---

Looks like, the HasFlag("MT") checks was used on Windows to add "-mthreads" option to GCC (compatible) compiler and "-MT" option for MSC compiler (where latest versions used multithreaded option(s) by default, based on "IsMsc89()" check). The C/C++ builder(s) on others operating systems wasn't affected, because they doesn't have HasFlag("MT") checks.

So, as I understood, some alternative description for changes in 10688 revision is:  
"Single threaded mode removed for C/C++ builders on Windows. Force multithreaded mode for U++ source code, which based on uppsrc/Core".

I guess, my proposal may be ignored, if there is no need for such features on Windows.

---