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Problems with std::stoi, not working on MinGW GCC 4.7.2

```
#include <iostream>
#include <string>

int main()
{
    std::string test = "45";
    int myint = stoi(test);
    std::cout << myint << '\n';
}
```

I tried this code on my computer which is running MinGW GCC 4.7.2. It gives me this error:

```
Microsoft Windows [Version 6.2.9200]
(c) 2012 Microsoft Corporation. All rights reserved.

C:\Users\Bryan\>cd Desktop

C:\Users\Bryan\Desktop>g++ -o happy -std=c++11 testFile.cpp
testFile.cpp: In function 'int main(int, const char*)':
testFile.cpp:7:27: error: 'stoi' was not declared in this scope

C:\Users\Bryan\Desktop>g++ -o happy -std=c++11 testFile.cpp
testFile.cpp: In function 'int main()':
testFile.cpp:7:26: error: 'stoi' was not declared in this scope

C:\Users\Bryan\Desktop>
```

What am I doing wrong, I got this from [cppreference](#). Its the exact same code. And its a different error from the one described [here](#).

c++ mingw

edited Apr 21 '13 at 14:37

asked Apr 21 '13 at 14:27



Games Brainiac

18.7k 9 49 95

It is the same error. Looks different but same case. MinGW issue. – [Named](#) Apr 21 '13 at 14:34

I had this. I personally had to go in and manually comment out a PP condition and then it worked fine for non-wstrings. – [chris](#) Apr 21 '13 at 14:35

@chris can you explain what you've had to comment out? – [orian](#) Dec 15 '13 at 23:16

@orian, I highly suggest the patch in the answer. It works better, and it's safer and easier. – [chris](#) Dec 16 '13 at 1:00

2 Answers

It seems your MinGW needs a patch: [Enabling string conversion functions in MinGW](#)

This patch enables the following list of C++11 functions and templates in the std namespace:

stoi, stol, stoul, stoll, stof, stod, stold, to_string, to_wstring

In above link, there is a .zip file, download it and extract it on `path_to_mingw\include` and so on...

answered Apr 21 '13 at 14:39



deepmax

32.1k ● 7 ● 48 ● 115

Hey, even works for `wstring`. That's not bad. – [chris](#) Apr 21 '13 at 14:41

Thanks, worked like a charm! :D – [Games Brainiac](#) Apr 21 '13 at 15:11

People should note that **direct replacement of the files is not guaranteed to be safe on versions later than MinGW GCC 4.7** - use the pastebin snippets, open the files, and comment/add to the existing files.

Applied as such, this still works fine on MinGW GCC 4.8.1 afaiK – [Conduit](#) Sep 16 '14 at 16:25

Another solution is to use [MinGW-w64](#), which works correctly out of the box. This is a fork of MinGW that can produce both 32-bit and 64-bit builds.

answered Aug 2 at 0:19



M.M

47.6k ● 5 ● 44 ● 88



2 min to Speed