``MultiThreaded``

Compile with ``-MT`` or equivalent flag(s) to use a multi-threaded

statically-linked runtime library.

``MultiThreadedDLL``

Compile with ``-MD`` or equivalent flag(s) to use a multi-threaded

dynamically-linked runtime library.

``MultiThreadedDebug``

Compile with ``-MTd`` or equivalent flag(s) to use a multi-threaded

statically-linked runtime library.

``MultiThreadedDebugDLL``

Compile with ``-MDd`` or equivalent flag(s) to use a multi-threaded

dynamically-linked runtime library.

The value is ignored on compilers not targeting the MSVC ABI, but an

unsupported value will be rejected as an error when using a compiler

targeting the MSVC ABI.

The value may also be the empty string (``""``) in which case no runtime

library selection flag will be added explicitly by CMake. Note that with

:ref:`Visual Studio Generators` the native build system may choose to

add its own default runtime library selection flag.