

# Pthreads on Visual Studio/Windows

## Visual Studio 2012

1. Download: [http://cs.du.edu/~mitchell/pthreads\\_compiled.zip](http://cs.du.edu/~mitchell/pthreads_compiled.zip)
2. Extract the zip file to a temporary directory
3. Paste all \*.h files (pthread.h, sched.h, semaphore.h) to the Visual Studio 2012 include folder for C++.

On my computer this is located at C:\Program Files (x86)\Microsoft Visual Studio 11.0\VC\include. It will likely be similar or the same on other systems.

4. Paste pthreadVC2.dll to the Visual Studio 2012 bin folder for C++.

On my computer this is located at C:\Program Files (x86)\Microsoft Visual Studio 11.0\VC\bin. It will likely be similar or the same on other systems.

5. Paste pthreadVC2.lib (Object File Library) to the Visual Studio 2012 lib folder for C++.

On my computer this is located at C:\Program Files (x86)\Microsoft Visual Studio 11.0\VC\lib. It will likely be similar or the same on other systems.

6. In Visual Studio go to View>Other Windows>Property Manager.
7. Expand Debug folder.
8. Double click Microsoft.Cpp.Win32.user or similarly named Property Sheet.
9. Go to Common Properties>Linker>Input.
10. In Additional Dependencies add pthreadVC2.lib as a dependency.

## Visual Studio 2010

1. Download: <ftp://sourceware.org/pub/pthreads-win32/dll-latest>
2. Navigate to the include folder from download.
3. Paste all \*.h files (pthread.h, sched.h, semaphore.h) to Visual Studio 2010 include folder for C++.

On my computer this is located at C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include. It will likely be similar or the same on other systems.

4. Navigate to the dll folder from the download.
5. Paste pthreadVC2.dll to the Visual Studio 2010 bin folder for C++.

On my computer this is located at C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\bin. It will likely be similar or the same on other systems.

6. Navigate to the lib folder from the download.
7. Paste pthreadVC2.lib (Object File Library) to the Visual Studio 2010 lib folder for C++.

On my computer this is located at C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\lib. It will likely be similar or the same on other systems.

8. In Visual Studio go to View>Property Manager.
9. Expand Debug folder.
10. Double click Microsoft.Cpp.Win32.user or similarly named Property Sheet.
11. Go to Common Properties>Linker>Input.
12. In Additional Dependencies add pthreadVC2.lib as a dependency.