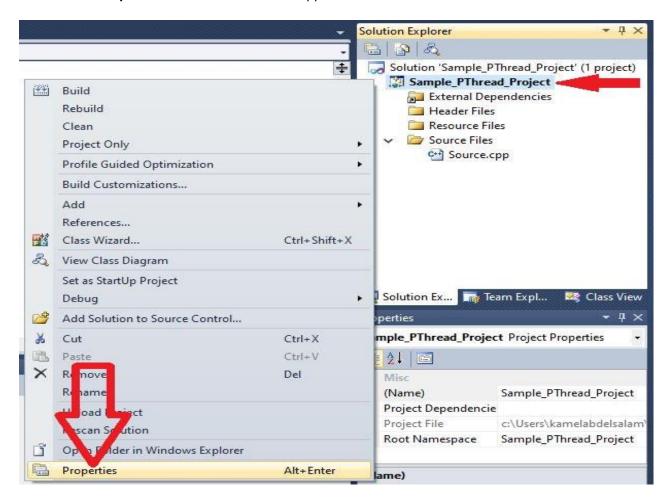
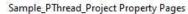
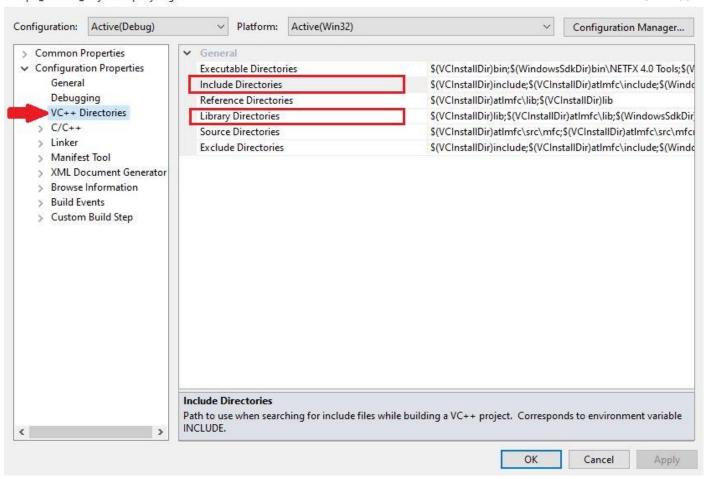
How to import "pthread.h" library in Microsoft Visual Studio

- 1. Go to https://sourceware.org/pthreads-win32/ and click on https://sourceware.org/pub/pthreads-win32 then download the *.zip file pthreads-w32-2-9-1-release.
- Right click on the downloaded *.zip file and click Extract files.
 Now you have a file called pthreads-w32-2-9-1-release in a specific path on your PC (Let's call that path pathToPthread\ [Use the actual path in YOUR PC])
- 3. Create an **Empty project** on Visual Studio and then <u>Right Click</u> on the project name on the **Solution Explorer** Window.
- 4. Choose **Properties** from the window that appear.



- 5. Choose **VC++ Directories** from the menu to the left then:
 - i. Press the arrow in the Include Directories row then press <Edit...>
 press the the yellow folder button and then the three dots button to browse your PC to the path
 pathToPthread\pthreads-w32-2-9-1-release\Pre-built.2\include
 press Select Folder Then Ok
 - ii. Press the arrow in the Library Directories row then press <Edit...>
 press the the yellow folder button and then the three dots button to browse your PC to the path pathToPthread\pthreads-w32-2-9-1-release\Pre-built.2\lib\x86
 press Select Folder Then Ok





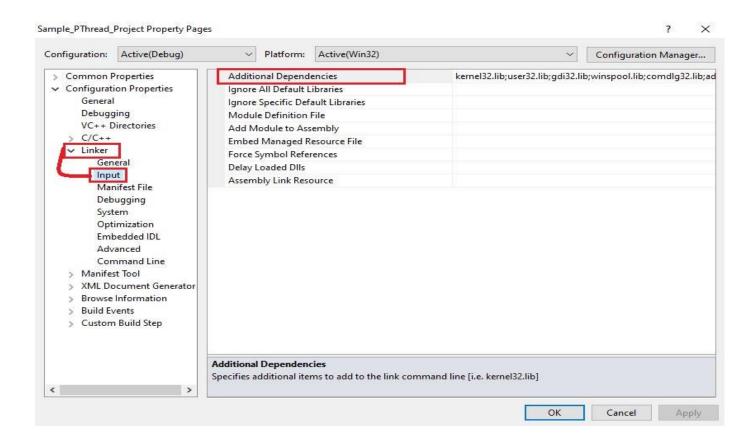
6. Choose Input in Linker section from the menu to the left then:

Press the arrow in the Additional Dependencies row then press <Edit...>

print the path to the *.lib file pthreadVC2.lib

pathToPthread \pthreads-w32-2-9-1-release\Pre-built.2\lib\x86\pthreadVC2.lib

Press Ok.



7.	Go to pathToPthread\pthreads-w32-2-9-1-release\Pre-built.2\dll\x86
	and copy ALL the *.dll files in this folder and then paste them in C:\Windows\SysWOW64

Now you can import the PThread library using the command #include<pthread.h> inside the *.cpp file containing your multi-threading code in your project.

REF: https://www.youtube.com/watch?v=4GdTcqE0iqg