

Cross-Compiling with mingw: "mingw mutex is not a member of std"

MARKDOWN Using [spdlog](https://github.com/gabime/spdlog) as logger in my current project gives me an error when I try to cross compile it using my urho3d-docker-setup: `` error: 'mutex' is not a member of 'std' `` After asking the internet I found out that there are actually different mingw-compilers with different suffixes: `` x86_64-w64-mingw32-gcc-win32 x86_64-w64-mingw32-gcc-posix `` Where the upper seems not to work with mutex. (Actually strange, I compiled lots of stuff with Urho3d and its dependencies and I would have guess those would use at some point a mutex!?) In the end I got everything compiled using the compiler with -posix suffix. (I altered the urho3d's mingw toolchain-file...) If you want to see all possible "alternatives" of this gcc/g++ command you can do it like this: `` update-alternatives --display x86_64-w64-mingw32-g++ `` And you can choose one in some kind of interactive mode: `` update-alternatives --config x86_64-w64-mingw32-g++ `` You can also set it directly like this: `` update-alternatives --set x86_64-w64-mingw32-g++ /usr/bin/x86_64-w64-mingw32-g++-posix # posix update-alternatives --set x86_64-w64-mingw32-g++ /usr/bin/x86_64-w64-mingw32-g++-win32 # win32 `` Ref: * [https://stackoverflow.com/questions/14191566/c-mutex-in-namespace-std-does-not-name-a-type#comm] * [http://manpages.ubuntu.com/manpages/trusty/en/man8/update-alternatives.8.html](http://manpages.ubu

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