Well there is one small problem: some function names get overridden with a different name. For example, Upp::GetModuleFileName becomes Upp::GetModuleFileNameA. This is because of the macros from windows.h, which happily traverse namespace borders. I don't know if this can pose a problem, but it could give rise to surprises when linking.

As for progress, I covered CtrlLib and it's dependencies. Next: TheIDE .

Testing with Bombs example package, I can say that the 15% compilation time decrease remains valid for MSC (I test by giving a rebuild all command), both for total time,and per package basis. Nothing to get too excited over, but since it's a "free" gain, I don't see why I shouldn't be happy about it.