Hi Shire!

One curious question: How much does it actually affect the build times? I believe that with BLITZ minimizing the count of header inclusions, the difference should be very small. Also, if I understand the theory behind precompiled headers correctly (I never used it), it is not very useful, unless your code is designed properly. Which most of the U++ probably isn't. So it will only help you on your own packages at this moment, right?

Best regards,
Honza

PS: What is the format of the patch? I'd recommend you to use 'svn diff' (assuming you use SVN), as it is best portable... Or just post all changed files in zip archive, it is often easier than deciphering weird diff format