Hi,
I have been evaluating GUI frameworks lately, and I have to say that UPP has captured my
attention (relatively modern use of C++ etc).
On the negative front, I have to say that I'd prefer avoiding unnecessary idiosyncrasies: use
standard C++ library, STL containers, and boost whenever possible; consider HTML rather than
home-made QTF(right?), etc.

I have one main problem: I am very much impressed by TheIDE (debugger integration, etc -
top-class!), but I don't see myself getting to use it.
Things I missed (maybe I didn't know where to look) are browsing tools like "go to definition" of a
name, and many other navigation/debugging features available in Visual Studio (2005+).
[Another key thing: I have started to use vim-style editing in Visual studio -- yes, I'm a recent
convert, see http://blog.ngedit.com/2005/06/03/the-vi-input-model/].

My question is:
 - How easy is it to use upp libraries from Visual Studio ?

I realize I may have to switch to TheIDE for resource editing etc, but would I be able to compile,
run, and debug the code from Visual Studio ?