

Re: Great SWT Program

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2007-10/msg00951.html>

- *From:* blmblm@xxxxxxxxxxxxxx <blmblm@xxxxxxxxxxxxxx>
 - *Date:* 8 Oct 2007 09:50:57 GMT
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In article <1191814150.101702.122330@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>, <bbound@xxxxxxxxxx> wrote:

On Oct 6, 2:23 pm, blm...@xxxxxxxxxxxxxx <blm...@xxxxxxxxxxxxxx> wrote:

Both assume that you're willing to do a certain amount of learning before being able to operate them. I think that really is kind of the bottom line here -- in my pre-Windows experience, I expected that with every new program I would need to learn a little about its user interface before being able to do much with it. This seemed normal. It's not the norm any more, true, but

See recent huge post in which I mention your apparently having gotten used to it. People were, at one time, used to having every little bacterial infection be a potential killer, too, before the invention of antibiotics, but I wouldn't want to turn the clock back.

Nor would I, but relying on the efficacy of antibiotics, and using them at every opportunity, has apparently had some negative effects.

"You can get used to it" isn't much of an endorsement in my eyes.

vi versus emacs may be a worst-case comparison; all the other interactive programs I can think of share at least some keybindings with one of those two popular-in-context editors.

Yeah, right, I just *happened* to pick the worst case purely by chance. :P

Oh, did you? I assumed you had done it on purpose, to make my preferred set of tools look as bad as possible.

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Of course, which keybindings something shares with vi, which with emacs, and which are completely novel will be another fun guessing game where the prizes you can win include a wide variety of valuable beeps, error messages, destruction of data, and even a free trip to the psych ward of your choice. :P

There's also the matter of configuring things by editin