

Re: Great SWT Program

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2007-11/msg03059.html>

- *From:* twerpinator@xxxxxxxxxx
 - *Date:* Sun, 18 Nov 2007 14:43:22 -0800 (PST)
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On Nov 15, 12:33 pm, b...@xxxxxxxxxxxx (Bent C Dalager) wrote:

Of course not – most people will probably never be trained in emacs.

So much for your claims of its superiority then. If it were truly superior it would displace other editors given time.

[irrelevancies deleted]

I note that this includes your previous pet argument that Windows-style selection is somehow the only true form of selection. I can only conclude that this line has been discontinued.

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I don't really care about the localization. As far as I am aware, what we have been discussing is independent of it.

Then why did you bring up localization in the first place?

None of the above is in the least bit surprising or unwelcome for a trained user, so whatever point you are trying to make is null and void.

No. Nothing I have said is null and void. It doesn't matter if a trained user would be familiar with certain deceptive behaviors such that they would no longer be fooled by them; the behaviors remain deceptive all the same. It's exactly the same principle as my example of a file menu's save item not saving the document: a trained user would presumably expect this misbehavior, but it would still be misbehavior.

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If you have learned the keybindings, it's a pretty safe bet you've learned the behaviour associated with them also.

The point is that the behaviors that are normal should all be invoked by some key binding, and fundamental things like selection should behave as normal, albeit with different keys hit to do things with it. That is clearly not the case. Additional features = wonderful. Altered keybindings = annoying. Violating the normal semantics of clipboard, selection, and the like = dreadful. Editing keys not behaving consistently (e.g. doing different things