
Subject: Re: why cant i edit an image a second time?
Posted by [abductee](#) on Tue, 24 Feb 2009 09:05:11 GMT
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THANKS!

that helps. guys, i really don't want to be rude or so...
i really love the work you're doing. but there are a lot of usability issues within this project.
i tried (when i was here in 2007) to convince some people to do a bit of stuff in that direction.
even made a wiki to post stuff in, and wrote down my ideas as best as i could.
(see http://www.abductee.org/wiki/index.php?title=Context-based_Comment_Visibility or
http://www.abductee.org/wiki/index.php?title=TheIDE_Highlighting)

anyway, my point is:
you're all doing fantastic work here, but small things like not knowing "Ctrl+T" produce so huge
levels of frustration in your user community especially at the entry level. maybe the time is right to
look into usability side a bit more again.

actually it would be really cool, if users could come up with their own syntax-highlighting schemes
and shortcuts and so on.
but not via a homebrewn self-hacked- versions of upp that are surely out there... but how to
channel this stuff right back into upp. maybe via a config-file in the buildprocess or or something
similar..

so that when someone has a mod for ... lets say more "works-as-expected"-keyboard shortcuts.
he/she could submit that.
and when he/she downloads the new version it comes with "the old default shortcuts" and
somewhere a dialog "use shortcut-scheme myname1" or "use
syntaxhighlighting/skin/whatever"-\$randomcodernick"

my two cents. and thanks again.

p.s.: the high hurdles to start with upp (as in usability-frustration) scared a couple of my friends
away from upp as well.
one of them said recently to me "why are you still using that? the improvements you suggested two
years ago are still not in there... so i don't think it will get better" :/

p.p.s: in the meantime i have written an own compiler and upp was really great for doing the ui.
and with a bit of tweaking the colors were acceptable:
<http://abductee.org/xdegui> <http://abductee.org/xdegui2>
still, i don't get why the fontrendering looks so much different (yeah, unfortunately as in worse),
than in "normal windows"