
Subject: Re: why cant i edit an image a second time?
Posted by [abductee](#) on Tue, 24 Feb 2009 12:04:29 GMT
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first of all:

you where right about the fonts, i dint realize that some of my options where not saved because i had tow instances of upp open...

(some of the brackets are green... greeen. i have cleartype enabled... sheesh) anyway.

second of all: the Skulpture thingy is a step in the right direction. the scrollbars are a bit big and the hovermenu-color blue is tooo dark. (for my taste) anyway, i am as a matter of fact experimenting with it:

and another question arose:

<http://abductee.untergrund.net/howtopaintthisarea.jpg>

:)

also: how can i prevent the active tab from beeing 2 pixels larger than the rest?

"It has auto completion which is better than CDT or older versions of Visual Studio" i hate to break this to you... but it's nowhere near 'Visual Assist' from wholetomato.(<http://wholetomato.com/>) they really have put the hammer down in terms of usuability. everything is where you expect it, but most of all: you are not bothered by it.

and belive me, it's really not about features. if one ore two features are missing -> no big deal. but if you have to escape from things that you do not want all the time its just frustrating. (worst example: the paperclip in word :)

as for the completion: it simply has to be on the tab key, as you are used to it from the linux-shell. you just cannot put that on two keys (actually 4, since you have to pick the right one) and expect people to see "how cool" the feature is.

if you, for example ave a TabCtrl named 'mtab' and type 'm' - 't'

this is the moment where a simple press on tab should be enough to get 'mtab'. instead you have to press <Ctrl>+<Space> then <VK_DOWN> and then <Return>. that are 4 keys to get 2 letters.

(in practise mostly more because the highlighted classneme on the left-side makes me press <VK_RIGHT> wich messes the whole thing up becuse then i'm in the next line ... i hope you see my point.

as for the homebrew improvements:

<http://abductee.org/xdegui> <-- i have an won version of the CodeEditor. i use a similar technique as displayed in the CodeMetric Example to parse just in time, and then i feed back all the function names into the highlighting. so if i misspell a function name(since i do tend not to use the completion) it does not get another color. (ok, Visual Assist does it more sopisticated since it also knows 'hey this symol is not yet defined' and so on) so yeah, this could be an improvement.

anyway: to finish up with the VisualAssist comparison:

the main point of their work seems to be not to annoy the user with to much features. and EVEN IF something pops up that you do not understand/want: if you just keep doing what you where about to do, Visual Assist doesn't interact. that sounds more complicated than it is... they simply just understand simplicity and know when to shut up, as i do now :)

/abductee.

p.s.: i still have no answer to my other posting, and i'd really like to see fonts like <http://en.wikipedia.org/wiki/Helvetica> or http://en.wikipedia.org/wiki/Lucida_Grande in upp apps, is there really so simple way? :/