This is a very interesting thread and the muck-ups look awesome. By the end of it, nobody should be able to say that TheIDE looks dated. Or maybe they will, since we still get a lot of requests to improve documentation, even if it one of the better ones out there in open source .

But we shouldn't ignore functionality either. In the last few months, I've been using TheIDE more intensively then before. Not as time, but as scope of the projects. And while the experience is generally very good, here are a few random nitpicks that I have discovered:
1. Middle-clicking on the tab bar very fast generates double clicks. This is annoying, making those situations where you have 40 tabs and want to get it down to 10 time consuming because I need to flail the mouse randomly.
2. When doing the above mentioned flailing, sometimes TheIDE crashes.
3. Sometimes it crashes on exit.
4. Sometimes it crashes with big projects if I write by mistake "public::" instead of "public:". It will crash again on start-up when loading the same file, so I have to use another editor and get rid of the extra ":". Reason for crash: out of memory.
5. It crashes when it the exe you ran fails to find .dlls.
6. Go-to-code and ctrl-clicking sometimes feel very random. I understand that we don't look at the types and numbers of parameters, but once I clicked apples in my package and got taken to oranges in Core somewhere. This could simply be improved. If the token and the destination is not the same as at the source, don't jump.
7. TheIDE does not understand namespaces. Makes most of assist useless.
8. Debugger does not kick in if you write your functions on a single line. I think this was an issue in VS too. Discourages you to write short but meaningful inline functions.
9. Debugger does not understand global variables. Sometimes you can't afford dynamic allocation and passing of pointers everywhere for huge buffers and data.
10. Mouse wheel scrolling!
11. Crashes if it can't find compiler binary.

These are some of the things I noticed and remembered. There are a few more.