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Subject: Re: Insert/overwrite mode in editor  
Posted by [mr\\_ped](#) on Wed, 23 Nov 2005 16:59:20 GMT  
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I'm using it quite regularly... probably depends on what kind of C/C++ code you are working on.

Inserting code templates sounds good too.

The IDE already allows to change keys mapping, so there is no pressure to omit either one, user can remap insert key to whichever he likes more.

When I'm on it:

1)  
in the Setup/Keys you can specify "Insert" key, but you can't specify "Delete" key, as it does just delete the defined key.  
Probably more user-friendly, than consistent behaviour, so no fix needed.

If you try to specify "Esc" key, the Cancel button is pressed, but the window will remain anyway, and the Esc will be not mapped anyway. (so "nothing" happens)

Maybe you should rethink what keys are "reserved" and let the user know about them in some way, so they will not try to map them. (but try to use as small number of "reserved" keys, as possible)

2)  
There is no save/load functionality for keys setting, only "Default" button.  
Usually it's nice from IDE to allow save/load, and to install several saved configurations emulating common IDEs keyboard mapping, so people migrating from different IDE can choose their "common" hotkeys without redefining it by hand in setup menu.

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