

Bienvenue !

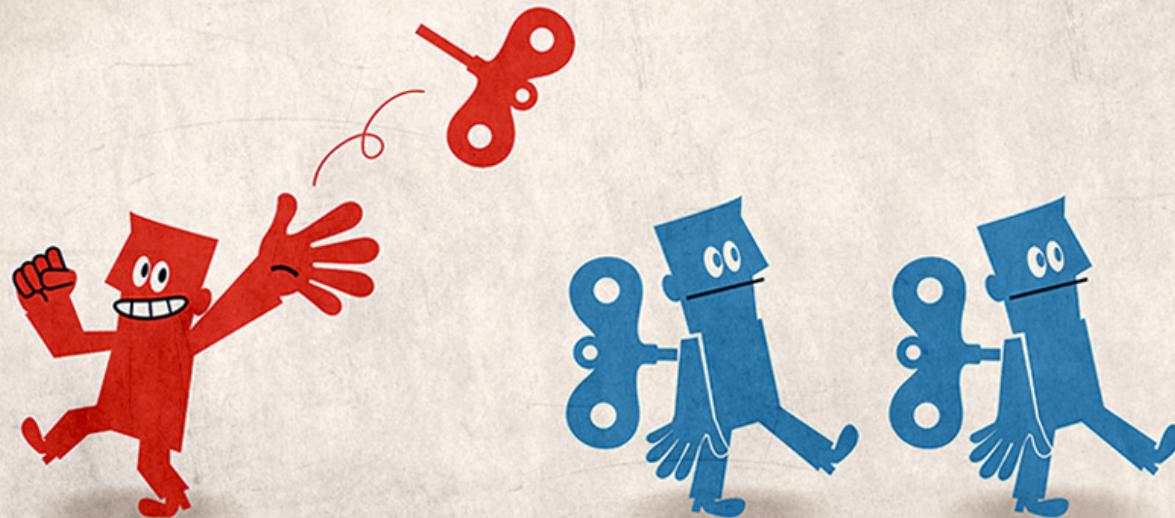
"Attends, Stéphane, tu utilises VIM pour coder ?  
T'es cinglé ?"

# YOU ARE NOT CRAZY.

YOU ARE AWAKE IN AN INSANE WORLD.

FOR THAT EXACT REASON,

MOST PEOPLE WILL CALL YOU CRAZY.



A close-up photograph of two hands against a dark background. The left hand is cupped, holding a single red, oval-shaped pill. The right hand is also cupped, holding a single blue, capsule-shaped pill. The lighting highlights the texture of the skin and the vibrant colors of the pills.

VIM

VSCODE  
INTELLIJ  
ZED  
SUBLIMETEXT  
ATOM  
NOTEPAD++  
...



Salut, moi c'est Stéphane TRÉBEL 🙌



Salut, moi c'est Stéphane TRÉBEL 🙌





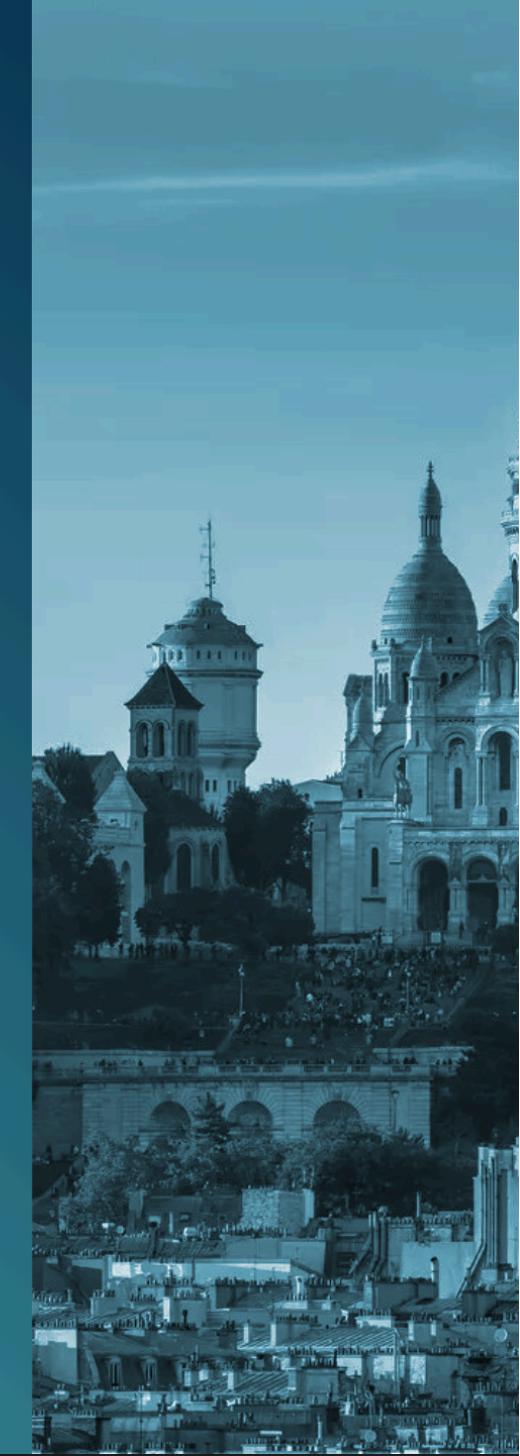
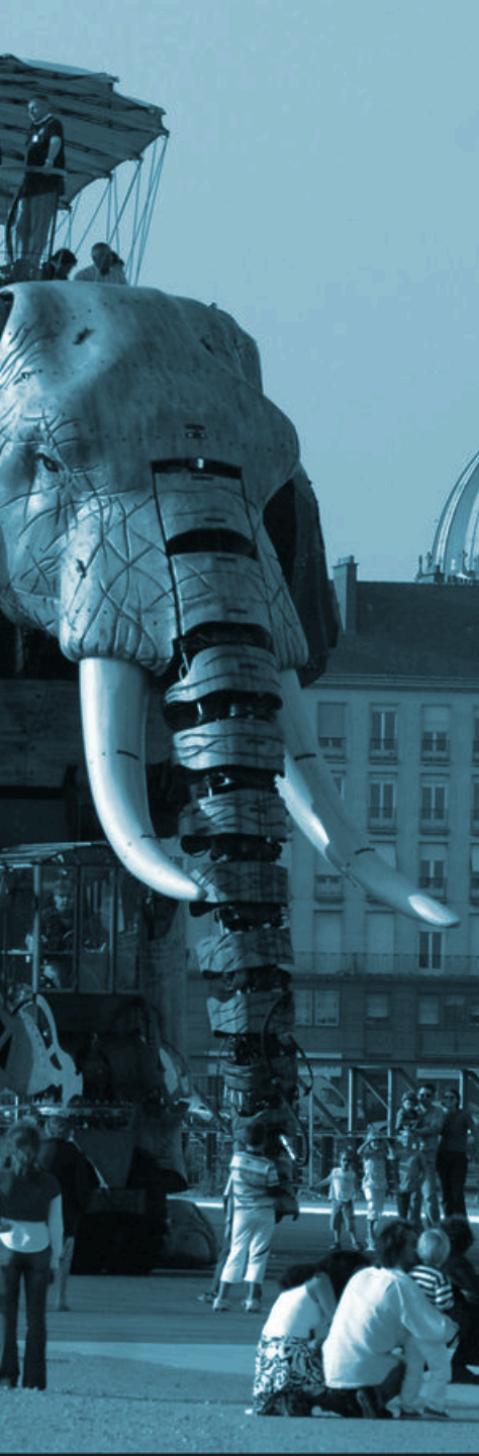
Salut, moi c'est Stéphane TRÉBEL 🙌





wescale

The logo consists of the lowercase word "wescale" in a bold, sans-serif font. The letters are primarily white, set against a large, semi-transparent circular graphic that transitions from teal at the top to dark blue at the bottom. The graphic overlaps the letters, creating a layered effect where the letters are visible through the circle.



**DEPUIS 2015**  
**70 PASSIONNÉ-ES**  
**PARIS**  
**NANTES**  
**+ DE 50 CLIENTS**  
**+ DE 10 M€ DE CA**



avec **Vous** et 14 autres personnes

**L'adore**

**Commenter**

**Republier**

**Envoyer**

**WeScale**  
5 386 abonnés  
3 mois •

Comment optimiser une journée de destaffing pour le bénéfice de l'entreprise ?

Chez WeScale, chaque premier lundi du mois, tous les consultant(e)s sont destaffé(e)s de leurs missions pour participer à une journée entièrement dédiée au partage des connaissances : le WeShare.

Grâce au WeShare, nos consultants restent constamment en avance, leur permettant ainsi d'offrir les meilleurs conseils à nos clients.

Mais une fois par an, nous nous réunissons pour organiser un Hackathon. Cette version ... plus

81

12 commentaires • 5 publications



**J'adore**



**Commenter**



**Republier**



**Envoyer**



Racontez-lui ce que vous avez aimé...



Les plus pertinents ▾



**Stéphane TREBEL** (il/lui) • Vous 3 mois ...  
Permacodeur | Dévôt du DevOps chez ...

Comme on est studieux !

J'aime • 3 | **Répondre** • 1 commentaire



**David Attali** • 1er

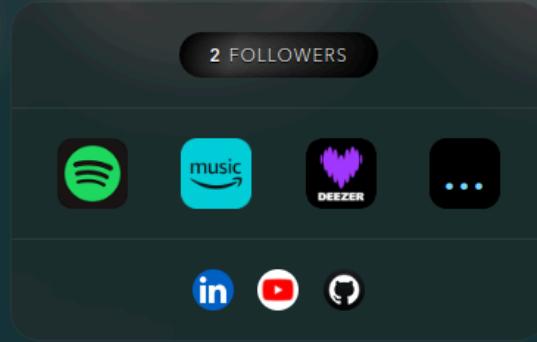
3 mois ...



# WeSpeakCloud

Echange entre experts sur le cloud et le DevOps

Par WeScale





N'hésitez pas à nous contacter

# DE QUOI QU'ON VA CAUSER:

- 💻 De mon éditeur de texte/code
- 💪 De ce qu'il lui manquait pour devenir un "IDE"
- 😎 De comment j'ai connecté tout ça pour en arriver à *mon* "IDE"

Vim, une histoire d'amour tardive

- Coloration syntaxique jamais satisfaisante
- Plugin nécessaire pour faire X ou Y (Git, par ex)
- Ça se met à ramer au bout d'un moment...
- «Woah, le nouvel IDE à la mode ! VSCode, ça s'appelle ? C'est super, mais faut tout réapprendre 😞»



## Poster



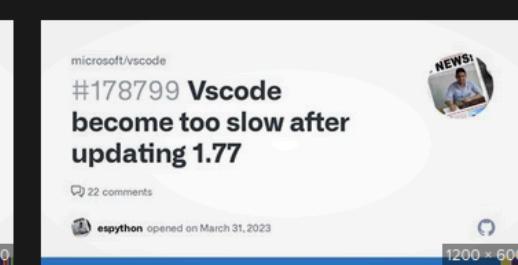
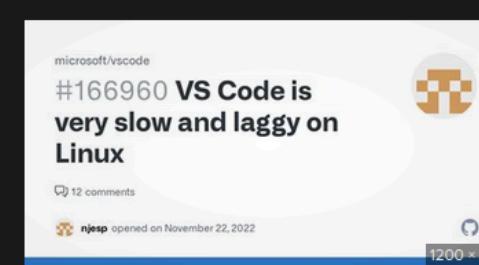
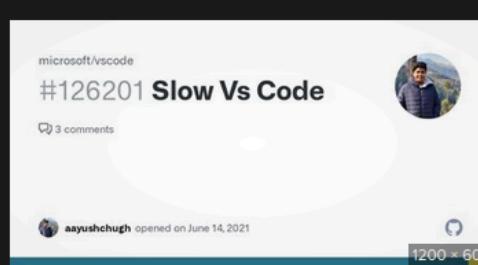
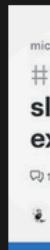
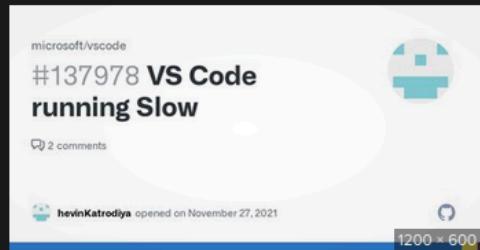
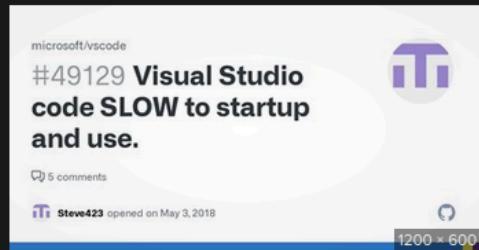
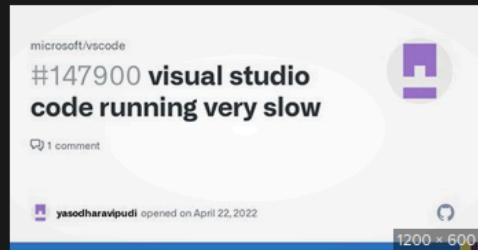
Ian Miell  
@ianmiell

They say: 'Vim is confusing.'

They also say:

'Simply open the VSCode Command Pallete and type in the command that adds a binary to your system that allows you to open a folder directly rather than adding a folder to VSCode, which causes problems with GOPATH settings if you -'

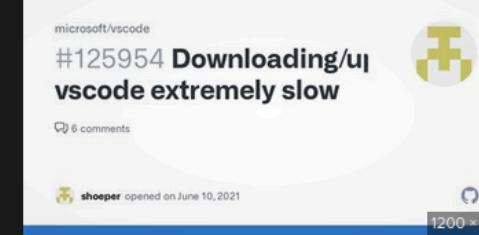
[Traduire le post](#)



Slow Vs Code · Issue #126201 · microsoft/vscode · GitHub

VS Code is very slow and laggy on Linux · Issue #166960 · ...

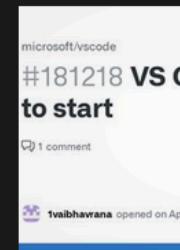
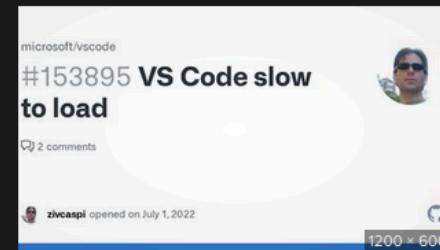
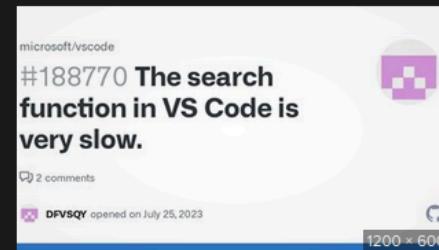
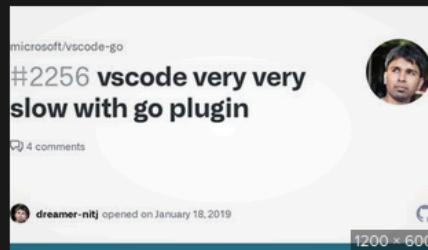
Vscode become too slow after updating 1.77 · Issue #17879...



Making my vscode really slow · Issue #892 · microsoft/vsc...

Downloading/updating vscode extremely slow · Issue #125...

VS CODE 1.33 Go to definition is very slow · Issue #72112 · ...

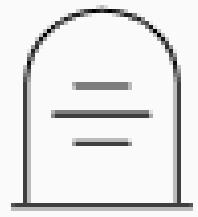


vscode very very slow with go plugin · Issue #2256 · ...

The search function in VS Code is very slow. · Issue ...

VS Code slow to load · Issue #153895 · microsoft/vs...

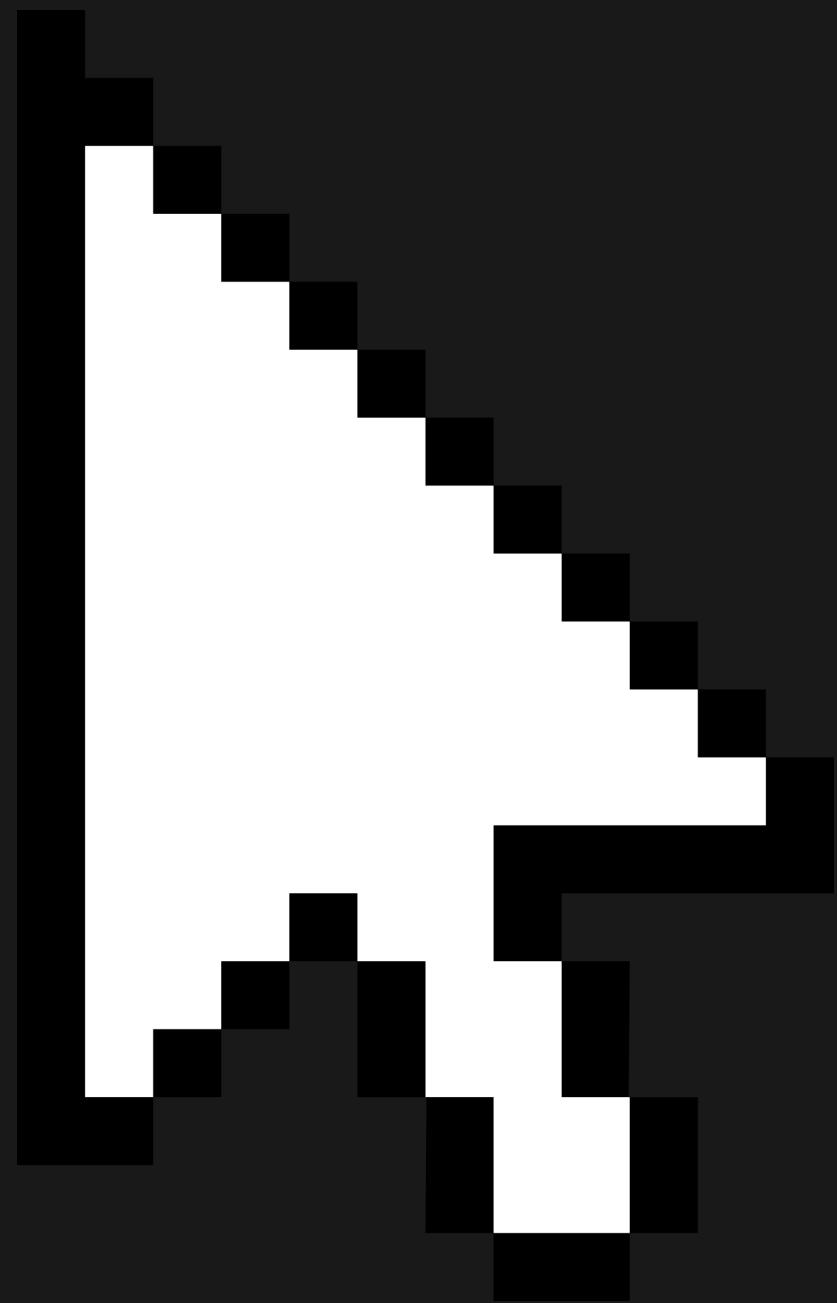
VS CODE slow to sta



Killed by Microsoft

Et en parallèle, la découverte de mon véritable ennemi...

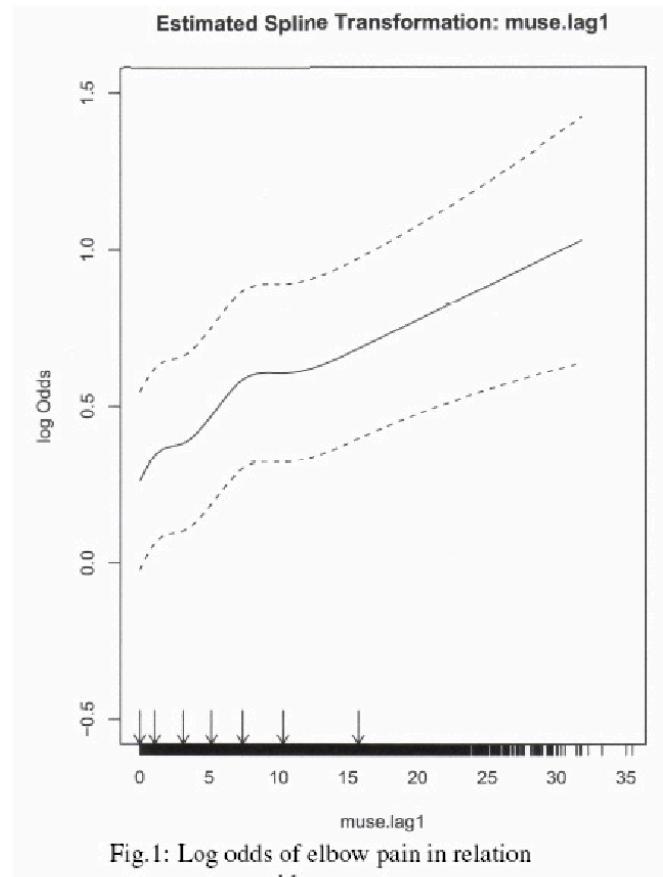




Analysis of data from this study by Andersen et al (2006)<sup>4</sup> correlated computer use against discomfort levels measured with weekly pain questionnaires and found

*“...a mostly linear association between mouse use and elbow pain”*

This linear, or ‘dose-response’ relationship is illustrated by the log-log chart below.



Andersen et al found similar results for symptoms in other upper body areas, stating

*“The associations regarding the other pain outcomes showed a similar association between mouse use and pain in the shoulder, the forearm and the hand/wrist.”*

ALL CHARACTERS AND  
EVENTS IN THIS SHOW--  
EVEN THOSE BASED ON REAL  
PEOPLE--ARE ENTIRELY FICTIONAL.

ALL CELEBRITY VOICES ARE  
IMPERSONATED.....POORLY. THE  
FOLLOWING PROGRAM CONTAINS  
COARSE LANGUAGE AND DUE TO  
ITS CONTENT IT SHOULD NOT BE  
VIEWED BY ANYONE■



Assez causé, ptite démo !



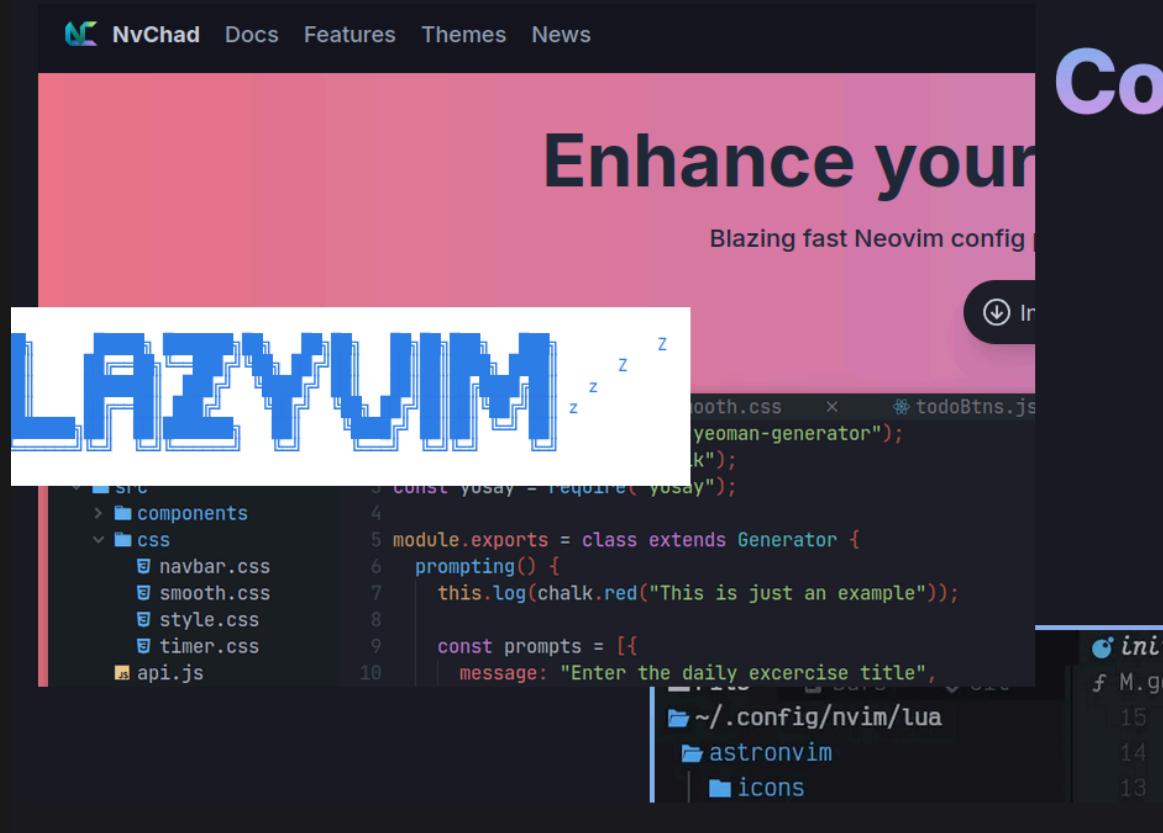
C'était bien, hein ? 😊

## On récapitule:

- Plusieurs modes (Normal, Insert, Command, Visual)
- Les "mouvements", composables, permettent les actions
- Les commandes (`s// g//`, etc.)
- Les 26 registres !
- Les plugins (LSP, etc.)
- Les configs
- Et tout le reste (la leader key, les buffers, les macros, etc.)



Un développeur pratiquant Vim régulièrement



Et si vous voulez commencer gentiment, il y ce qu'il faut !

« Ok, ok, mais ça n'en fait pas un IDE ! »

Bah oui, la conf' s'intitule "Neovim est mon éditeur, Linux est mon IDE", hein 😅

# TMUX

«LINUX N'EST  
PAS UN IDE»

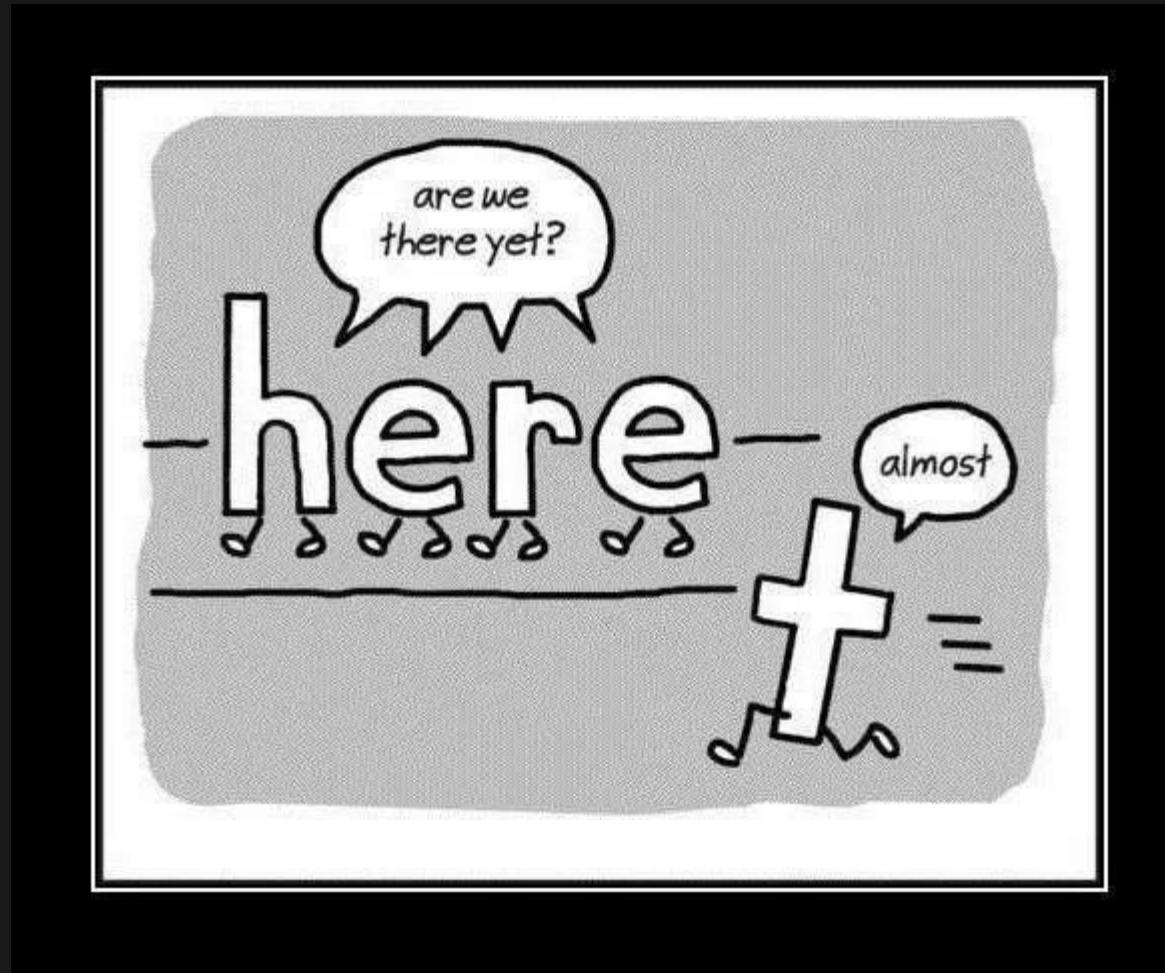
# Un gestionnaire de session superchargé à l'efficacité:

- Des "sessions"
- Des "fenêtres"
- Des "panneaux"
- Une leader key (tiens, tiens !)
- Et des plugins (très peu mais bien utiles !), comme tmux-resurrect

What time is it ? It is Dora time !



Bon, on a un éditeur, et un gestionnaire de "mini-terminals" bien pratique.



Reste à assembler tout ça avec notre meilleur ami: GNU/Linux 😊

Différents cas d'usage:

## Ouvrir un lot de fichiers dans Vim:

```
$ vim $(find templates/ -iname "*.yaml")
```

et ainsi je n'ai plus qu'à parcourir les buffers  
ainsi créés 😊

# Gérer un conflit Git: git + vim

```
[merge]
  ff = only
  conflictstyle = diff3
  tool = nvimdiff
[mergetool "nvimdiff"]
  cmd = "nvim -d \"$LOCAL\" \"$MERGED\" \"$REMOTE\" "
```

puis:

```
# Quand il y a un conflit Git:
$ git mergetool
```

## Surveiller des fichiers:

```
$ find . -type f -not -path "*target*" -not -path ".*.git*" \  
| entr -r -s "cargo test"
```

...et là j'ai de quoi faire du TDD en Rust ! 💪

```
0 APP_NAME := $(shell grep "name = " Cargo.toml | cut -d''' -f2)
1 SOURCES := $(shell find . -type f -name "*.rs")
2 TARGET_APP := target/release/${APP_NAME}
3 RELEASE_DIRECTORY :=target/wasm32-unknown-unknown/release
4 TARGET_CART := $(RELEASE_DIRECTORY)/$(APP_NAME).wasm
5 TARGET_SNIPPED_CART := $(RELEASE_DIRECTORY)/$(APP_NAME)_snipped.wasm
6 TARGET_SNIPPED_OPTIMIZED_CART := $(RELEASE_DIRECTORY)/$(APP_NAME)_snipped_optimized.wasm
7
8 .DEFAULT: help
9
10 .PHONY: help
11 help:
12   @grep -E '^///a-zA-Z_-]+.*?## .*$$' $(MAKEFILE_LIST) | \
13   sort | \
14   awk 'BEGIN {FS = ":.*?## "}; {printf "\033[36m%-30s\033[0m %s\n", $$1, $$2}'
15
16 .PHONY: install
17 install: ## Install dependencies
18   @echo no deps yet
19
20 .PHONY: check
21 check: ## Check code
22   @cargo check
23
24 $(TARGET_APP): $(SOURCES) ## Release version of the app
25   @cargo build --release
26
27 $(TARGET_SNIPPED_OPTIMIZED_CART): $(TARGET_APP) ## Released+Snipped version of the app
28   @$(MAKE) -s $(TARGET_APP)
29   wasm-snip --snip-rust-fmt-code --snip-rust-panicking-code $(TARGET_CART) > $(TARGET_SNIPPED_CART)
30   wasm-strip $(TARGET_SNIPPED_CART)
31   wasm-opt $(TARGET_SNIPPED_CART) -Oz --zero-filled-memory --strip-producers --dce --output $(TARGET_SNIPPED_OPTIMIZED_CART)
32
```

Et si ça va plus loin...un Makefile !

Alors, est-ce que tout ça, ça fait un "IDE" ?

P'tet ben qu'oui, p'tet ben qu'non

 **neovim** Public

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 **StephaneTrebel** Add emoji input support on HTML files b9af4fb · 8 months ago 🕒 30 Commits

 nvim	Add emoji input support on HTML files	8 months ago
 .gitignore	Add my current nvim state	3 years ago
 LICENSE	Initial commit	3 years ago
 Makefile	fix target folder for ln	2 years ago
 README.md	Fix some typos in README	last year

 **README**  GPL-3.0 license  

## What's this ?

My .nvim folder with every plugin I use and my own annotated init.vim file

## Requirements

- neovim >=0.5
- GNU make

Mais c'est *mon "IDE"* Et c'est ça qui compte ❤️



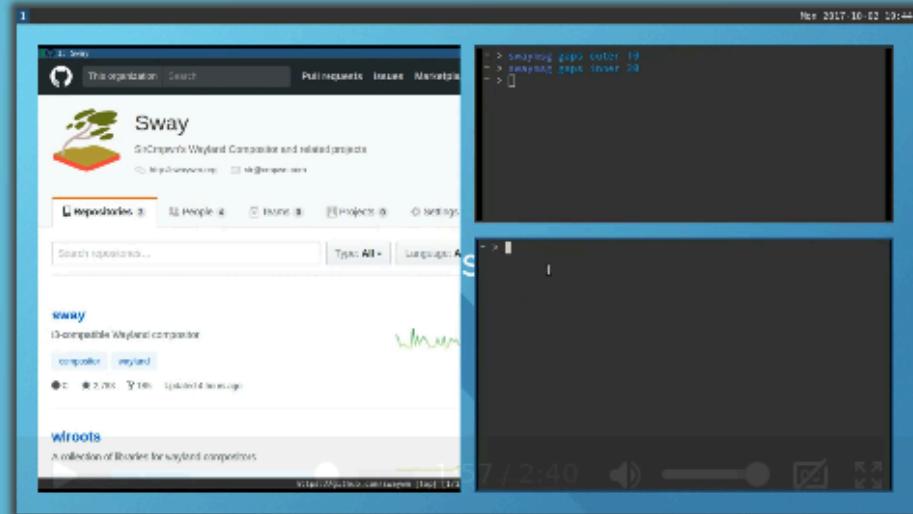
# SWAY

Sway is a tiling Wayland compositor and a drop-in replacement for the [i3 window manager](#) for X11. It works with your existing i3 configuration and supports most of i3's features, plus a few extras.

Sway allows you to arrange your application windows *logically*, rather than *spatially*. Windows are arranged into a grid by default which maximizes the efficiency of your screen and can be quickly manipulated using only the keyboard.

Sway is documented via manpages. For a list of available manpages, refer to [man -k sway](#).

We also maintain the [wlroots](#) project to provide a modular basis for Sway and other Wayland compositors to build upon, and we [publish standards](#) for interoperable Wayland desktops.



Et pour le futur, tout gérer avec mon clavier, y compris...la partie GUI !

Ma conf Neovim 💪

Les feedbacks ❤️



J'ai fini ! Des questions ? 🤔