

Pango API calls, only to discover that the code was completely broken and that I had just perpetrated these lies into my own source tree for someone else to do the same, an unintentional virus that would infect three or four of us for several days.

To not be using SDL only to find out the antialiasing looks wrong to me on OS X.

To not be using OpenGL only to find out that I wasn't using the more portable OpenGL ES.

And to not be using ES only to find out that there is an ES 2 around the corner.

To not be using HTML5 only to find that the canvas API or the event API or the appearance of 'floats' just doesn't fly for 70% of the human race.

Nothing could be more pleasant than to write to you here, in a language which hasn't bugged for hundreds of years and which was used to write "Tristram Shandy" and which I think you will understand. And if you don't understand