Subject: Re: What do you hate about Windows Vista/What can be improved/added on Windows Vista to make it bett
Posted by Caveman on Sat, 31 May 2008 21:10:10 GMT
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NukeIt15 wrote on Sat, 31 May 2008 21:42Fuck, doesn't anybody remember that MS was going to drop support for XP once Vista picked up? When Vista came out, practically every major computer manufacturer started offering nothing but; even some big chain retailers stopped stocking XP- then, gradually (starting with Dell), XP started coming back. Now I see more copies of XP on shelves than Vista again, and MS just recently released SP3.

Special note: just because technology is advancing doesn't mean a fucking thing towards whether or not the system requirements should be higher. Vista has very few features that require the degree of bloating it suffers from- as a matter of fact, one could make the case that there is nothing to justify it, seeing as how OSX has had most of those same features for years without having requirements anywhere near Vista's. Unless the improvements justify the cost, the product is fundamentally flawed. Better doesn't always have to mean bigger.

Rather than making it easier for the user to have a greater degree of control over the system, Vista focuses on running the system for the user. That's great if you don't want to be bothered with it, but absolutely fucking horrible if you have any desire to learn how your system works, much less run it your way rather than under default settings. Vista makes it harder to change those settings (among other complaints), or do anything whatsoever that could conceivably do your computer harm... if you're a complete and total careless fucking moron. Seriously, Vista is the OS equivalent of those annoyingly pervasive warning labels that state the perfectly obvious (warning- product will be hot after heating). Wonderful for those who are complete and total fucking idiots and would otherwise manage to royally screw their system (then again, you know what they say about making things foolproof), but it is not good for the rest of us who know enough not to carelessly step on critical items. Then all that fancy protection amounts to an obstacle to ease of use, which is not a good thing. This is my major complaint with MS by the way- they assume (in many cases correctly) that their consumers will be too stupid to use the product on their own, so they overburden it with help/dummy-lock features that are always enabled by default and often indescribably annoying to get rid of- and Vista is turning into Prime Example Numero Uno of that phenomenon.

And does anybody honestly believe that DX10 requires Vista for any other reason than because MS wanted to force the upgrade? The sad thing is that it'll work, too, because next-gen games will require it some day soon. Either that, or we'll see a massive resurgence in OpenGL- and I'm not crossing my fingers for that. What I would be interested in seeing is a port of DX10 over to XP- and before you say nobody could do it, think back to all of the other supposedly-impossible things enterprising geeks have done with software over the years. I wonder if it hasn't already been done.

Whatever Vista's strong points may be, it is bloated for what it does, it does assume that the user is a fucking moron, it does have compatibility issues far more extensive than XP ever did, and it is going to go the same way as WinME. I think MS is starting to realize that, or they wouldn't still be offering support for XP, and I'd lay odds that they're already working on something as a replacement. I could be wrong about that, but time will tell. Meantime, y'all go on thinking Vista is

hot shit if you really want to- everybody who knows better will be rolling their eyes and groaning.

Well fucking said. DX10 has been ported to XP however the g33ks that did it found some major errors with it that caused real stablility issues. But im quite confident that this will be fixed soon enough. The port I am talking about has never been released to the public however I read it in a well known UK PC mag.

You've basically said everything that I did say or wanted to say so I have nothing else to add here.