

Re: Computer programmers' habits in electronics

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2005-12/msg03640.html>

- *From:* Puckdropper <puckdropper@xxxxxxxx>
 - *Date:* 21 Dec 2005 04:37:49 GMT
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Rich Grise <eatmyshorts@xxxxxxxxxxxxxxxx> wrote in
[news:pan.2005.12.21.03.55.21.573310@xxxxxxxxxxxxxxxx](mailto:pan.2005.12.21.03.55.21.573310@xxxxxxxxxxxxxxxx):

snip

>
> It's butt-ass simple.
>
> Write down on a piece of paper what it is you're trying to accomplish.
>
> That pretty much is it; from there it's just connecting the dots. :-)
>
> Cheers!
> Rich
>
>

Maybe a few notes of *how* you intend to accomplish it... before you forget.

Puckdropper

—

www.uncreativelabs.net

Old computers are getting to be a lost art. Here at Uncreative Labs, we still enjoy using the old computers. Sometimes we want to see how far a particular system can go, other times we use a stock system to remind ourselves of what we once had.

To email me directly, send a message to puckdropper (at) fastmail.fm

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• *References:*

- ◆ ***Re: Computer programmers' habits in electronics***
 ◇ *From:* Jim Thompson
- ◆ ***Re: Computer programmers' habits in electronics***
 ◇ *From:* Tim Wescott

Re: Computer programmers' habits in electronics

◆ ***Re: Computer programmers' habits in electronics***

◇ *From:* Rich Grise

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