



“Every aspect of the machine operates as quickly as the user can move...

[Evergreen and inspiring from Craig Mod](#), a 2019 plea for fast software:

Google Maps is dying a tragic, public death by a thousand cuts of slowness. Google has added animations all over Google Maps. They are nice individually, but in aggregate they are very slow. Google Maps used to be a fast, focused tool. It's now quite bovine. If you push the wrong button, it moos. Clunky, you could say. Overly complex. Unnecessarily layered. Perhaps it's trying to do too much? To back out of certain modes — directions, for example — a user may have to tap four or five different areas and endure as many slow animations.

Funnily enough, I feel that way about Apple Maps. I abandoned it since small things felt heavy, mired in superfluous swipey animations that felt like driving a 1960s car. Luckily, this was at the time Google Maps redesign its tiles to match Apple's, so I got what I wanted to begin with, although in a slightly shady way.

I miss Sublime Text and might take it again for a spin (VS Code and Atom felt slow, Nova is delightful but also struggles in performance, even on simple things).

I miss Notes feeling lightning fast.

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