

Offset	Topic
00:17	<ul style="list-style-type: none"> <li>• <b>Intro</b></li> </ul>
	<ul style="list-style-type: none"> <li>• A quick review of Stardust</li> </ul>
03:38	<ul style="list-style-type: none"> <li>• <b>Word of the Week: cokebottle</b></li> </ul>
	<ul style="list-style-type: none"> <li>• <a href="http://catb.org/jargon/html/C/cokebottle.html">http://catb.org/jargon/html/C/cokebottle.html</a></li> </ul>
05:02	<ul style="list-style-type: none"> <li>• <b>Inner Chapter: Knocking Rust Off</b></li> </ul>
	<ul style="list-style-type: none"> <li>• First part of the discussion more general <ul style="list-style-type: none"> <li>• Just assuming simple reasons for time away from hacking</li> <li>• Biggest challenging is getting an employer or project team to give you a chance</li> </ul> </li> <li>• Second part trying to address change in abilities <ul style="list-style-type: none"> <li>• Not even anything as drastic as dystonia</li> <li>• Many friends and acquaintances with RSI</li> <li>• Some with other motor problems, even one with visual processing issues</li> <li>• Most or all have adjusted</li> </ul> </li> <li>• Getting a job, position may require compromise and/or sacrifice <ul style="list-style-type: none"> <li>• Take a more junior role, less pay, less responsibility</li> <li>• Take a different functional role, like QA or CSR</li> <li>• On open source may require working on less desirable aspects</li> <li>• Commit documentation, do other house keeping</li> <li>• When I joined B2e in the integration group</li> </ul> </li> <li>• Native talent is unmistakable <ul style="list-style-type: none"> <li>• Skill and experience are a plus</li> <li>• At most may warrant a probationary period if talent is obvious</li> <li>• Since skill, experience are earned, can be re-learned</li> <li>• Unfortunately, many don't agree</li> <li>• Skill, experience are at best a yard stick</li> <li>• Cannot measure every aspect of being a good hacker</li> </ul> </li> <li>• Be careful to avoid being too aggressive <ul style="list-style-type: none"> <li>• Can be natural to overcompensate, maybe try to prove something</li> <li>• Remember your principles, simplicity in particular</li> <li>• For example, first project for my current employer</li> </ul> </li> <li>• Personal projects can help keep practice up <ul style="list-style-type: none"> <li>• Something that can be demonstrated would be best</li> <li>• Open source would also be good for letting potential employer, coworkers review</li> <li>• The more practical the project is, the more representative it will be of actual work product</li> </ul> </li> <li>• Find a mentor or helpful peer</li> </ul>

- Don't be afraid to admit you need time, help
- A good mentor or team lead will realize the cost is worth the pay off
- Some may see the opportunity as a blessing
- Like a junior developer, some room for molding
- Unlike a junior resource, closer to self sufficient
- Dealing with changes in abilities
  - Use an operating system with good accessibility support
  - Take full advantage of accessibility
  - Experiment with custom peripherals, alternate input, output schemes
  - Speech recognition may be usable, though tougher to train for coding
  - Know some RSI sufferers who use pedals as well as keyboard, mouse
  - Know some, personally, who use hyper ergonomic peripherals
  - Take advantage of automation
  - Much code is repetitive, good IDEs offer automatic completion, templates for common constructions
  - Time spent on tooling should be less pressured, should pay off for main line tasks
  - If you can choose tasks, pick ones that work to your new strengths
  - If open source hacking, find a project that has longer release cycles
  - See if you can find a collaborator
    - If your experience, skills are deeper, can pair program and mentor
    - May be able to ease burden of building code
    - Allow focus problem solving without getting bogged down by physical weakness
    - At a minimum see if you can get someone to help customize tools
    - Also may be easier on open source projects
  - Be creative
    - Just because you may not be able to work the way you used to, despite mean you can't still work
    - Hack your own situation, be willing to experiment and not get discourage with things that fail
    - Any one thing that makes it easy, possible to hack will be worth ten failed attempts

- Contact me
  - Email to [feedback@thecommandline.net](mailto:feedback@thecommandline.net)
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  - Listener comment line is 360-252-7284
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**Offset****Topic**

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