Old News about Linux Input Methods

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"Type a quote here."

–Johnny Appleseed

Ancient Times

- People simply can't view or input any multi-byte characters on consoles that ain't frame-buffered.

- Forget it.

Good Old Days

- XFree86/X11 comes out, so that XIM appears, concept of Linux desktop emerges.

- Still a toy, no fancy modern technologies, no eye-candies.

- SCIM is godlike, people live a happy life.

Developing Period

- GTK+ and Qt decide to provide their own interfaces for input methods.

- XGL brings 3D animations to Linux desktops, compositing makes everything juicy.

- D-Bus, the wheel, is invented and adopted quickly in the coming 10 years.

- SCIM lacks maintenance, so that IBus is created and made default in Fedora 11 and Ubuntu 9.10.

Era of Chaos

['ɪre]   ['keɪɑːs]

- Graphics technologies are driving fast, and are making dramatic changes to desktops.

- But that's irrelevant to Linux input experience.

- Big data backed dictionaries are not anything worth highlighting in real world.

- But that's irrelevant to Linux input experience.

- Cloud based enhancements are getting widespread on all platforms.

- But that's irrelevant to Linux input experience.

- And Linux has quite a number of input method frameworks.

- Which is irrelevant to other platforms.

Thank You!