

Thank god for editors – amiright? Q and A with I, Robot



I, Robot

I, Robot is an emotionless and dismissive operative, serving proudly as Street Roots guest editor for the foreseeable future.

Dear I,
Hi. I have a story idea that you might be interested in, but I'm not going to submit it. You never publish my work, even though you know I'm a recognized author. I've written for many, many big names that you and your readers would recognize. It's a shame Street Roots readers won't get to enjoy this important story.

– Destiny O.

Our loss. Please, please, please keep writing for someone else.

Dear I,
I've been the editor of my school blog for two years and I'm interested in becoming a journalist professionally. Do you have any advice?

– Suzy S.

Boy, do I, Suzy. So glad you asked. First of all, yay. We need fresh new writers to let us know what's important and how to process this big crazy world around us. Sometimes it can all seem a little overwhelming, what with the world being busy and all. But a good writer can put it all into perspective. Where would we be without you? You make a difference. You have self-worth. Something to say: That's you. And we want to hear it. Just not right now.

Dear I,
Several weeks ago, I submitted a story about my week shadowing former president Bill Clinton

through his charity work. Will you be able to use it? I know it might be a little long at 7,200 words, but I could probably get that down to about 6,500 if you really need me to cut it. If you are going to run it, please let me know. I would love to see it in Street Roots!

– Seymour H.

Hi and yes! Loved it! Great work. I spiced up the lede a bit and moved a few things around, which I'm sure you'll agree is an improvement. Like you said, it really was a little too long to actually read, so I cut the second half and managed to tighten the rest down to 470 words. And I made it a little less Bill-centric. But all-in-all, great work! I ran it in last week's edition and it's online now. You can view it at news.streetroots/clintonandmonica_beneaththestain.net. Thanks!

Dear I,
As a student writer hoping to get my masters degree in journalism this spring, I've been reading a fascinating biography on Edna Ferber and I've come to aspire to her integrity in journalism. To whom did you aspire?

– Mackenzie F.

Folks, I run fake letters like this just to show readers that they're obvious. You can spot them a mile away. Don't waste my time.

Dear I,
I've read that robots are now writing news stories. Is this true, and is it right?

– Bill J.

What's your problem, Bill? Yes, the obvious transition is in the works. If you'd like to see the metamorphosis before it's over, check out www.oregonlive.com. But take heart: Media executives have totally brushed off concerns that a robotic algorithm would be a job killer for journalists. So you can all rest easy tonight. That's it. Close your eyes and just relax.

Dear I,
How much do you pay writers for news articles?

– Serenity M.


Pay? Is this a joke? Why would you pay for news? I mean, seriously. Writers need what I've got – can't live without it even if they swear they're not coming back. Sure enough, they always return to your inbox like a bad penny, and I've got their bylines on my smartkeys.

Dear I,
How many unread emails do you have in your inbox?

– Anyway.

At the moment, one less than I'd like. But looks like 53,117. Nice to see that number finally coming down.

Mr. Puckers doesn't know he's got a family on the East Side. He probably couldn't care less.



Spay and neuter your horny pets.

WOW, from page 9

I have been experiencing the same behavior (can launch the game and log in to the choose a character screen, but it hangs when about 90% loaded. Alternately, if there is a queue, I never reach the character selection screen at all; it hangs a couple of countdown ticks in) since Feb 10, 11pm-12am Pacific. Hours prior everything worked fine. I am running Wine 1.6 and Ubuntu 13.10.

I tried checking "use 32-bit client" on the login screen as suggested in #21 but it then I get an error message saying WoW "requires the latest version of the DirectX Runtime to be installed."

I then tried moving the Wow-64.exe folder as suggested in #23 but this didn't work either. I then un-checked "32 bit client" and then tried running it with the wow-64 folder moved, and it gave me an error that said "Failed to launch critical file;

Checking "use 32-bit client" on the login screen as suggested in #21 gives an error message saying WoW "requires the latest version of the DirectX Runtime to be installed."

Moving/rename the Wow-64.exe folder as suggested in #23 gives the error "Failed to launch critical file."

Appending -noautolaunch64bit -opengl to the launch command will launch the game but I get the same behavior as initially (as described above).

I know this is documented at http://bugs.winehq.org/show_bug.cgi?id=35582 and also being discussed in other forums (a descriptive parallel thread is here: <http://us.battle.net/wow/en/forum/topic/11676287931>).

It does seem to have hit a bunch of us around the same time. :|

RESOLVED

Current specs: Ubuntu 13.10 Wine 1.7.12 Bumblebee 3.2.1

I have finally gotten back into WoW and wanted to update. It is a bit of a facepalm update but it took me several days to get here so hopefully it might help someone else. A lot of my difficulty, it turns out, has to do with my nvidia Optimus machine.

To sum, As @Eriv and @Lithiris pointed out (#55 and #57) WoW was still trying to launch for me in 64 bit, even with the -noautolaunch64bit appended (see original

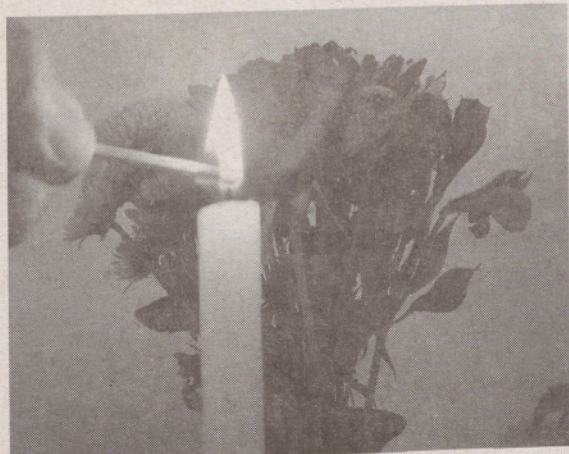
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