

The Drink Tank

Issue 215

Complete Fail!

You're sitting there wondering why issue 215 has come out before issue 214, aren't you? Well, it happens that I'm 4/5 of the way through with Issue 214. That's a good thing, but then I had a computer crash the likes of which Ghod has not seen.

This is bad.

I've lost most of what would have been a pretty darn solid (if very late) issue, as well as much of my art (I've still got Ditmar and Mo art saved on this machine and a little bit of other art) and will be rebuilding as soon as my computer is at least working to the degree that I'd like it to.

And so, I'm on my iBook; the legendary machine that has seen it's share of issues done on it, as well as being the primary machine for Claims Department and the one that came with me to a little place called England and which was previously on display at the British Museum. This is not a bad thing, but the computer is quite a bit older than any self-respecting technolover would want to use. It's from 2002, runs OS 10.2.2, which has some fancy cat name, but I'm not sure what it is. That makes it quite slow, and also limits the places I can visit because it's too slow for the latest versions of Safari, IE or Firefox. These things happen.

Luckily, Twitter does not require that much in the way of Net-Fu, so I can use it without problem. Well, without too many problems.

I got back from BayCon, which was exhausting. There've been better years, but not many. I enjoyed the weekend, especially hanging out with folks I seldom get a chance to hang out with, though I understand that I missed Mike Heath, a pal I met at Con Jose who is a



fantastic writer, but I did get to have a few nice long chats with Doug Berry and with Father John Blaker, my favourite Catholic Priest. We published a zine called Liars! The Journal of Lies, which was fun, and we also ran a caption contest. Luckily, all of that is on my memory stick, along with most of my work work so I can restore it when I get a chance. That's what I have to look forward to.

One thing that I have been thinking about is that WorldCon is coming up and there's a lot to be done. I've agreed to do PR 0 for Reno, and I've got a few panels and things that I need to help with. And then there's TAFF and the auction. That's going to be the big deal. The rest of the summer is going to be quite busy. It's a difficult time.

I've also got to work on the Dining Guide for World Fantasy, which is a big deal as there are a few places where I still need to eat to make a proper review. I've got an idea to use it

over again a few times for other cons, but first, I gotta finish it...which means that I have to get my computer back up and working.

Maybe I should take up smoking. I mean, it'd give me something to do during times when there's no internet.

It's also odd that this coming portion of the year is the longest part between two cons (Last Monday until the start of WorldCon). I had no idea. It's not that long either. I wish I could afford Westercon, I'm a big believer in the future of that con, but alas, it was not meant to be. John Hertz, Master of All He Touches, will be running the Fanzine Lounge, which is a good thing.

And after WorldCon, there's a break until Silicon, which is quickly followed by SteamCon in Seattle. I love Seattle.

But all of this will be made more difficult if I don't have my computer fixed. You can see the difficulty I have with this one.

Yes, the plan is to have issue 214 finished (or possibly recreated) at some point in the next week or so, if that's possible. I really liked it, as it had stuff from Taral, Genevieve, Mo, Mr. Hertz, John Purcell and Lloyd. That's a good team.

And my ghod, I totally forgot that there's an issue of Journey Planet to do before WorldCon! If you've got anything related to science fiction, lemme know and I'd love to have it!

And so, now I sign off to worry more about my machine, hope that I can get things working on this old bucket and maybe I'll sit back and read the new Banana Wings and enjoy a lovely bowl of Korean meat and veg.