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[1.2] Impossible Innovations 0.8.7.6

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By jandcando, July 17, 2014 in Add-on Releases

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1

2

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4

5

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Page 1 of 12

jandcando

Sr. Spacecraft Engineer



Members

+ 157

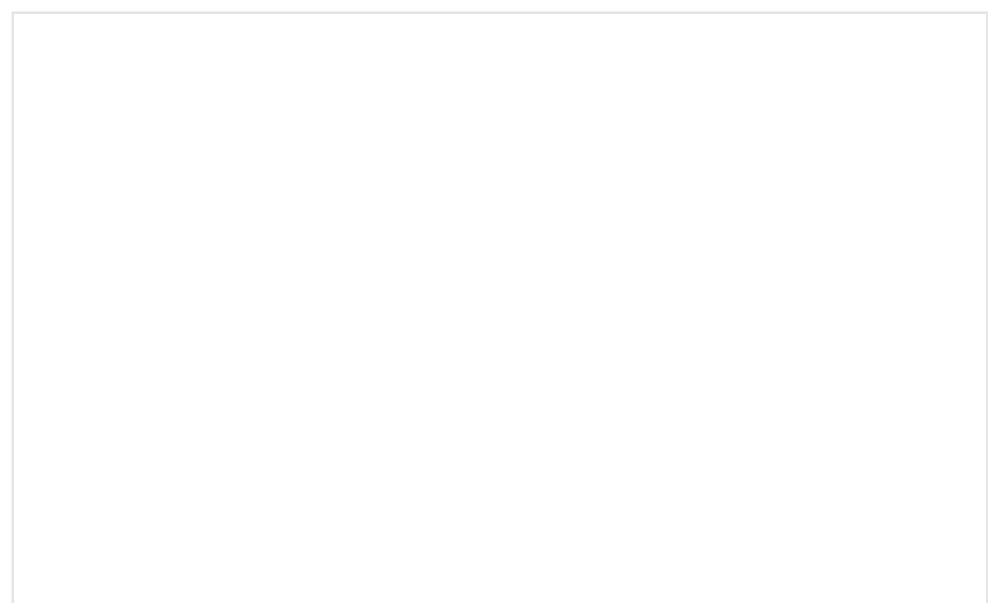
448 posts

Location: Virginia, United States

Posted July 17, 2014 (edited)

[Report post](#)

Lisias has graciously undertook ownership of this mod! Check out their forum thread for all future updates and announcements:



Impossible Innovations is a parts pack for KSP that adds some late-game parts based on fusion. I'm still working on

it, but I feel that it has enough content to deserve a post here. Here's the rundown:

The mod adds several engine types that run off of deuterium.

There is also a powerful RCS system driven by tritium. The reaction wheels also use tritium.

Other all-around useful parts are added like the dead weight, different strut varieties, better parachutes, etc.

[Download from GitHub](#)

[Download from Dropbox](#)

[Download from SpaceDock](#)

Impossible Innovations can be installed using CKAN!

Contributions From:

- Dungchunker (For creating the amazing blue models you see)
- Baconator900 (For being my one-man testing team)
- Lando (For creating Part Generator)

Changelog:

➤ Reveal hidden contents

Part Information:

➤ Reveal hidden contents

License Stuffs:

➤ Reveal hidden contents

New management



Quote

You, DaniDE, lvalkyrie and 1 other like this



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them?



Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

BudgetHedgehog

Don't Panic



Members

+ 2,286

4,180 posts

Posted July 17, 2014

Report post

They look very nice, but what do they actually do?

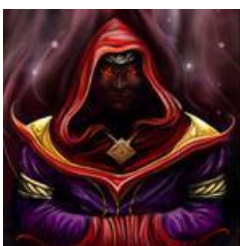


Quote



Gaalidas

Capsule Communicator



Members

+ 266

1,707 posts

Posted July 17, 2014

Report post

They glow... in a blue hue... is that not enough to make them awesome?

No really, I have no idea if that's enough or not...



Quote



...It all made a LOT more sense when it was still in my head.

Official mascot of Kerbal Foundries.

BudgetHedgehog

Don't Panic



Members

+ 2,286

4,180 posts

Posted July 17, 2014

Report post

Well like.. are they fuel tanks? RCS tanks? Thrusters? Nuclear reactors? I see something above the battery that isn't stock, what's that? I see a command pod that isn't stock, care to share some details about that? What are these parts stats? What even are they? The wiki says you use stock models, but the blue glow says otherwise. You say they're late-game parts based on fusion - what parts? What do they do? Do they provide electric charge? Where are they unlocked in the tree? Do they need fuel? Is that fuel included?



Quote



Pecan

Dres Holiday Rep



Members

+ 1,449

3,858 posts

Posted July 17, 2014

Report post

Black on black is all I see. "Nothing to see" is what the wiki reports.



Quote



If you say "SSTO" when you mean spaceplane, you don't need a tutorial, just a new name for every other type of SSTO and every spaceplane that isn't a SSTO.

I am very interested in demo-version and beginner questions. Feel free to PM me if your question is not otherwise answered.

jandcando

Sr. Spacecraft Engineer

Posted July 17, 2014 (edited)

Report post



Members

+ 157

448 posts

Location: Virginia, United States

▼ ObsessedWithKSP said:

Well like.. are they fuel tanks? RCS tanks? Thrusters? Nuclear reactors? I see something above the battery that isn't stock, what's that? I see a command pod that isn't stock, care to share some details about that? What are these parts stats? What even are they? The wiki says you use stock models, but the blue glow says otherwise. You say they're late-game parts based on fusion - what parts? What do they do? Do they provide electric charge? Where are they unlocked in the tree? Do they need fuel? Is that fuel included?

I'm new to the forums, so thanks for asking all those questions. Now I know what needs to be added here.

EDIT: the new content should be more than satisfactory

Edited July 17, 2014 by jandcand0



Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them? ✕ ▼

Author of [Impossible Innovations](#) and [Planet Wiki](#).

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Dungchunker

Rocketry Enthusiast



Members

+ 11

61 posts

Posted July 17, 2014

Report post

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Fuel tanks (Deuterium) and RCS tanks (Tritium) also a new model for a large SAS (tritium driven) and some new models for the a large and small Pod. They function pretty much the same as stock with the exception that they are mostly tritium driven instead of using electricity and deuterium driven instead of using Liquid fuel and Oxygen. More powerful....looks cool...and is a great mod if your wanting to make experimental ships. Hell....I use it in my play all the time..one of my favorite mods...which is why I am modeling for it. I am working on new models for the other parts in it as well...some are custom some are still stock with CFG edits...but it's coming along.



Quote



hieywiey

RealPlume Enthusiast



Members

+ 188

695 posts

Location: Kraken Mare

Posted July 17, 2014

Report post



Pecan said:

Black on black is all I see.

I'm getting that too... Strange



Quote

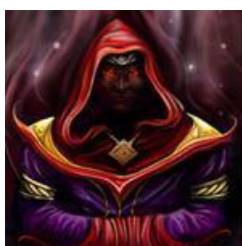


#CultOfManuel



Gaalidas

Capsule Communicator



Members

+ 266

1,707 posts

Posted July 17, 2014

Report post

New and improved! Futuristic parts that glow *black*! So amazing, you're not worthy of even *seeing* it.

I'm getting flashbacks from grade school when the teacher read "the emperor's new clothes" to the class.



Quote

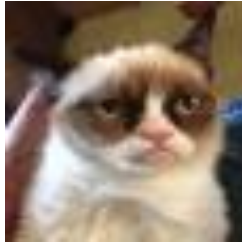


...It all made a LOT more sense when it was still in my head.

Official mascot of Kerbal Foundries.

BadLeo

Spacecraft Engineer



Members

+ 95

271 posts

Location: Terra Brasilis

Posted July 17, 2014

Report post

How about more pics, maybe even a video? People that use the mod could contribute by uploading pics and posting them here, as well. When it comes to sell your products, there's no such thing as 'enough illustration'. =)



Quote



"Only when mosquito lands on crotch does man learn to solve problem without violence." - public bathroom knowledge.

"Your mind is a bit like soup, it has to be stirred up all the time and then interesting vegetables float to the surface and so on and you have new ideas. If you just sit there it all

jandcando

Sr. Spacecraft Engineer



Members

+ 157

448 posts

Location: Virginia, United States

Posted July 17, 2014 (edited)

Report post



hieywiey said:

I'm getting that too... Strange

I'm not sure what you're talking about... Can you be more specific? Nothing is seriously wrong on my end.

--- Updated ---



Gaalidas said:

New and improved! Futuristic parts that glow *black!*
So amazing, you're not worthy of even *seeing* it.

I'm getting flashbacks from grade school when the teacher read "the emperor's new clothes" to the class.

Sorry, but I have no idea what you are referring to.

Could people be more specific on where they are seeing this "black on black" thing? Is it a problem with the Imgur album, or something else?



Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them? ✕ ▾

Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

jandcando

Sr. Spacecraft Engineer



Members

+ 157

448 posts

Location: Virginia, United States

Posted July 17, 2014

Report post



BadLeo said:

How about more pics, maybe even a video? People that use the mod could contribute by uploading pics and posting them here, as well. When it comes to sell your products, there's no such thing as 'enough illustration'. =)

I'll get some more pics if you want. You are free to contribute as well.



Quote



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Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

Dungchunker

Rocketry Enthusiast



Posted July 18, 2014 (edited)

Report post



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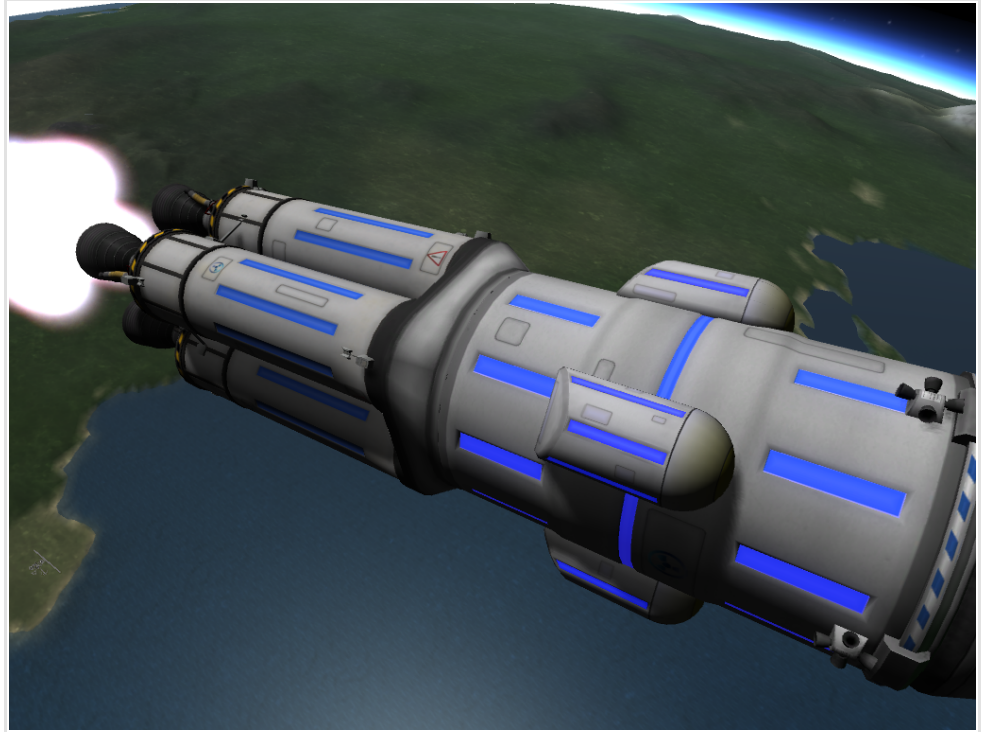
Members

+ 11

61 posts

illustration'. =)

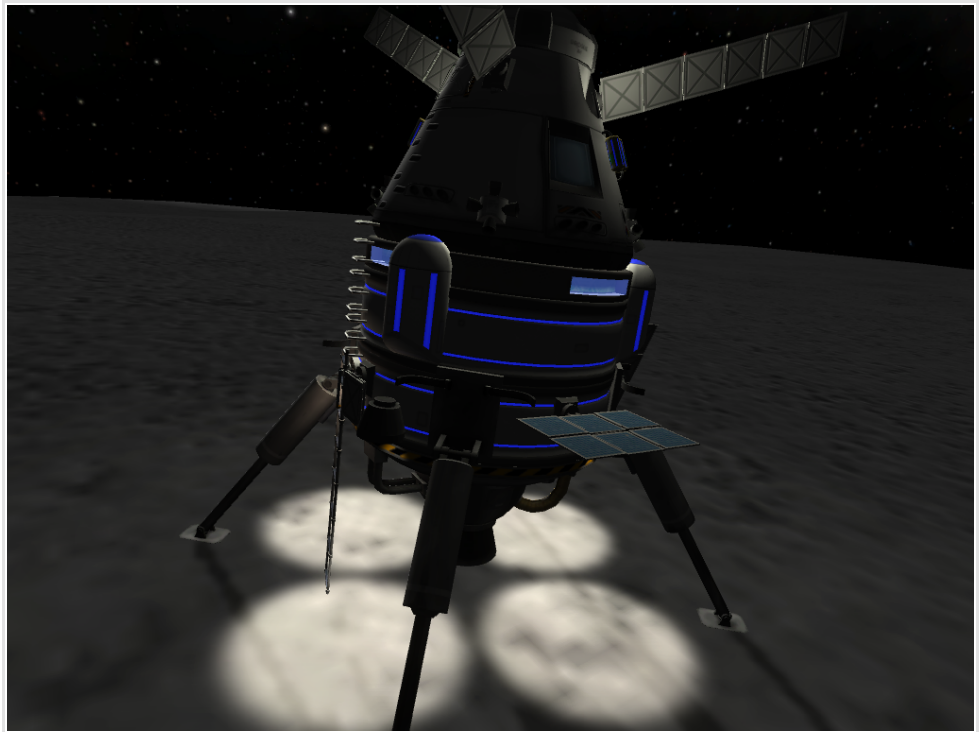
Here are some older screen shots from earlier test builds..Part models are still the same though.



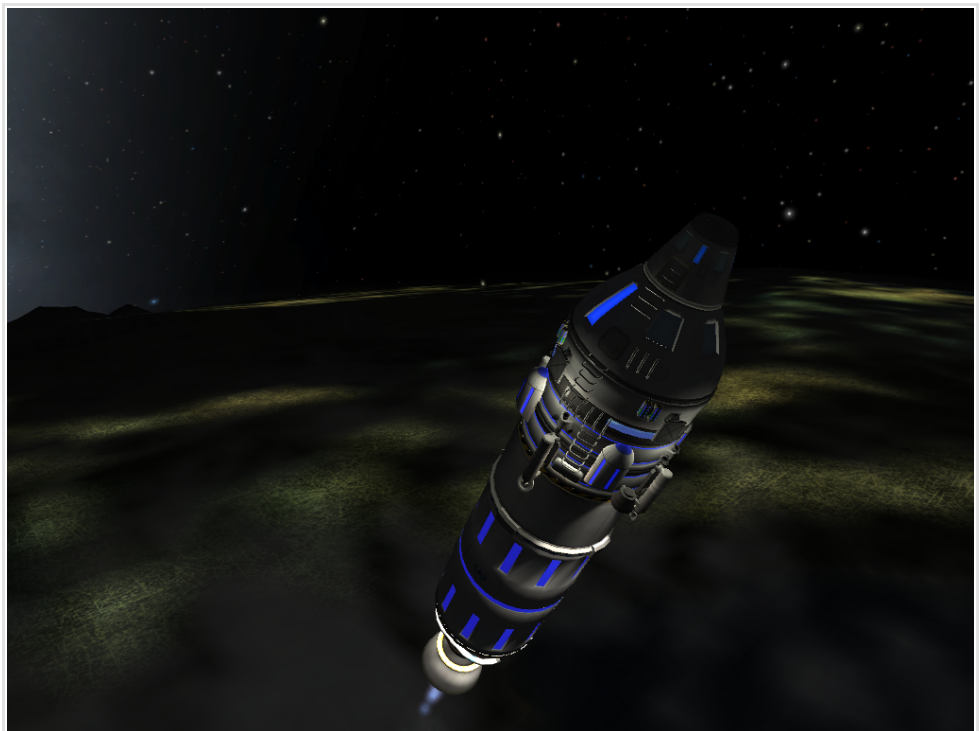
https://lh3.googleusercontent.com/-BVvVjC0hMXU/UqD-vuMrIPi/AAAAAAAAAg8/4c_XI96Kk2k/w1024-h768-no/220200_2013-11-13_00007.png



https://lh6.googleusercontent.com/-QoWJJiKueTk/UqD-wl3ywrI/AAAAAAAAAhI/OLajHyKWGN4/w1024-h768-no/220200_2013-11-13_00015.png



https://lh6.googleusercontent.com/-FslAlkOI2Ig/UqD_A2DzoFI/AAAAAAAAAh8/T1KNtrIL44s/w1024-h768-no/220200_2013-11-30_00006.png



https://lh3.googleusercontent.com/-n_HwQKD3J1w/U8kv_QvZaLI/AAAAAAAAAwA/9gpvlRB8d-o/w1024-h768-no/220200_2014-01-24_00004.png

A few of the parts in this pics may not be in the mod..like the escape pod..which is still a WIP. Also these are just some of the custom models there are many more parts in the actual mod.



There's been a problem with some of the pictures showing Black for some viewers due to a Forum issue I believe, so i put the links below the pictures for those of you getting the Blanks...maybe this will let you view them.

<https://lh5.googleusercontent.com/-3JBkzWVeij8/U40FE2a9htl/AAAAAAAAAqs/ZBTSQOGmSY4/w1520-h855-no/KSP+Station+Bird+Dock.jpg>

Edited July 18, 2014 by Dungchunker



Quote



Pecan

Dres Holiday Rep



Members

+ 1,449

3,858 posts

Posted July 18, 2014

Report post



jandcando said:

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I raised this as a possible forum fault - some embedded imgur albums, including yours, are appearing completely black; all the borders & tools are there, just no pictures. Obviously it's not happening for everyone but equally obviously it's not just me.

KasperVid says the embedding is incorrect:

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I am very interested in demo-version and beginner questions. Feel free to PM me if your question is not otherwise answered.



jandcando

Sr. Spacecraft Engineer



Members

+ 157

448 posts

Location: Virginia, United States

Posted July 18, 2014

Report post



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<http://forum.kerbalspaceprogram.com/threads/86389-Blank-Imgur-Albums>

Thanks for pointing that out, but my album is embedded correctly according to that thread.

--- Updated ---

▼ **Dungchunker said:**

Here are some older screen shots from earlier test builds..Part models are still the same though.

https://lh3.googleusercontent.com/-BVvVjC0hMXU/UqD-vuMrIPI/AAAAAAAAAg8/4c_XI96Kk2k/w1024-h768-no/220200_2013-11-13_00007.png

https://lh6.googleusercontent.com/-QoWJJiKueTk/UqD-wl3ywrl/AAAAAAAAAhI/OLajHyKWGN4/w1024-h768-no/220200_2013-11-13_00015.png

https://lh6.googleusercontent.com/-FsIAIkOI2lg/UqD_A2DzoFI/AAAAAAAAAh8/T1KNtrIL44s/w1024-h768-no/220200_2013-11-30_00006.png

https://lh6.googleusercontent.com/-2KNt9ovn9BM/U8kv8EkXIVI/AAAAAAAAAAvo/QGyjVRZYnhk/w1024-h768-no/220200_2014-01-24_00002.png

A few of the parts in this pics may not be in the mod..like the escape pod..which is still a WIP. Also these are just some of the custom models there are many more parts in the actual mod.

https://lh5.googleusercontent.com/-XzRy0lsyc_k/U40HVI7xiLI/AAAAAAAAAArs/uUbES69La7c/w1200-h675-no/KSP+Station+Bird+Dock+1200.jpg

Thanks for the pics! Do you mind if I add them to the Imgur album?



Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them?



Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

Dungchunker

Rocketry Enthusiast



Members

+ 11

61 posts

Posted July 18, 2014

Report post



Thanks for the pics! Do you mind if I add them to the Imgur album?



Quote



jandcando

Sr. Spacecraft Engineer



Posted July 19, 2014

Report post



Dungchunker said:



Members

+ 157

448 posts

Location: Virginia, United States

Quote

Thanks for the pics! Do you mind if I add them to the Imgur album?

Of course not! anything I post on here for your mod (pictures or whatever) is your to distribute or do with as you like.

Thanks! I'll add them now.



Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them? x

Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

Pecan

Dres Holiday Rep



Members

+ 1,449

3,858 posts

Posted July 19, 2014

Report post



jandcando said:

Thanks for pointing that out, but my album is embedded correctly according to that thread....

Rats! An easy fix was too much to hope for :-(

Ah well, at least you know you're not at fault now, I'll have to continue trying to find out why I can't see anything.

Good luck with the mod.



Quote



If you say "SSTO" when you mean spaceplane, you don't need a tutorial, just a new name for every other type of SSTO and every spaceplane that isn't a SSTO. x

I am very interested in demo-version and beginner questions. Feel free to PM me if your question is not otherwise answered.

jandcando

Sr. Spacecraft Engineer



Members

+ 157

448 posts

Location: Virginia, United States

Posted August 13, 2014

Report post 

Updated to Impossible Innovations 0.5 for KSP version 0.24.x!

Changes:

+Gave all resources a price

~Re-priced fuel tanks so that an empty tank isn't that expensive


~Reduced reaction wheel torque to something more manageable

~Cleaned up configs so they are neater. Nothing to do with gameplay, but still belongs in the changelog.



Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them? 

Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

webkilla

Rocketry Enthusiast



Members

+ 11

104 posts

Posted August 25, 2014

Report post 

Jandcando - I have a question:

I'm currently running your 0.3 II mod, but its tech tree is kinda borked in that it doesn't include Actuators - the tech that allows for the grabbing module.

Is that fixes in your later versions here? I ask because its kinda hard to check that kind of stuff manually... it takes a while to grind enough science for that



Quote



jandcando

Sr. Spacecraft Engineer



Members

+ 157

448 posts

Location: Virginia, United States

Posted August 27, 2014

Report post

webkilla said:

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Is that fixes in your later versions here? I ask because its kinda hard to check that kind of stuff manually... it takes a while to grind enough science for that

Oh wow, I actually didn't notice that... Thanks for pointing it out! I'll queue it in for the next update!



Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them? ✕

Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

webkilla

Rocketry Enthusiast



Members

+ 11

104 posts

Posted August 27, 2014

Report post

jandcando said:

Oh wow, I actually didn't notice that... Thanks for pointing it out! I'll queue it in for the next update!

Please fix it asap - Jeb is orbiting MÃfÂ¼n without fuel and needs some backup!



Quote



jandcando

Sr. Spacecraft Engineer

Posted August 27, 2014

Report post

Just uploaded the 0.5.1 hotfix! Changes:



JandCand0

Members

+ 157

448 posts

Location: Virginia, United States

~Updated to the .24.2 tech tree.

Was still using old .22 tech tree. That meant no NASA parts! D:

It's all fixed now!

+ Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them? x ▾

Author of [Impossible Innovations](#) and [Planet Wiki](#).

Check out my [Rocket Calculations Spreadsheet](#) on Google

jandcando

Sr. Spacecraft Engineer



JandCand0

Members

+ 157

448 posts

Location: Virginia, United States

Posted September 9, 2014

Report post x ▾

Impossible Innovations 0.6 has been released!

Additions/Changes/Removals:

+Added a Hydrogen Intake

+Added a Hydrogen Tank

+Added a Hydrogen Converter

+Added a Poofing Part

~Ionized wing now drains ElectricCharge

-Removed Mk1-4 Pod interior

-Removed the annoying (II) tag in part names

More info on each new part has been added in the mini-wiki.

+ Quote



Am I the only one who finds it suspicious that Kerbals get stuck in orbit only after you accept the contract to rescue them? x ▾

joao44289

Bottle Rocketeer



Members

+ 5

13 posts

Posted September 11, 2014

Report post

IÃ,Â´ve made a Lander/ship using this mod.

You can download it on:

Ksp forum: [LINK](#)

Kerbal stuff: [LINK](#)

Curse: [LINK](#)



Quote



1

2

3

4

5

6

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Page 1 of 12 ▼



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