



[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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Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

[+ 1,627](#)[1,806 posts](#)

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted June 5, 2018

[Report post](#)[▼](#) On 5/10/2018 at 1:26 AM, kenwud said:

BIG UP! thank you~

Hi. This is to advise you that We Updated ~~Our Privacy~~
~~Policy~~ the Plugin. =D

I found a (stupid but non critical) error (**I made**) and fixed it.

Download [here](#). Please note that it's a Pre-Release yet - I
built this in a hurry, so there's a good change that I missed
some other bug somewhere.

[Quote](#)[Edit](#)

*Unholy interactions between modules is what Krakens
feed on... – Lisias*

kenwud

Bottle Rocketeer



Posted June 6, 2018

[Report post](#)

thanks, may i request a buff to parts across the board? or



Members

+ 1

6 posts

maybe some moar parts. i mainly just want more overpowered small engines for nonrealistic vto crafts



Quote



jandcando

Sr. Spacecraft Engineer



Members

+ 158

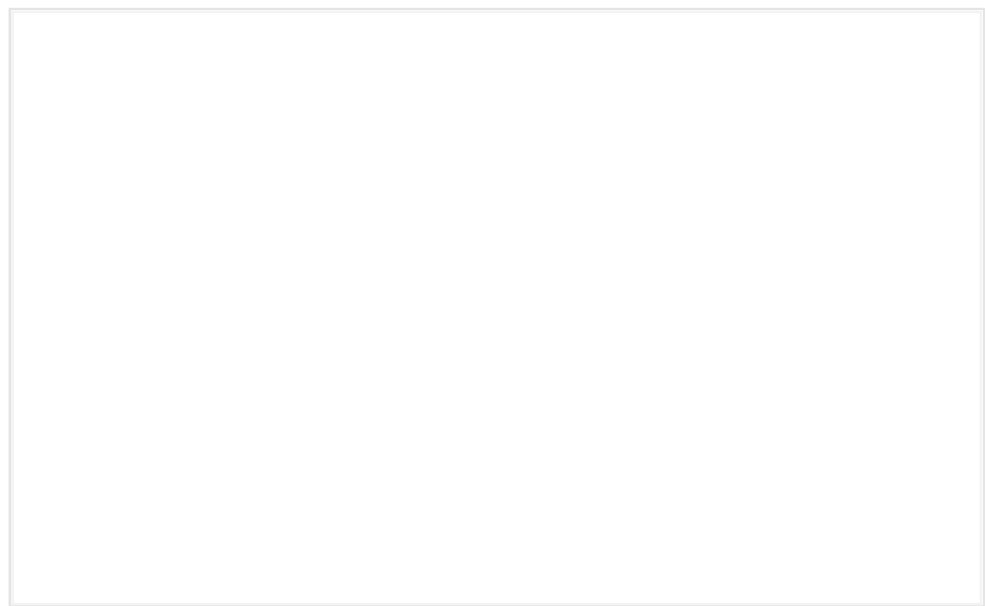
448 posts

Location: Virginia, United States

Posted June 6, 2018 (edited)

Report post

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



Edited June 6, 2018 by jandcando



Quote

You 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



PREV

7

8

9

10

11

12

Page 12 of 12 ▼



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