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Subject: Navigation.

Posted by [Berkut](#) on Fri, 10 Dec 2010 15:06:09 GMT

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Suppose my race wants to reach Earth, but due to the narrow reentry corridor of Earth's atmosphere, are currently hanging out on Pasiphae, a moon of Jupiter. Due to space being in constant motion, the planets and moons all having deteriorating, exclusive orbital rates, and having no fixed point of reference to gauge ones movement on, how is it possible to vector in an approach pattern for someone without our maps or navigation format?

Also, wtf is scrapple made of? It looks like pig intestine.

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Subject: Re: Navigation.

Posted by [R315r4z0r](#) on Sat, 11 Dec 2010 04:43:43 GMT

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Maps don't grow on trees. Someone had to invent the concept of an instrument that can aid you in finding direction... you can do the same.

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Subject: Re: Navigation.

Posted by [IAmFenix](#) on Sat, 11 Dec 2010 20:50:01 GMT

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Wait, you mean to tell me that you have the instruments and knowledge to calculate those variables necessary to consider, yet the concept of compiling a program to create a plausible path eludes you?

Do you really call yourselves sentient beings?

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Subject: Re: Navigation.

Posted by [snpr1101](#) on Sun, 12 Dec 2010 07:40:34 GMT

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(Insert clever yet overly complex suggestion with use of thesaurus here)

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Subject: Re: Navigation.

Posted by [saberhawk](#) on Sun, 12 Dec 2010 22:38:10 GMT

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IAmFenix wrote on Sat, 11 December 2010 15:50Wait, you mean to tell me that you have the instruments and knowledge to calculate those variables necessary to consider, yet the concept of compiling a program to create a plausible path eludes you?

Do you really call yourselves sentient beings?

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Almost anybody could compile such a program, it takes skill to write it though.

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Subject: Re: Navigation.

Posted by [Berkut](#) on Mon, 13 Dec 2010 09:12:00 GMT

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Actually, I'm curious as to how NASA plots courses in space with no fixed object to gauge movement. Is it all relative to the sun? It seems like even the sun would be a bad choice given its movement within the galaxy, but perhaps because this movement isn't so readily apparent within the solar system we pretend it is a fixed object and make coordinates based off distances between the sun and individual objects?

Only reason I ask is because someone tells me you can't just plow right into Earth's atmosphere, there's a narrow margin you have to slip through lest you either skip off or burn up in reentry. It seems like it would be impossible to convey this to someone with no knowledge of our astronautics.

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Subject: Re: Navigation.

Posted by [Dover](#) on Tue, 14 Dec 2010 12:38:58 GMT

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Berkut wrote on Fri, 10 December 2010 07:06 Suppose my race wants to reach Earth, but due to the narrow reentry corridor of Earth's atmosphere, are currently hanging out on Pasiphae, a moon of Jupiter. Due to space being in constant motion, the planets and moons all having deteriorating, exclusive orbital rates, and having no fixed point of reference to gauge ones movement on, how is it possible to vector in an approach pattern for someone without our maps or navigation format?

Also, wtf is scrapple made of? It looks like pig intestine.

If they figured out interstellar travel but haven't figured this one out, they don't deserve to invade Earth.

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Subject: Re: Navigation.

Posted by [Carrierll](#) on Tue, 14 Dec 2010 16:24:51 GMT

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Dover wrote on Tue, 14 December 2010 12:38 Berkut wrote on Fri, 10 December 2010 07:06 Suppose my race wants to reach Earth, but due to the narrow reentry corridor of Earth's atmosphere, are currently hanging out on Pasiphae, a moon of Jupiter. Due to space being in constant motion, the planets and moons all having deteriorating, exclusive orbital rates, and having no fixed point of reference to gauge ones movement on, how is it possible to vector in an approach pattern for someone without our maps or navigation format?

Also, wtf is scrapple made of? It looks like pig intestine.

If they figured out interstellar travel but haven't figured this one out, they don't deserve to invade Earth.

Exactly, they'll probably adapt whatever system they used to get in and out of their own atmosphere (we can assume it's likely they mucked about closer to home before trying to invade Earth).

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Subject: Re: Navigation.

Posted by [Berkut](#) on Wed, 15 Dec 2010 01:43:14 GMT

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Whoah whoah whoah, who said anything about 'invading?' Commerce? Art? Culture? Do these mean nothing?

Also, suppose the original system used a series of static beacons placed by survey teams. No such thing this far out, no means to gauge motion.

Escaping atmosphere is supposedly easier than re-entering in the sense that it's easier to climb a cliff than to jump off one and expect to live. Approaching at the wrong speed or angle means either skipping off it like a stone on water, or smashing violently into it and burning up. Or missing it entirely, but you'd have to be pretty stupid...

I suppose since the concept of degrees might be easy to communicate it could be a matter of using the sun as a static point and giving angular degrees relative to Earth at the given time.

Of course this is just daydreaming. Since Earth gets taken out in a bit by the 1950DA asteroid. And by its core having stopped spinning. And global warming. And particle bombardment from the sun boiling the Earth's outer core. And Al Gore winning an Emmy for Inconvenient Truth.

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Subject: Re: Navigation.

Posted by [R315r4z0r](#) on Wed, 15 Dec 2010 01:53:44 GMT

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How did those beacons get there in the first place?

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Subject: Re: Navigation.

Posted by [Dover](#) on Wed, 15 Dec 2010 08:48:39 GMT

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Berkut wrote on Tue, 14 December 2010 17:43 Whoah whoah whoah, who said anything about 'invading?' Commerce? Art? Culture? Do these mean nothing?

My point still stands. I'm not sure we want to be exchanging culture and commerce with a race that figured out interstellar travel but can't figure out how to enter an atmosphere.

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Subject: Re: Navigation.

Posted by [Starbuzz](#) on Wed, 15 Dec 2010 13:01:41 GMT

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Dover wrote on Wed, 15 December 2010 02:48Berkut wrote on Tue, 14 December 2010 17:43Whoah whoah whoah, who said anything about 'invading?' Commerce? Art? Culture? Do these mean nothing?

My point still stands. I'm not sure we want to be exchanging culture and commerce with a race that figured out interstellar travel but can't figure out how to enter an atmosphere.

still, it will be really beneficial to our society that these beings show up...think about all the religions that will go out of business overnight lol!

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Subject: Re: Navigation.

Posted by [R315r4z0r](#) on Wed, 15 Dec 2010 18:24:02 GMT

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Nah, religious cults would find a way to blow them off.

Call them 'witches' or 'heretics' or something.. and then go on about their lives.

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Subject: Re: Navigation.

Posted by [Starbuzz](#) on Wed, 15 Dec 2010 18:58:54 GMT

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R315r4z0r wrote on Wed, 15 December 2010 12:24Nah, religious cults would find a way to blow them off.

Call them 'witches' or 'heretics' or something.. and then go on about their lives.

Some prominent American theologians have already accused UFO's to be the "manifestations of satan."

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Subject: Re: Navigation.

Posted by [Starbuzz](#) on Thu, 16 Dec 2010 02:34:58 GMT

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Berkut wrote on Fri, 10 December 2010 09:06Suppose my race wants to reach Earth, but due to

the narrow reentry corridor of Earth's atmosphere,

hey, why exactly are you aliens trying to make the goal from all the way over there at Pasiphaë?  
Why worry about atmospheric entry NOW?

How are your alien spaceships constructed? Hopefully if you aliens are half-decent, you will have 1 big ship along with several smaller landing craft for scout/exploration purposes that can be launched individually? If not, you suck at making spacecraft lol.

So why don't you divide up your problem now.

1) Find Earth first and hold orbit. Now that I think of it, fellow human Dover's post makes sense. The closest star system to us is so many billion lightyears away. So if you aliens could find our solar system, you can most certainly use any onboard telescopes and other systems you have and find Earth. Then plot a course to it.

2) then worry about entering the atmosphere with the smaller craft you hopefully have onboard!

I will help you aliens more if I wasn't so sick atm...I could take my cool spacecraft book outta my closet and try to tell you something about plotting distances and re-entry and what not...haven't read it in a while though.

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Subject: Re: Navigation.

Posted by [Spoony](#) on Thu, 16 Dec 2010 11:39:07 GMT

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I had gay sex again last night. He pitched, I caught.

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Subject: Re: Navigation.

Posted by [Altzan](#) on Thu, 16 Dec 2010 14:21:31 GMT

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I just pictured a train being violently wrenched from its tracks and thrown in a random direction...

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Subject: Re: Navigation.

Posted by [Spoony](#) on Thu, 16 Dec 2010 19:38:38 GMT

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yeah, that's what it was like.

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Subject: Re: Navigation.

Posted by [Starbuzz](#) on Thu, 16 Dec 2010 19:52:50 GMT

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omg

GET IN GAME NOW!!!

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Subject: Re: Navigation.  
Posted by [Berkut](#) on Fri, 17 Dec 2010 06:15:00 GMT  
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Nevermind, problem solved. Kudos to the JASDF.

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Subject: Re: Navigation.  
Posted by [Ethenal](#) on Fri, 17 Dec 2010 08:36:08 GMT  
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Spoony wrote on Thu, 16 December 2010 05:39I had gay sex again last night. He pitched, I caught.  
posting in an epic thread

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Subject: Re: Navigation.  
Posted by [R315r4z0r](#) on Fri, 17 Dec 2010 19:32:19 GMT  
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Spoony wrote on Thu, 16 December 2010 06:39I had gay sex again last night. He pitched, I caught.  
Bottom of the ninth, bases loaded?

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Subject: Re: Navigation.  
Posted by [Hypnos](#) on Sun, 19 Dec 2010 15:06:03 GMT  
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R315r4z0r wrote on Wed, 15 December 2010 01:53How did those beacons get there in the first place?

I deployed them with my SBH.

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Subject: Re: Navigation.  
Posted by [FlaminGunz](#) on Mon, 20 Dec 2010 04:24:09 GMT  
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haha

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