

Kerbal Space Program > General Discussions > Topic Details

**8ba11** **2 Apr @ 10:37pm**

## Was Artimis II inspired by kerbal space program??

It would make sense cause we know space was invented because of kerbal space program so was artimis II also inspired by kerbal space program??

The author of this topic has marked a post as the answer to their question. [Click here to jump to that post.](#)

Originally posted by **Bomoo**:

Originally posted by **meraco**:  
You're thinking NASA spends it's time playing KSP for inspiration and technical innovation?  
You would be wrong.  
He's right, actually.

Date Posted: 2 Apr @ 10:37pm  
Posts: 92

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**kninevortex** **9 Apr @ 4:03pm**

actually no I'll answer that myself, no

**kninevortex** **9 Apr @ 4:04pm**

this discussion as a whole is proof

**fendrin** **9 Apr @ 5:49pm**

Originally posted by **kninevortex**:

Originally posted by **fendrin**:  
The true story is as following:  
Johannes Kepler played KSP and invented his laws of planetary motion.  
Then NASA invented Space regarding his laws.  
Before that the Earth was flat, like Arda (the world that hosts Middle Earth) was flat before the cataclysm at the end of the Second Age.  
Shortly before the Voyager probes were launched, NASA also installed the Outer Planets Mod to the simulation.  
And so the solar system as we know it today came into existence.  
do people not understand humor anymore

Well, it seems you do :-)  
I hope my attempt on being funny made you smile a bit.

**Lisias** **10 Apr @ 1:57pm**

Originally posted by **fendrin**:  
Do you also believe traffic planners use Cities Skyline to test their ideas during work-time? That should be at the same level of simulated complexity and work properly as well...

Yes.

The video game Cities Skyline is being used in Stockholm to help design a new development. The area, Royal Seaport, has been mocked-up and the game allows local citizens to explore and contribute ideas. This video on the BBC News website has more detail about the use of the game.  
<https://cmlist.wordpress.com/2017/11/10/case-study-cities-skylines-stockholm/>

Paradox Interactive, a publisher and developer of deep, complex strategy games, is preparing to assist city planners from Stockholm to design and build a new city district using their best-selling city-building game, Cities: Skylines. Norra Djurgårdsstaden, one of Europe's largest urban development projects focusing on long-term sustainability, will be a new city district within Stockholm which will add 12,000 new residences and 35,000 workspaces, providing much-needed growth to a city that has suffered a shortage of accommodations for its increasing population. During a workshop on September 3rd and 4th, the game Cities: Skylines will be used by real-world city planners to explore possible methods for this district to become sustainable, and versatile enough to support the needs of its residents.  
<https://www.intelligentcommunity.org/cities-skylines-being-used-by-stockholm-city-planners>

It's not, obviously, a replacement for GIS tools and heavy duty simulators, but it's useful for some of the simpler tasks for sure - like fast prototyping ideas to see if they worth the time and cost of the professionals trained on the heavy duty tools.

Think on it as something like the Pre Phase A.

--- EDIT  
\* I really hate this markup system...

Last edited by Lisias: 10 Apr @ 1:58pm

**fendrin** **10 Apr @ 2:03pm**

Originally posted by **Lisias**:  
... allows local citizens to explore and contribute ideas.

Again, an example for a PR action.  
Local citizens use the game to get the idea of being involved...  
Not a tool used by professionals in their work-time.

edit: Better said, it is used to visualize solutions to citizens and politicians.  
With the possibility to work in the other direction (players send in suggestions).

The traffic planners have been payed while using it for that cause.

Although, the game is not suited for proper traffic calculations.  
In general, games need to simulate in real time (and faster, for time scaling) while real physic simulations take their time to get more precise and useful output.

So the use case for Cities Skyline is similar to that of KSP in a professional setting.  
The communication between professionals and those who aren't.

Either for PR purposes or to get projects funded.

Last edited by fendrin: 10 Apr @ 3:15pm

**kninevortex** **10 Apr @ 2:30pm**

Originally posted by **fendrin**:

Originally posted by **kninevortex**:  
do people not understand humor anymore

Well, it seems you do :-)  
I hope my attempt on being funny made you smile a bit.

it definetely did

**Lisias** **10 Apr @ 8:08am**

Originally posted by **fendrin**:

Originally posted by **Lisias**:  
... allows local citizens to explore and contribute ideas.

Again, an example for a PR action.  
Local citizens use the game to get the idea of being involved...  
Not a tool used by professionals in their work-time.

edit: Better said, it is used to visualize solutions to citizens and politicians.  
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In general, games need to simulate in real time (and faster, for time scaling) while real physic simulations take their time to get more precise and useful output.

So the use case for Cities Skyline is similar to that of KSP in a professional setting.  
The communication between professionals and those who aren't.

Either for PR purposes or to get projects funded.

You were the one miscarrying the original argument - on every single proposal before, we were talking about what if scenarios, visualizations and other tasks related to PoCs or Pre Phase A. In any moment it was suggested that such tools would be used on the hard core mission planning, this is something that **YOU** injected on the discussion as a factoid, and since then used this deviation of the Truth as arguments in your own rhetoric.

Originally posted by **kninevortex**:

Originally posted by **fendrin**:  
Well, it seems you do :-)  
I hope my attempt on being funny made you smile a bit.

it definetely did

I sincerely failed to find anything funny on his posts. Perhaps we should pinpoint his posts to NASA's OIG in Twitter (twitter.com) and ask someone from that Office to come here and explain the joke for us? I'm still trying to figure out the tinfoil one:

Originally posted by **Lisias**:

Originally posted by **fendrin**:  
You should double the strength of your tinfoil hat.  
Just to make sure the organisation behind me doesn't influence your extraordinary brain with rays from satellites.  
If by organisation behind you you mean NASA or any of their associates...>

I'm pretty sure they can help us on this issue.

**fendrin** **10 Apr @ 10:02pm**

Originally posted by **Lisias**:  
You were the one miscarrying the original argument - on every single proposal before, we were talking about what if scenarios, visualizations and other tasks related to PoCs or Pre Phase A. In any moment it was suggested that such tools would be used on the hard core mission planning, this is something that **YOU** injected on the discussion as a factoid, and since then used this deviation of the Truth as arguments in your own rhetoric.

Fine, that must mean we agree on KSP and Cities Skyline only being PR tools when used in scientific context.  
That suits me.

I am sure NASA likes to get involved in the tinfoil hat discussion, I bet those are their favorite topic.

**Lisias** **11 Apr @ 10:56am**

Originally posted by **fendrin**:  
Fine, that must mean we agree on KSP and Cities Skyline only being PR tools when used in scientific context.  
That suits me.

But not me: Proof Of Concepts, Pre Phase A Visualizations, no matter how you call it, **THEY ARE PART OF THE PLANNING**, and your attempt to step down from **YOUR** argument (nobody said KSP replaced professional tools) to match what we were saying all above to save face **DOES NOT** excuse your asinine behaviour while arguing.

Did you ever get in touch with the hard code professional tools they used on NASA and City Plannings? You need to be trained to use them, this training costs money, and the professionals that know how to properly use them costs money, and the hardware that are able to run them costs money.

If you have an idea good enough to kick start a project, but are not absolutely sure it will survive the initial stages of the planning, or you want to communicate that idea to more people in a way they can do contributions to your idea, then **IT MAKES SENSE** to use cheaper - but still useful - tools at that phase of the planning, and it exactly what that paper I linked was proposing, and that you bluntly and asininity called a fever dream made by lazy or bored students.

Congrats. You just called lazy and bored a lot of Science Journals, from [Acta Astronauticap](#) ([www.sciencedirect.com](http://www.sciencedirect.com)) [allegedly one of the top Journals on the field](#) ([en.wikipedia.org](http://en.wikipedia.org)), to what to say of the authors - had you at least checked the resume of them? [Hare](#) ([orcid.org](http://orcid.org)), and [Hera](#) ([orcid.org](http://orcid.org)).

Who are you to call them lazy, bored or suffering from fever dreams? Send your resume so we can tell ourselves, or tells us your real name and where you work so we can check ourselves.

It would be interesting to see what the dudes I pinpointed above would had to say, if they would be really bored enough to waste their time with people like you - and me, to tell the truth, because wasting my time dealing with people like you probably don't make me look too much better.

Again, this doesn't proves NASA **\*\*HAD\*\*** used KSP. It only proves that the idea was serious considered by - allegedly, if we trust the sources I linked, researchers and professionals on the field. I.E. the idea is plausible and so couldn't be just ruled out, like someone proposing NASA would be using Pac Man to measure how much food a mission would need - **THIS** would be a stupid proposition, I hope you can tell the difference: an intelligent asinine can be eventually coerced into behaving, a stupid one is a lost cause.

Originally posted by **fendrin**:  
I hope my attempt on being funny made you smile a bit.

If everybody is laughing, it's a joke.

If not everybody is laughing, you are flirting with public shaming.

If only a few are laughing, **THEN IS BULLYING FOR SURE**.

I wonder how hard the authors of that paper I pinpointed above would be laughing if they would be reading your... "jokes" about them.

**kninevortex** **11 Apr @ 11:31am**

guys the post is a joke why are you guys taking this so seriously? steam forums are filled with posts like these how do you guys fail to understand the concept of humor?

**Jack Of Spades** **11 Apr @ 3:44pm**

Amaze Amaze Amaze

**Lisias** **11 Apr @ 3:44pm**

Originally posted by **kninevortex**:  
guys the post is a joke why are you guys taking this so seriously? steam forums are filled with posts like these how do you guys fail to understand the concept of humor?

Allow me to resume it:

1. A tongue-in-cheek post jokes about a game being used by a famous Space Agency.
2. Some dudes bring to the table that being a joke or not, apparently some serious dude associated or related to that Agency had, indeed, used the damned game on some roles while Planning a Mission
3. An asinine steps up to harass and public shame anyone mentioning the subject.
4. One of them took offense, and rationally debated the subject, bringing some evidences (and being clear that evidences are not proofs) that the idea not only isn't crazy, but we have at least a few testimonials about it happening. In the process, it was realized that yet another famous game was used to a similar role in a different "Agency" in Europe.
5. Asinine doubles down both the sophism and the offenses (disguising them as "jokes").
6. Asinine is confronted by the consequences of his behaviour.
7. Some other people, not unreasonably, gets the kerfuffle in the middle and don't understand what's happening.

Originally posted by **Jack Of Spades**:  
Amaze Amaze Amaze

I agree. It's amazing how easily is to an asinine to poison an otherwise interesting discussion (even if not that serious), doubles down in the offense and aggression, and then a few pages later just washes up everything by saying "I was joking" while being supported by flying monkeys. 🐵

In a way or another, I agree: it's time to finish this amazezens.

Last edited by Lisias: 11 Apr @ 3:49pm

**8ba11** **11 Apr @ 4:11pm**

Originally posted by **Lisias**:

Originally posted by **kninevortex**:  
guys the post is a joke why are you guys taking this so seriously? steam forums are filled with posts like these how do you guys fail to understand the concept of humor?

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In a way or another, I agree: it's time to finish this amazezens.

It is not that deep big dawg

**kninevortex** **11 Apr @ 4:27pm**

Originally posted by **8ba11**:

Originally posted by **Lisias**:  
Allow me to resume it:

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3. An asinine steps up to harass and public shame anyone mentioning the subject.
4. One of them took offense, and rationally debated the subject, bringing some evidences (and being clear that evidences are not proofs) that the idea not only isn't crazy, but we have at least a few testimonials about it happening. In the process, it was realized that yet another famous game was used to a similar role in a different "Agency" in Europe.
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In a way or another, I agree: it's time to finish this amazezens.

It is not that deep big dawg

exactly

**Lisias** **11 Apr @ 6:31pm**

Originally posted by **kninevortex**:

Originally posted by **8ba11**:  
It is not that deep big dawg

exactly

So why do you keep on talking about? Are you both Flying Monkeys?

Last edited by Lisias: 11 Apr @ 6:32pm

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