

Re: How to really terraform (part 1)

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*>It wouldn't need to accelerate for the entire trip...that really would
>take a huge amount of fuel. After a certain point, it probably becomes
>easier to wait a few more generations than to try to increase speed
>further. However, it would have to carry enough to stop at the distant
>star...*

The question then becomes, what's so vitally important at that distant star that can't be provided for in interstellar space? If you find a planet with plenty of fusion fuel, all you have to do is build a giant fusion reactor and warm up the planet while terraforming it. Now a planet has no particular destination in mind, it just orbits the galaxy by itself. Such a planet may have hydrogen fuel to supply the planet's needs for billions of years. If the fuel is running out, there will be plenty of time for a close passby of another star to migrate to that star system. The only thing an interstellar planet lacks is energy, but then so does Titan. A Kuiper belt planet lacks light, but that can be provided for if your serious about terraforming. Also these planets are closer than stars and easy to get to. There is no multi-generational wait to arrive at a star, the significance of which would be beyond those current inhabitants who will never live to see the day.

Tom