

5HC: star system

The Urth list — 1 messages, 1 voices, 02 Jul 1998

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m.driussi — 02 Jul 1998, 21:33

Roborski,

Right, just when we thought we could cool down, take a breather, suddenly prion comes along and turns us into mad cows . . . or maybe just a raving two-headed moon calf?

Anyway, a few words about the star system and the planets in orbit there.

Yes, prion, the double planets are not tide locked. Which does go against the wisdom of PLANETS FOR MAN and other texts. Then again, they are double planets of equal mass, orbiting around a common center, and the tidal force, while producing high tides, isn't so high to bring them grindingly into a tide-lock (Luna experiences 177 times the tidal force that Terra feels [177 x terra] and is tide-locked; the Sts. C/A planets, otoh, seem to experience only 5 times the tidal force [5 x terra]).

Granted that having such "double planets not tide-locked" itself is so wild that it smacks of planetary engineering, still I don't think this detail is necessarily "bad science."

The best candidate for "bad science" IMHO is an orbital position that gives a solar year of 402 days (each day being 30 hours). For a star like Wolf 294, this means an orbit of .33 AU, which is nice and close-in by our standards, but far outside the most optimistic "life zones" of that star (i.e., between .1 and .22 AU). Which means frozen solid.

But maybe the Shadow Children mind-control cloaking device is just messing up our readings of that star, so that we won't bother visiting.

There was a rash of "twin planet" stories in the seventies, wasn't there? 5HC, and then THE DISPOSSESSED, and who knows what else. Odd.

So, the twin planets might be an artifact of forerunners building retirement homes around nice and stable, long-lived M-type stars (a conceit I'm fond of, myself, and I picked it up from ON CIVILIZED STARS. A sort of VERMILION SANDS in the sky, I suppose.).

But the other details of the system, the planets Swift (ala Mercury), Dead Man (ala ruddy Mars), and Snow Woman (ala white Venus), added to an enhanced version of Terra/Luna double-planets (Sts. Anne/Croix), together start to spook me. And it gets worse when I figure out that Lune's terraforming and orbital shifting may have been done by humans imitating the set-up they found at Wolf 294 (I think the tidal forces on Urth caused by Lune are about the same as those experienced on Sts. A/C, but I can't find my notes at the moment).

The point being that we know Urth/Lune is a part of an "optimized" terraformed system; and Wolf 294 seems even more so.

Now kaballah has this notion of multiple genesis, each less perfect than the last. Since the Wolf 294 system offers a "more perfect" version of the Solar System, whether it is due to "natural" evolution (however unlikely) or Yesodic tinkering (however mysterious) is beside the point.

This thing I'm trying to transmit grows out of prion's idea that the Wolf 294 system is the true human genesis point. Without getting into the various waves of possible immigration back and/or forth, with flintstone footrockets colliding with atlantean aethersails, I just want to agree with certain elements.

Look: in the hard sf mode we can say, "This twin planet thing was built by ancient aliens." In the mythic/fantasy mode we can say, "This twin planet situation is the mythic AEgypt from which we have fallen and to which we long to return." (Even if only as immitative terraformers.)

And the Wolf 294 system is a mythic AEgypt, the land of Fairy. The humans who go there bring along all their human-making-psyche-baggage; they "see" things only as they can comprehend them, translating true strangeness into ready archetypes of strangeness. Just as the European explorers arriving in the Americas (well, aside from the peace loving Scandinavians who were genocided over a little milk-among-the-lactose- intolerant <g>) didn't go around saying, "Where are the Klingons? Take us to the Barsoomian Temple of Reward!" No, they went around looking for all the legendary things they'd been talking about for hundreds or thousands of years (and the spooky part is where random legend meshed with some kind of reality, especially the cities of gold).

Which is why, seems to me, the mythic landscape of Sts. A/C are so charged with French (and the Greco-Roman it contains) stuff.

(Note that Yesod itself takes the place of AEgypt in the Urth Cycle, but the situation is the same--that is, the thing I'm trying to express is that in some vague sense Sts. A/C are to Earth as Yesod is to Urth.)

Anyway, that wandered all over the map!

Mu! Mu! By these words I undo, I undo! Untie, unthink, untry, unsink! Mu! Mu!

=mantis=