

X4: FOUNDATIONS, the long awaited sequel in the long running X series brings our most sophisticated universe SIMULATION ever. Manage an empire or EXPLORE space in first person. ... Energy Cell production waiting for storage . Hello, I'm making an energy plant, but it says modules waiting for storage, I have a larger container attached to the ...

For some reason my Shipyard is dedicating more and more space to energy cells, it's now at 8 million units, there is literally not enough space for any other components, and so ships have stalled since i can't even produce an S anymore due to lack of parts Setting manual storage does nothing, moving the bar down just resets as soon as you click away, no changes ...

X4 is a living, breathing space sandbox running entirely on your PC. Thousands of ships and stations trade, mine and produce, all realistically simulated. In this universe, you can grow from being the lone pilot of a fighter ship, to managing a vast empire, commanding your fleets and designing colossal space stations.

X4: FOUNDATIONS, the long awaited sequel in the long running X series brings our most sophisticated universe SIMULATION ever. Manage an empire or EXPLORE space in first person. ... Added energy cells and storage container L to the phq, module waiting for storage..help?^^ Share Sort by: Best. Open comment sort options. Best. Top ...

Looking for some expert advice. Everytime I fell like I'm starting to get the hang of it, there is a hiccup that I cannot wrap my head around. My station is not receiving energy cells anymore. I have shown two examples, medical supplies which appear to be working correctly(?), and energy cells which do not. I have tons of energy cells available for sale and they work to a ...

Avarice system has incredible sunlight value = 1390% (max possible I seen aside is 200%) and what I recall from x3 that influence drastically on Energy cell production. So few questions: 1) Is it actual for x4 that solar stations benefit from better sunlight? 2) Do player stations able to withstand tides? And optional: if "yes" -> why locals built station in asteroid if ...

Based on my experience, "Mining" S"s usually have no cargo at all, occasionally they have a little ore/silicon if you're lucky. "Power Distribution Unit" S"s often contain Energy cells. Distribution units almost always have energy cells inside when they're leaving solar plants or moving towards wharves/shipyards/defense platforms.

I have a station producing energy cells and I want my Medium Trader to sell them to whoever will buy them. My station has a manager. For the life of me I cannot get the trader to pick up the cells and sell them to whoever wants them. When I put "Trade for commander" or "trade for commanders

storage", the trader fails to find the cells and then does ...

For comparison most sectors in X4 have 100% solar multiplier, so placing those 93 Energy Cell productions in a sector like Argon Prime would produce 951,360 more Energy Cells per hour before workforce bonus. You can deconstruction the Energy Cell production modules for a full refund of parts.

Docked at my HQ trying to transfer energy cells from a M transport to build storage. I hit confirm, and nothing happens, the items don't move from the ship to the storage. ... X4: Foundations & General Discussions & Topic Details. Essedus. Dec 9, 2018 @ 3:06pm ... Do you have a Storage Module for the Cells to go into? #1. Essedus. Dec 9, 2018 ...

Thanks for the tips, what is needed for a good energy cell producing station? I am in the Sagaris sector and there is over 200% here, havn't seen any energy cell stations. Segaris has plenty of sun and is a good enough sector for energy stations. Though energy cell trade is not incredibly lucrative.

Energy Cells (ware) Contrary to common belief, Energy Cells are not simply glorified batteries; actually, they are sophisticated bio-chemical (or bio-mechanical, depending on technology) devices capable of storing energy near or at 100% efficiency.

X4: FOUNDATIONS, the long awaited sequel in the long running X series brings our most sophisticated universe SIMULATION ever. Manage an empire or EXPLORE space in first person. ... There's like 5 tiers of products, each one building up on the previous ones and more easily sellable to othe ai, an energy cells are at the lowest tier.

X4 is a living, breathing space sandbox running entirely on your PC. Thousands of ships and stations trade, mine and produce, all realistically simulated. ... at least 1 dock and at least 1 container-type storage and make sure they are all joined together. Once your station plan is done, click "confirm module" then click the "+" icon on your ...

How can It be that I produce 3000 energy cells/h but I have to wait for hours for every single energy cell to arrive on my build storage because instead of moving it from the station inventory it is traded by some far off trader - if I am lucky. There MUST be a way to automate this. Otherwise I will have to constantly micromanage every single station I own

X4 is a living, breathing space sandbox running entirely on your PC. Thousands of ships and stations trade, mine and produce, all realistically simulated. ... the game doesn't automatically transfer items from the Station Ware Storage to the Stations Build Storage, even if you need Energy Cells and have an attached Solar Panel production making ...

Web: <https://purelysolar.co.za>

