

This forum is the ideal place for all discussion relating to X4. You will also find additional information from developers here. Moderator: Moderators for English X Forum. 18 posts o Page 1 of 1. ... Station is now gone from the list and my Energy Cell storage is full. I am so confused. Last edited by Nexuscrawler on Tue, 7. May 19, 22:22 ...

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 ...

I built a station with 200,000 container storage and the station produces silicon wafers, energy cells, and smart chips. The station has some solid storage for raw silicon, ofc. The logical overview has the container storage divided like this: Energy Cells - 39,602 max Silicon Wafers - 7,920 max Smart Chips - 3,168 max Any idea how the game is calculating this ratio, ...

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. ... You can manually ...

In Terran space where energy can't be produced locally anyway, absolutely. Not only do you supply your own stations, you can totally out-compete the meager competitors and become an ...

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 ...

X4 is a living, breathing space sandbox running entirely on your PC. Thousands of ships and stations trade, mine and produce, all realistically simulated. ... So if your container storage is full from all the energy cells, it doesn't affect miners. But if solid storage is full, then the miners will remain waiting, until you have enough solid ...

Here is my partially completed Engine Part Factory's storage. It has 1,025,000 Container storage, and 100,000 Solid storage. It produces its own energy cells and refined metals. Specifically, it ...

Hello everyone. I've a massive Solar power plant in and built a little energy cell trading station in Windfall



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IV. To be clear, trading station has dock and storage modules. Also manager is assigned. But I can't use "repeating orders" behavior to transfer energy cells between stations or find energy cells in "Select trade wares" tab.

Energy Cell Production is a production module that requires no other resource to create Energy Cells. The module looks like a solar panel array. It can be attached to your HQ or stations that ...

X4: Foundations. All Discussions ... The scrap metal is classified as a solid and needs the corresponding solid storage. ***IMPORTANT*** ... Scrap Processor - 1,500 Energy Cells + 150 Raw Scrap = 150 Scrap Metal per minute
Solar - 10,500 Energy Cells per Hour
Terran Solar - 3,000 Energy Cells per Hour

In either case, there is a lot to be learned about how to make production more efficient in X4 if we take a look in more detail at each production chain without always combining everything. 17. 9. 2. 10. 4. 3. 1. 3. 2. ... This requires ore to be stored in solid storage. Ore plus energy cells equals refined metals. This is the same process for ...

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: 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 ...

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 solar panel on it and a L Argon solid storage on that. It won't make energy cells and has the message "Modules waiting for storage". What am I doing wrong? ... X4: Foundations & General Discussions & Topic Details. Willy Pete. Feb 28, 2021 @ 11:19pm Modules waiting for storage ...

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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



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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

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.

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, haven'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.

So I'm still learning to managing stations. Bosa Ta HQ: I have 2 solar panels creating energy cells that transfer default to HQ storage. I need to to transfer energy cells to build storage. I cant see way to do this other than to manually get a ship to transfer between them. I have made a ton load of cargo drones, seems there must be a way for the station itself to ...

Yes please stick this, besides the "mine for HQ" order is quite broke, I also have found that the HQ doesn't use it's own production for it's furthur building, for example, engergy cell and hull parts, I have built them up already, saw that the hull part storage is full, building some more buildings for now, noticed that for hull parts: "resources in build storage is 0", while the ...

"Contrary to popular belief, Energy Cells are not simply glorified batteries: actually, they are sophisticated bio-chemical (or bio-chemical, depending on technology) device capable of storing energy near or at 100% efficiency." - As per in game encyclopedial 1 m#179; Container Advanced Composites Antimatter Cells Silicon Wafers Space Fuel Refince Metals Microchips Scrap ...

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The energy cell problem still seems to be present in X4 and i would really like to see something done about it (or maybe i'm doing something wrong?) ... They have about 900k and 380k energy cells in their storage. I wanted to see, if that's enough to distribute energy cells properly, so i have played about 12 hours after setting the ware ...

My station has the following: 1x M6S Luxury Dock Area 2x Energy Cell Production (capped in storage) 1x Paranid S container storage Paranid 3-Dock T Pier Paranid S Dome I also have a manager present. I'm unsure why I can't auto-sell to NPC traders and other stations. ... X4: Foundations & General Discussions & Topic Details. unduruu1. Dec 3 ...

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