

Does Eve University give a bonus to capacitor capacity?

Mindflood Booster gives a bonus to capacitor capacity. Antipharmakon Aeolis gives a bonus to capacitor capacity. EVE University members can get full reimbursement for most of these skills, among many others, through the University skillbook program. Capacitor Management - 5% bonus to capacitor capacity per skill level.

Why is a cap battery more powerful than a large battery?

Because of the way cap recharge works, a cap battery of a particular size is more powerful for cap regen on smaller capacitor than it is a large one. Do a quick Google on how capacitor (and shield) recharge works in eve. Edit- nvm beat me to it. What is total capacitor recharge time derived from?

What size cap booster do I Need?

The rule of thumb on cap boosters is generally to load em up with the largest ones you can- or sometimes one step below. For example, you can fit 1x3200 or 9x 800s in a large (?) cap booster module.

Does Eve have a Powergrid?

Every ship in EVE has an internal generator, which provides the "powergrid" you see in the fitting window. Modules fitted onto the ship connect to the powergrid and reserve a portion of the generator output for themselves, reducing the remaining powergrid when fitted.

Should a cap module be used in Ewar fights?

Ideally you use a mix of modules to provide a better recharge and battery increase just enough to help maintain CAP when needed. But a large CAP with no improvements to recharge is useless in EWAR fights as it'll run out of CAP and never gain it back until the fight is over.

Is it necessary to be cap-stable in PvE & PvP?

Although it is a good thing to be cap-stable, it is not a requirement in every situation. In some PvE and PvP combat situations, you will rarely need everything running at the same time, while in others stability is important. You must consider a fit's likely use and context.

Capacitor Batteries are also available on the market. These modules increase capacitor capacity. These range from Micro to Large. The size of the battery that you can fit depends on your ship's powergrid and CPU. To fit a capacitor battery, you generally need to have Science, Engineering, and Energy Grid Upgrades skills trained.

Bottom line, if you have to pick between a -x% recharge time cap recharger or a +y cap battery and your ship has z maxcap, the cap recharger gets you $[1 / (1-x)] - 1$ better ...

correct, cap batteries do effectively increase the recharge rate. Whether to use a cap battery or cap charger, will

depend on how much cpu and grid you have available, and the size ...

Capacitor batteries are good for when you think you're going to get neutered out but need to be able to burst your capacitor level up to keep modules running. In short, if you're making a PvE cap stable ship the cap recharge time mods are probably what you're looking for, if you're looking for a pvp ship the cap batteries are what you need.

The alternative guide to the EVE-Online forums. ... I figure Cap Boosters might be useful for times where it takes longer for me to bring in the Domi, but I need a better idea of how they work before I decide. ... Posted - 2009.12.09 22:26:00 - Basically you fit a cap booster module of the appropriate size (heavy, med, small, micro) in the mids ...

Cap Bonus Cap Warfare Res Bonus PowerGrid Usage T1 Small Cap Battery I 120.0 GJ -20% 8.0 MW Meta Small Compact Pb-Acid Cap Battery 132.0 GJ -22% 6.0 MW ...

the time to full is so short a cap recharger doesn't do very much, so the battery ends up being more effective. this makes no sense. A cap recharger gives a % increase in cap/s ; a cap battery gives a flat cap increase. So if the cap battery gives more %cap than the % cap recharge of the cap recharger, it is worth to put it. example :

Hello everyone! We're planning a huge set of module tiericide in our March release and this thread will serve as the feedback location for changes to Cap Batteries. These modules

I read in the dev blog that capacitor size and recharge times will be increased by 50% so they last longer, but do not recharge faster. Please adjust cap batteries as well or they ...

The gain in cap stability can be used to add invuls and shield boost amp, instead of the cap modules you would need with bigger boosters - and shield boosting speed rigs instead of cap rigs. one invulnerability field increases your ehps and your booster efficiency by $100/(100-30) = 42\%$. also increases your ehps but consumes cap.

Generally I would pick the size that gives me just enough capacitor to keep me cap stable with the essential modules running, unless I expect neut pressure. In that case I've heard about 2 options: fit the biggest boosters for short term higher stability, or fit the minimum ...

The extra cap pool they grant is also a huge benefit. The total recharge time stays the same, so the relative recharge rate increases with an increased cap pool. So there's that. Note that the way to test would be to watch how much your cap drops when a neut hits, both with and without a battery fit.

my ship has a bad capacitor time because I fitted too much guns on it. I have a small cap battery in my mid slot and when I use it, it have little to no effect on my ship. is there any modules that boost capacitor performance? like improve capacitor size, increase recharge rate or make modules use less capacitor? most

importantly improve recharge rate. Thanks.

Minmatar ships have the highest % cap recovery... and the lowest base cap. So batteries almost always give better cap/second. And it gives bonus base cap, as well as resistance to neutrs (i guess that might be important) Was messing around with fitting trying to make my navy stabber more cap stable for mission grinding and i noticed how much more ...

edit: A tech 2 cap recharger gives +20% cap recharge, so as soon as my peak recharge is 10 cap/s, a single tech 2 cap recharger module is near-competetive with a cap booster module (with 25 charge units) and I'm saving myself the great big hassle of having to carry booster charges. If my peak recharge is 11 cap/s, then the cap recharger module ...

Basically you fit a cap booster module of the aproprate size (heavy, med, small, micro) in the mids and load it with cap boosters. Bigger the module - more capacity. So you ...

The size of the the charges influences how much cap charge can be gotten from one pulse of the booster, and the average rate at which the cap can be recharged. Bigger charges = faster average recharge rate, and the conclusion is "use the biggest that will fit."

Not true. Cap rechargers suffer from no stack-nerfs. You can add as many as you can spare slots for. The only situations where a cap battery is better than a cap recharger is for NON-perma-running setups (you just want a bigger reserve), for warping further in a single move (minor usefulness) and last but most important, if a cap battery would get your cap amount ...

Eve Battery supposedly has 5.8ah cells in mass production EVE Releases the 21700 40PL Tabless Cell and 21700 58E High Capacity Energy Cell-News-EVE.. i can't, however, find a single one for sale. 290wh/kg is pretty ...

Small Cap Battery I: Tech I: Small Compact Pb-Acid Cap Battery: Tech I: Small Cap Battery II: Tech II "Micro" Cap Battery: Storyline "Crucible" Small Cap Battery: Storyline: Republic Fleet Small Cap Battery: Faction: Domination Small Cap Battery: Faction: Thukker Small Cap Battery: Faction: Small Abyssal Cap Battery: Abyssal

Web: <https://bardzyndzalek.olsztyn.pl>

