

X4 container storage solid storage and liquid storage

What are storage modules?

Storage modules are modules that store things. They come in 3 Types. Container, Liquid and Solid. They do not need any upkeep and are used to store wares for or from your production modules or for building purposes. Community content is available under CC-BY-SA unless otherwise noted.

How many types of storage can a station have?

A station can have up to three different types of storage: Solid (orange dot), Liquid (blue dot) and Container (yellow dot). The most commonly used storage from these is definitely CONTAINER storage as this is used for all the intermediate goods in the economy, while SOLID and LIQUID are only used for resources.

Where is cargo stored?

Cargo is in your ship's storage and can be seen in the ship info menu (Shift Enter for your current ship or INFO on map). Most ships have CONTAINER class storage which are most tradeable goods. Mining ships can have liquid or solid storage.

What is a ware storage station?

This is basically a fragile tower of containers near your future station where transporters can deploy the resources needed for building. It grows over time when more resources are in stock for building (management happens over the build UI). In contrast to this the operational station has internal storage through its ware storage modules.

What is build storage?

X4: Let's do this! Joined: Mon, 7. Jan 19, 10:35 by SPiDER » Wed, 13. Mar 19, 13:32 Build Storage is only used for constructing or repairing a station. there are three types of storage a station uses. Then you have your own Inventory ...stuff you collect for crafting ,crystal mining ship skins and ships mods and other collectables. Joined: Thu, 7.

The only ship with liquid or solid storage are the relevant mining ships. There are no "traders" assigned to that.* ... So I was imaging having freighters for non-container ...

First issue: extend GE1 phq base: storage 5000. What does this even mean? I've be built multiple large solid and liquid storage containers connected to the base but the 5000 ...

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When you start building a station, the first thing added or created is a so-called "Build storage". This is essentially a fragile tower of containers near your future station where ...

Shanghai SAI-U Metal Products Co., Ltd. is an established domestic manufacturer dedicated to manufacturing metal safe storage products. The production base is headquartered in Fengxian ...

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. 11 ...

X4: Cradle of Humanity: Permissions and credits . Credits and distribution permission. Other user"s assets All the assets in this file belong to the author, ... -Pioneer, 24k capacity solid storage-Canister, 24k capacity liquid ...

Outpost Addition Material Cost; Storage Gas: x3 Adaptive Frame, x6 Copper, x5 Tungsten: Storage Gas: Medium: x5 Adaptive Frame, x10 Copper, x8 Tungsten

Basics before beginning, you will need a dock, a pier, and all three kinds of storage; container, solid, and liquid. No matter if you build all of this in one station or split it up into individual stations, you will need all three storage ...

Transfer Containers: Allows you to transfer cargo to and from your Ship. ?Transfer Container: Storages: Storage for gathered resources, such as minerals, organics, liquids, and gases. ?Storage - Solid ?Storage - Liquid ...

They share the same stats as their original counterparts, except a slower top speed. Adds transport ships for solid and liquid wares.

MarvinTheMartian wrote: ? Sat, 28. Sep 19, 21:18 Any suggestions for likely locations of stations that have M or L liquid storage modules? Ideally Argon and Teladi but anything will do at this ...

Liquid and Solid Transports. ... X4 forces you to build a mega complex which destroys the performance of the game. Not entirely true. There is a middleground where you build a ...

1 M container storage is too small for them. It will not hold enough Hull Parts for XL ship production. Even then it will bottleneck very heavily waiting for parts all the time. I stand ...

Modules are small pieces that you can add to your HQ or stations. There are 7 kinds of modules: production modules; build modules; storage modules; habitation modules; ...

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Trade and Combat ships have CONTAINER class storage, which covers all tradeable goods that are manufactured. Mining ships can have either LIQUID or SOLID storage, which covers all materials that can be harvested ...

In short: Why do we have three storage types in player owned stations? X4: Let's do this! Joined: Mon, 7. Jan 19, 10:35. by SPiDER » Wed, 13. Mar 19, 13:32. Build Storage is ...

The most commonly used storage from these is definitely CONTAINER storage as this is used for all the intermediate goods in the economy, while SOLID and LIQUID are only used for resources. This means a ...

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