

What is X4 Foundations?

TRADE. FIGHT. BUILD. THINK. X4: Foundations is a Sci-Fi economic space simulation created and updated by the German company Egosoft. The game centers around a large and dynamic system of sectors, most of which are occupied and owned by one of a number of factions, each having their own goals and ambitions.

How much does a production station run off of 4 solar panels?

Currently I've got one station with 50+ production modules running off of 4 Solar Panels. Literally \$200M+ of production stations running off of what? \$12mil in solar panels. Seems a tad unbalanced.

Are solar plants a 'big first step' in building factories?

The term kinda grew on you as you played the game. But seriously do something for the Solar Plants. They were a 'big first step' in building factories. Now they're literally nothing...
Joined: Sat, 21. Feb 04, 19:17 by grapedog
» Sun, 13. Jan 19, 02:13 Tali\$ wrote: ? Sun, 13. Jan 19, 01:44 The term kinda grew on you as you played the game.

Is there a real E-Cell market in X4?

with no input requirement except building materials e cell locations wouldn't matter much at all unless maybe at below 40%, when spamming them might be annoying.
Joined: Tue, 4. Dec 18, 23:56 by Shehriazad
» Fri, 11. Jan 19, 11:00 RodentofDoom wrote: ? Thu, 10. Jan 19, 22:56 There is no real e-cell market in x4

How much would a X3 Crystal cost?

Were worth \$1600 a piece or so. (Which was high for X3, would be middle of the road for X4) Would make it less "free money" if they were implemented. Until of course you make a crystal factory! Maybe make them cost a solid \$2500+ with 15 years inflation. I must say the production chain was definitely more thought out in X3.

It looks to me that sunlight is still at 100% in all sectors. I tried a few different game starts in 1.5 and explored a some sectors, only to find uniform sunlight distribution in the ...

With the second most sunlight in the Jumpgate network Venus is a sector where highly efficient solar power plants can be built, although it is often just easier to build them in ...

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 are built by the player. The blueprint is ...

Solutions Large-scale Power Plant Solutions Distributed Commercial Solutions Household PV Solutions Carbon Free Power Plant Energy Storage Solutions Global Project References

Welcome to TD's Guide to the world Solar Power Plants! Hey folks! The 1.4 patch is out and changing the X-Universe. The guide has been completely updated, most noticeably in the ...

Solar Power Plant to set up in Mercury. Has two Piers and the standard 4M10S dock while also a bunch of panels. Has two Piers and the standard 4M10S dock while also a bunch of panels. ...

Liquid Mining Hub continues the simple approach. All those work wonders with a fleet of L Miners and M Traders. Solar Power Plant to set up in Mercury. Has two Piers and the standard ...

Build solar power plants in nearby sectors that do have good sunlight, and ship to your existing complex. 2. Simply add more solar panels to your existing complex, sure they will ...

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 ...

[BUILD] Boron Solar Power Plant (Final) Post by alt3rn1ty » Fri, 7. Jun 24, 09:28. Boron SPP Needs : 10x10x10 Plot, and version 7 or above of the game. ... ? X4: Foundations; ...

Product descriptions from the supplier Warning/Disclaimer This product has acquired the relevant product qualification (s)/license (s) of certain applicable country/countries.View more Product ...

PROTIP: you can make closed loop complexes that will supply themselves with energy and all required resources, because solar power plants will give much more energy ...

Aparantly there was some game version where sun strength was relevant to solar power plant output. Perfectly logical i guess but the idea was dropped long ago when ...

But it seems it costs about 700k to make a Commonwealth Solar Plant. It produces 10,500 Cells where the Terran one would be about almost 700k again with it's own Terrain parts but also ...

"Contrary to popular belief, Energy Cells are not simply glorified batteries: actually, they are sophisticated bio-chemical (or bio-chemical, depending on technology) device ...

Mercury offers the best solar irradiance of all sectors in the Jumpgate Network followed by Venus. Constructing a solar power plant in this sector can significantly reduce the ...

This Solar plant produces so much power its brilliant. 121% sun light, and is close enough for trades to get into Sol space to keep stations in their pumping. ... ? X4: Foundations - Spoilers; ...

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

