



X4 energy cell storage Seychelles

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.

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. Sagaris has plenty of sun and is a good enough sector for energy stations. Though energy cell trade is not incredibly lucrative.

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 ...

Build a solar plant in a nearby PIO sector or in Mercury and borrow/beg/steal/build some L transports, set to repeat order to buy ecells from your plant and sell to your factories in the dark space.

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 ...

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 on 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 ...

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 ...

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



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"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 ...

X4 is a living, breathing space sandbox running entirely on your PC. Thousands of ships and stations trade, mine and produce, all realistically simulated. ... I have an Energy Cells production facility in Mercury and a Trading Station in Saturn. I use an L class freighter on repeat orders to buy the cells and sell them at my trading station ...

"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 m¹⁷⁹; Container Advanced Composites Antimatter Cells Silicon Wafers Space Fuel Refine Metals Microchips Scrap ...

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 ...

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: FOUNDATIONS, the long awaited sequel in the long running X series brings our most sophisticated universe SIMULATION ever. ... The complication refer to how the AI manages the storage allocations when there are multiple products being produced on a single station. A proportionally by-unit more storage space is allocated to the end products ...

For example select a ship, right click a solar power plant and select buy, then configure some amount of energy cells to buy. Then right click on your station and say Transfer with Build Storage and configure some amount of energy cells to transfer. One can view and modify the ship's current orders from the ship's information display in the ...

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 ...

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



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sort options. Best. Top ...

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 ...

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 ...

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 ...

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 ...

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 ...

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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 ...

Putting aside that energy cells aren't the best money maker, you really want to build your Energy Cell



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production in Great Reef as it has 128% or Sanctuary of Darkness which has 174% solar. If you have access to the sectors past them there's a 271% solar which is 3rd best in the game after Avarice and Mercury.

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 ...

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