

I have a station producing energy cells and I want my Medium Trader to sell them to whoever will buy them. My station has a manager. For the life of me I cannot get the trader to pick up the cells and sell them to whoever wants them. When I put "Trade for commander" or "trade for commanders storage", the trader fails to find the cells and then does ...

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.

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 ...

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

So once your storage is full you need 12 panels, to keep it going, but until your storage is full you'll either need to buy energy cells or have 18 panels (sell the rest once you storage is full) Last edited by voxdei20 ; Apr 4, 2022 @ 6:02pm

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. ... Ok i'm completely confused right now. I set up a basic Solar Plant with Energy Cells, Small Storage Containers, Docking for S/M/L/XL ships with a few connector ...

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.

"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 ...

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

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.

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 other AI, and energy cells are at the lowest tier.

Just checked the stats for the Terran energy module and you will only produce 48 energy cells per hour. Your best bet is to deconstruct the solar panels which will net a 50% material refund which you could then use to build a solar power plant in one of the better sectors for sunlight.

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 sort options. Best. Top ...

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 ...

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.

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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 ...

Web: <https://solar.cgprotection.com>