Solar power blueprint factorio

Very high space efficiency solar blueprint. Design / Blueprint. Here"s a link to the blueprint string. 14 substations, 373 accumulators, and 444 solar panels. It has a space efficiency (space taken up by panels and accumulators) of 0.9898... so almost 99% and an accumulator to solar panel ratio of 0.84009. Very close to the ideal of 0.84.

Theis99999. o 2 yr. ago o Edited 2 yr. ago. You need between 29 and 92 solar panels and 25 to 77 Accumulators to power one laser turret. A solar panel will on average output 42kW. A laser turret can consume 1.22MW at minimum shooting speed and 3.86MW at max. You need 21 Accumulators per 25 solar panels. 1.

The ratio 0.84 comes from 25 solar panels : 21 accumulators, each panel averaging 42 kW in a day/night cycle. So you can guarantee that base will still get powered during the night for that 42 kW per panel. Or 1 MW of power would require 24 panels and 20 accumulators.

Large Solar Array. This solar array was designed for maximum area efficiency while still providing full roboport (construction) and radar coverage. 198 x 200 tiles (w x h) 132.201 MW sustained. 3.338 kW / tile. 299.543 tiles / MW. ...

I built a website to generate usable solar power pixel art blueprints from images. : r/factorio. & nbsp; & nbsp; Go to factorio. r/factorio. r/factorio. Community-run subreddit for the game Factorio made by Wube Software. MembersOnline. o.

I"d personally recommend these two 48x48 blueprints, intended for tiling with roboports leaving a 2 wide gap: without radar, with radar. Both have the same ratio: the one without radar uses one less substation, while the one with the radar has room for a radar, an extra solar panel or two extra accumulators. I made the blueprint with the radar :).

The blueprint can be repeated in all directions using the maximum substation range and leaving no empty spaces. By repeating the blueprint or not, the Accumulator to Solar Panel Ratio changes as following: Factorio Vanilla"s Acc/Solar Ideal Ratio: 21/25 = 0.84. This BP Acc/Solar Repeating Ratio: (47-4)/52 ~= 0.827 = good ratio!

This solar blueprint is intended to be simple: small, without roboports / other complexities. It has a reasonably good accumulator-to-solar-panel ratio, and can be repeated sideways. The ideal vanilla ratio is 0.84. When not repeated at all, the ratio is 70:84 ~= 0.83. When repeating this blueprint in a long row, the accumulator-to-solar-panel ...

Roboports have a green construction range of 55 tiles, which is more than this blueprint. So the single port could build it. But The network range is 25 to connect to the nearest port. This blueprint appears to have a

35(ish) space ...

This is a solar power blueprint designed to be built from the map view in a late-game base. Space efficiency and a correct panel-to-accumulator ratio were the top priorities. The blueprint book includes the primary 4-roboport design, which has a ratio of 0.841 (0.84 is exact).