

X4 foundations cant move energy cells to build storage

X4: Foundations & General Discussions & Topic Details. 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 ...

I've read several posts on this subject but can't seem to find a clear answer. v3.0 I'm trying to build my first station but I wanted to know if I can easily just provide the build resources myself. I have the energy cells for example and in one post the op said.... "go deposit the materials in build storage". But how can I transfer the energy cells for example to the build storage of a new ...

Can someone please explain how I can get this station to start actively selling its Energy Cells? 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.

I added to my player HQ 2 25k storage and 2 energy cell production. Problem is that the energy cell market is now saturated and npc stations are selling at 10 cr when I cant go below 11cr. So now my station storage is filled with energy cells and I am building a meat factory that will have no storage for it. If i build more storage, will the energy cell production keep filling ...

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, ...

X4: Foundations. All Discussions ... Is there a way to move your build storage? I tried shooting it but eventually got it down to its indestructible bones. < > Showing 1-2 of 2 comments . Mobscene. Dec 30, 2018 @ 4:02pm Just let the build complete and the storage will go away. #1. TJHoff. Dec 30, 2018 @ 4:12pm ...

Technically any fight ship will work seeing how you only need to move 167 Energy Cells. But in case you want to move more, no problem, just take one from the SCA! ... These ships have 1k-2k container storage which is more than enough to efficiently move thousands of energy cells to the build storage. SCA Minotaur Raiders also have several ...

I'm now on the quest to increase its storage for the teleportation research, but I can't figure out how to transfer my wares (energy cells) into the build storage of the station. As you can see ...

Seen a few videos on this and read the online manual, but this isn't working for me. I've ordered a basic dock module, attached it to the plan, assigned the suggested funds and found a builder ship to start construction. There are 3 resources needed, Hull parts, clay and energy cell. The builder seems to be able to source only clay and hull parts and is just sitting in space doing nothing ...

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Your station will need to have container storage to be able to hold containerized wares such as Energy Cells. Attach a container storage to the factory, get it built through the build storage, and then you should be able to allocate storage to that in ...

X4: FOUNDATIONS, the long awaited sequel in the long running X series brings our most sophisticated universe SIMULATION ever. ... building a pure energy cell production plant at where they intend the refinery to relocate to is the least complicated way. At the very least there's no need to readjust the production modules when relocated ...

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

I'm probably missing something obvious, but I've built an energy cell production module on my phq but it doesn't appear to be producing anything. I've got a station manager, have allocated ...

Yes please stick this, besides the "mine for HQ" order is quite broke, I also have found that the HQ doesn't use it's own production for it's further building, for example, energy cell and hull parts, I have built them up already, saw that the hull part storage is full, building some more buildings for now, noticed that for hull parts: "resources in build storage is 0", while the ...

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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. Fly every ship, TRADE and FIGHT to BUILD your empire with modular station construction and THINK carefully when embarking on an epic journey.

Anyway, to build your station using materials produced at that station you need to move wares from internal storage to build storage. To do this there are few ways. One is manually, the other one is by assigning ships to trade for build storage (but you also need to set up your station to only sell wares to yourself), and assigning ships to ...

If you can't move them out there's no point producing more. 1 L container is plenty. Even 1 panel in Mercury (680% sunlight vs. your example's 0.1%) might produce more than you are able to move. Reply reply More replies More replies

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Delete all its modules in the build plan. Buy a new plot the same size and shape in the new location. Load the blueprint. Ship all its parts from build storage at the old location to build storage at the new one. Build it again. It's not a very sexy answer, but it does the job. I think you can delete the old plot once it's completely empty.

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 inexpensive. It is a good way to start earning money without needing much capital.

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 nothing. ...

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. What am ...

X4: Foundations. All Discussions ... *SCA can only sell Manticores if you force a Wharf onto a station you build for them.----- Teuta - The Teuta is the L class scrapping vessel classified as a Compactor. ... 1,500 Energy Cells + 150 Raw Scrap = 150 Scrap Metal per minute Solar - 10,500 Energy Cells per Hour

The Build Storage has 2 cradles for docking S/M ships (red bars below) and 1 dock for L/XL ships (above the orange arrow below): The rate of station construction is dependent on the available construction materials and the number of Building Drones the Builder ship has (a max of 30 drone are used).

Pretty sure I've assigned transport ships to this in the past so that they gather construction materials while a builder is at the station. Only now its not working, big surprise. The transport ship in question is literally just flying around in circles at one location doing nothing.

Select a transporter with a useful build resource (e.g. Energy Cells) and then right-click the station. Select the ware exchange action for the Build Storage. This allows wares to be moved directly from the ship to the storage.

Just curious, because I simply set the option under the build menu itself to only trade with my own faction and I can't honestly say I've ever noticed my ships supply the build storage with anything other than my own goods from my own stations, even if they have to travel a considerable distance to do that (needed claytronics, for e.g.).

But, if you assign traders to trade with station's build storage, I think they should be able to automatically grab the energy cells from the same's station storage and transfer it to build storage. Make sure your station has an



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active sell order of the goods. So I'm still learning to managing stations.

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.

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 anyway ...

Transfer Ware: XYZ Station Build Storage from Trader Ship to Build Storage That'll be the same routine for any item build storage is requesting if you happen to have the needed Material on in your Station inventory . Otherwise the Station Manager will try to purchase them from another faction and that'll actually cost you money.

Your trader is delivering the goods to your build storage but before he delivers to your build storage he had one run before to NPC auxiliary ship but he cant dock because NPC ship is on patrol and keeps moving. P.S. There might be some other issue but until someone encounters it we will not know.

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