Factorio accumulator to solar panel ratio

What is the ideal Factorio solar panel ratio?

With that said,let us delve into the ideal Factorio solar panel ratio for your average run. What is the best solar panel ratio? Calculating all different factors in the game,we can average the solar panel ratio to be 0.84 accumulators per solar panel.

How many accumulators do you need for solar power?

The optimal ratio for solar power to charge enough accumulators is 21 accumulatorsfor 25 solar panels (supplying 42 kW per solar panel). Produce more than 10 GJ per hour using only solar panels. Win the game without building any solar panels.

How to choose the best Factorio solar panel setup?

Once you reckon that is time to establish efficient solar energy production as your main goal, then let us find out the best Factorio solar panel setup so you never have to worry about smooching things together again. What you want is to try to approach a ratio of 0.8/0.9 in your blueprint design.

What is the best solar panel to accumulator ratio?

Best solar panel to accumulator ratio? : r/factorio Best solar panel to accumulator ratio? 21 accumulators for 25 solar panels 21/25=0.84note,having a bit more storage than production is a better idea than the reverse. particularly if you want to develop a steam back-up system. that's because accuminalators are cheaper than solar panels.

When do solar panels and accumulators provide power?

There are 2 periods of time where both panels and accumulators provide power (when solar power drops below P untill full night and when day starts untill solar power >P). During those 2 periods solar panels +accumulators provide P power. Accummulators have to provide a maximum of P power,never Q power.

How many accumulator for 20 solar panel?

Except that the ratio 20:21is the other way round : an accumulator provides less power during the night (mean 40kw) than a solar panel provides to the factory (mean 42kw) so,you must have more accumulator to balance that. That is 21 accumulator for 20 solar panel. (5%) by DerivePi » Fri Aug 29,2014 7:32 pm Verified. Well done!

8571+(3/7) KW solar panels 600 MJ capacity of accumulators So, the result is we need 25/21 (= 1.190476^_ (period 6)) more solar panels than accumulators. Or we can say we need 21/25 (=0,84) accumulators per solar panel. Or we can say we need 25 solar panels per 21 accumulators. So the OP post is 100% accurate.

37/13 = 2,846 accumulators / solar panel. Following the math from this forum thread with the values you gave I found a ratio of exactly 2.8 accumulators per solar panel, pretty close to what you got and yeah, wildly

different from vanilla.

So far I got 4.6 K solar panels and 8.7K accumulators and I have a capacity for 44GJ. It seems sufficient with the 14 steam engines from start game, but I would like to know the exact ratio, so I can optimise th production. I read somewhere, that the ratio is 25 Solar Panels to 21 Accumulators. Is that the right ratio?

K2 changed the power output of panels and capacity of accumulators: Solar panel max output: 100kW (from 60) Accumulator capacity: 10 MJ (from 5) As far as I know, the length of the day hasn"t changed. I calculated it in two ways: Way 1: Take the current ratio of 0.84, and multiply it by 100/60 * 5/10, which gets me 0.7

Find blueprints for the video game Factorio. Share your designs. Search the tags for mining, smelting, and advanced production blueprints. ... Accumulator / Solar Panel 0.84 Ratio -- Designed by Cilya on the Factorio Forums. Tags ... Solar panels: 180; Accumulators: 151; Substations: 16; Roboport: 1;

The given number is how many accumulators you need to build per solar panel. So a value of 0.847 means you have to build 0.847 accumulators for 1 solar panel or 847 accumulators for every 1000 solar panels. On Vulcanus, you can see, that qualities above normal for accumulators only lead to more wasted capacity.

The planet Efficient has 120% solar efficiency and 9 minutes day/night cycle. If we want to know the ratio of vanilla accumulators per vanilla panels, we have: R = 0.168 * (60 kW / 5000 kJ) * 540 s * (120 / 100) R = 0.002016 * 540 s * 1.2 R = 1.3. So when on planet Efficient"s surface, we"d have to place roughly 13 accumulators every 10 solar ...

This is a very compact tileable solar panel+accumulator field with the 0.84 ratio between both. I tried to find a good overall size and ratio between roboport and substation coverage, and also having walking space if tiled. It became ...

Alternatively, Jackielope"s cool little square layout above has 6 panels : 5 accumulators, which is close enough, and works into the 24:1 panel:megawatt ratio quite nicely, so you could also have 4 of Jackielope"s blueprints per megawatt, i.e. 20:24:1 accumulator:panel:megawatt.

Just remember that the factory can only use 70% of power produced by a solar panel, the rest needs to be set aside for accumulation. The vanilla ratio is 25:21 (60kw panel, 5MJ accumulator). A factory pulling a constant 4.2MW (70% of 100 solar panels), needs 84 accumulators or 420MJ. Krastorio 2 buffs solar panels to 100kw and accumulators to 10MJ.

A couple weeks ago I embarked on a quest to find the lowest number of accumulators and solar panels necessary to keep a given circuit operational continuously. Long story short: Rc = Rate of energy consumption by the circuit in kJ Rp = Rate of energy production by solar panels in kJ = Ceiling(Rc / 42) * 60

The best Factorio solar panel setup. What you want is to try to approach a ratio of 0.8/0.9 in your blueprint

design. This means that, keeping in mind that an optimal ratio of accumulators to solar panels is approximately 0.84, something that approaches an ideal setup would be 21 accumulators to 25 solar panels.

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 ratio drops a little bit to 68:84 ~= 0.81, since 2 accumulators become shared among each block.

To establish efficient solar energy production as your main goal in Factorio, you"ll want to find the best solar panel setup. Approach a ratio of 0.8/0.9 in your blueprint design for the best results.

You"ll need to figure out one of the two answers if you want to figure out how much solar panels or accumulators you need. The easiest to figure out is power requirement, so the norm is to go ...

I am new to factorio. How many solar panels does it take to charge an accumulator in 1 day? I would like to set up a set of solar panels for use in the daytime, then another set that would be used at night. The night time set would have the accumulators. n.b.

500/21 * P / MW solar panels 20 * P / MW accumulators. These are the numbers I use. So for 2.1MW this works out to 50 solar panels and 42 accumulators exactly. Yay! (Alternatively, this works out to a ratio of 25 solar panels to 21 accumulators.)

The idea is that you can replace any 2x2 solar panel square with a 3x3 accumulator square. So from a mathematical point of view the first integer you can get from this division considering the 0.84 ratio is 75 solar to 63 accumulator which means 25x a 2x2 solar square plus 7x a 3x3 accumulator square.

provide power (P) recharge accumulators. While the sun is out, your solar panels have to output Q power (where Q > P). The accumulators start delivering power when the output of your ...

Community-run subreddit for the game Factorio made by Wube Software. Members Online o Alfonse215. ADMIN MOD Calculating solar panel ratios in K2 . Modded Question So the ratio of solar panels to accumulators is 1:0.84 in vanilla. This old post on the forums goes into detail explaining how this calculation is made. And you can use the same ...

To get 72 MW of consistent power (meaning solar panels are only providing 42 kW at any one moment throughout the course of the day) you need 1715 solar panels, and 1441 Accumulators. Solar panels being 3x3 and Accumulators being 2x2, Substations are also 2x2 (and have a 18x18 coverage area, though technically that is -4 because of their own ...

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