



Factorio solar panel accumulator ratio

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.

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.

I was looking at all the factors affecting the solar panel to accumulator ratio for space exploration, and decided to make a combinator calculator to work it out for me. Inputs are on the left, from top to bottom: - Accumulator used: signal value of one. - Solar Panel used: signal strength of one.

$500/21 * P / \text{MW solar panels}$ $20 * P / \text{MW accumulators}$. 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.)

Except that the ratio 20:21 is 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!

Solar Ratio Calculator. by PFQNiet. ... Factorio version: 0.18 - 1.1 Downloaded by: 2.96K users. A simple mod that adds a button to calculate optimal solar panel ratios. By default, this is just the standard Accumulator and Solar Panel, but mods may change them or ...

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 ...

Factorio Solar Panel Ratio Calculator Number of Solar Panels: Number of Accumulators: Calculate Ratio
FAQs Factorio is a complex game that requires careful planning and optimization of power generation and distribution systems, making these tools and concepts valuable for players striving to build efficient factories.
GEGCalculatorsGEG Calculators is a ...

Hi, thank you for your answer Furyofstars. 1.05 is coherent with my logic. I consider the following: The solar accumulator must be able to hold a charge equal to to the average output of the solar panel multiplied by the time of the night.

But that"s a ratio of 20:21 panels:accumulators, not ~21:25, and something is wrong, and it has to be



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something in this paragraph. ... You'll switch between solar panels and accumulators as your solar panel output crosses the threshold of the power you actually need. Also the amount of power your solar panels can produce is of course ...

Community-run subreddit for the game Factorio made by Wube Software. ... I found that the perfect ratio of accumulators to solar panels is 6 accumulators to 7 solar panels (or just a little bit under). Mithrandirbooga's suggestion is 1 accumulator to 2 panels.

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.

$$\text{accumulator_ratio} = 70 * \text{solar_panel_power} / \text{accumulator_energy}$$
 For example, using vanilla values: $70 * 60,000 / 5,000,000 = 0.84$ If you are a nerd who likes units to match, the constant is 70 seconds. ... But this is Factorio! It is a feature of the game that you can build your base however you want to. Some people want to design everything ...

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 ...

In general this is a technique which works well when you've just researched accumulators and solar panels, but don't have enough resources to build big solar farms and accumulator farms yet. History. 0.13.3: Reduced collision box of big electric pole to allow squeezing between it and an accumulator. 0.13.0: Now connectible to the circuit network.

The accumulators starts to output power when the solar panels output falls below P. Since their output power falls linearly from P" to 0 in time t3, the time during which the accumulator output is growing is $t3 * P/P''$. Thus we have that the energy E_acc restored during the night is

Best solar panel to accumulator ratio? : r/factorio Best solar panel to accumulator ratio? 21 accumulators for 25 solar panels $21/25=0.84$ note, 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.

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

It takes 23.8 solar panels to operate 1 MW of factory and charge 20 accumulators to sustain that 1 MW through the night. The optimal ratio for solar power to charge enough accumulators is 21 accumulators for 25 solar panels (supplying 42kw per solar panel.)

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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). Also ...

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 ...

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 ...

Extra Info. Solar Panles Accumulators Perfect Ratio. solar-panel. Details. Perfect ratio of 25:21 as explained here. Copy to Clipboard. Show Blueprint. Show Json. Takeo LaGarde o 2 years ago.

"Build 21 accumulators for every 25 panels" vs. "build 0.84 accumulators for every solar panel". How exactly do I build 0.84 accumulators? :) Just divide if you need a decimal; reverse operation (ratio from decimal) needs multiplication and reduction by the largest common divisor. Anyway, here's the source:

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 \approx 0.83. When repeating this blueprint in a long row, the accumulator-to-solar-panel ratio drops a little bit to 68:84 \approx 0.81, since 2 accumulators become shared among each block.

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.

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. Overall your factory will require 23.8 solar panels per megawatt, ...

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.

$37/13 = 2,846$ 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.



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