



Subsistence solar panel

Subsistence Description: Subsistence is a sandbox, first person, open-world survival game (single player or cooperative multiplayer). Struggle to build a base

Does anyone know if turbines generate more power the higher they are placed? Or less obstructed by trees or rocks? I'm debating building a tower to get more power from them. Also, it

Solar panels vs Wind turbines Has anyone calculated the metrics of this? It seems like that if you had enough panels, even on a windy day, at 40% power, you'd still be outperforming a few

Let's Play of Subsistence. Normal mode, hunters enabled bsistence is a sandbox, first person, open-world survival game (Co-Op multiplayer is now

Solar with enough generation in excess of load in order to fill enough storage to last through the night is all you really need. Three panels and some storage keeps my fridge (with both

I agree, upgrading a Solar Panel isn't worth the resources needed compared to the power it will produce - Building 2 Solar Panels is much better in my opinion than upgrading an

I finally broke down and decided to add four solar panels to support my regional mining drill. #subsistence #alpha65 #stephentube1967 #stephentubegaming Subsistence is a sandbox, first person ...

Considering the absurd amount of time and effort it now takes to make one panel, I believe the first upgrade (+25%) is now worth it. In terms of output, 4 upgraded panels = 1 new panel. Cost of

Subsistence Gameplay Let's Play - Subsistence is a sandbox, first person, solo or co-op, PvE open-world survival game. Defend yourself from wildlife, the ele...

Solar Panels are one of the ways the player can generate power for their base. It is also one of the ways to make a base generate more than 500 power as the BCU stops producing power at 500. The solar

Many items crafted in Subsistence require power and mass to be made. Once the Base Command Unit has been place the base will have a 500 maximum power and 100 maximum mass. The maximum

With three circuit boards finally crafted, we work on power and mass to craft a new solar panel. Fishing at the large lake provides salmon for dinner

If the base of the solar panel is partially sunk into the surface it is placed on it will produce a max of 50%



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power. This can often happen if you place the panel on a surface from below that

The new base painting system in Subsistence lets you paint walls but why does it look so weathered? ?I can craft solar panels from raw ore but I can't pain...

solar panels does how high your base is determine how well your solar panels get light. i built a 12 story tower at center lake. put solar panels on top. with the sun directly above with no

I've heard many misconceptions and seen many mistakes made with solar panels in Subsistence. It is likely that things that were true at one time are no longer still true.

Was the power cut in half. It's been a while, since I made a new panel. I've been using old profiles, or going without excess. I just made some solar panels, and fully upgraded all of them.

Better to build another solar panel or upgrade? It looks like I can increase the output by 25% by spending roughly third to half the materials to upgrade...but isn't it more efficient to just save

I'm doing a playthrough with the disasters all set to maximum right now, and I've got a massive amount of solar panels, wind turbines, and sterlings spread out over the map.

Turbines don't generate as much power as solar panels. In my opinion you should focus on solar panel production and then when you have a decent amount of panels start making enough

Solar panels are friggen fantastic. 3 fully upgraded panels, with BCU auto-gen, can self-sustain a fully upgraded fridge, and 2 fully upgraded wellheads, and still manage to squeak out about

Both the solar panel and the wind turbine can be upgraded to improve the power generated; the effects of each upgrade is additive. Community content is available under CC-BY-SA unless otherwise

Solar Panel Loot I've played this game now for about 225hrs and for the first time I raided an Alpha base and got an Solar Panel of all things. Is this new.

I started playing this game late in Alpha 58. I came to this forum and asked about solar panels and wind turbines and I got mixed and varied answers to my questions. Some of the answers

I make videos for mostly early access survival games like Subsistence, 7 Days To Die, and Ark Survival Ascended. I do frequent videos - including gameplays, tutorials, and news.

Early Access GameSubsistence is a sandbox, first person, solo or co-op, PvE open-world survival game. Struggle to build a base and gear-up in the hostile env...



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I am little disappointed with the solar panels. The concept is ok, but I unless they will "trickle" into the Power Storage units if the total power gets to 500 (just as the generators do) they

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