

To find this out, find an outlet on the outside of one of your buildings, temporarily craft a battery nearby (magnetized ferrite and condensed carbon), and wire it to the outlet. Interact with the battery (E key), and the power grid display on the right will show you how much power is being asked for, in a unit called kPs.

if there is a battery connected anywhere in your grid, it will absorb extra power during the day, and release it at night. I found this configuration works: 1 battery for every two solar panels. Build just enough solar panels to power your ...

TL;DR: For every 50 kPs of your grid power usage you need 1 battery and 2 solar panels. NMS uses its own unit of power, P, usually with - I assume - kilo prefix, hence kP. Power output and ...

Each panel produces 50 at nominal use and 25 at dusk and dawn. Each battery stores 45000. You should have enough solar panels to keep power up at dusk and dawn (when they produce at 50%) and also charge fully your batteries during the day so you have enough power in the night.

????????-Diablo Valley College. ??????(DVC) ??????????????????, ?????????????????????? ...

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TL;DR: For every 50 kPs of your grid power usage you need 1 battery and 2 solar panels. NMS uses its own unit of power, P, usually with - I assume - kilo prefix, hence kP. Power output and consumption are measured in kP per second and denoted kPs.

Simple question. I've been mystified by it for a bit. Description just says to visit another player's base, but... I've already used the big portal on the Space Anomaly to visit bases made by other players a few times, and no trophy has popped. So what do you ACTUALLY need to do for it? :notsohappyhappy:

