

What's a good solar blueprint for Factorio?

Community-run subreddit for the game Factorio made by Wube Software. Edit: Please take a look at this improved but still simple version. This solar blueprint is intended to be simple: small, without roboports / other complexities. It has a reasonably good accumulator-to-solar-panel ratio, and can be repeated sideways.

What are Factorio blueprints?

Factorio blueprints are an essential tool for anyone planning a tour of the solar system. By allowing users to map out their tour in advance, blueprints help to confirm that no time is wasted during the tour. Further, blueprints are used to plan routes between different destinations, helping to make the most efficient use of time and resources.

What is a solar power blueprint?

This is a solar power blueprint designed to be built from the map view in a late-game base. 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).

How long does a Factorio solar panel last?

Factorio daylight lasts for 208.33s, dusk and dawn last for 83.33s, and night lasts for 41.66s. The solar panel's output scales linearly as time progresses through dusk and dawn, decreasing and increasing respectively. My approach is to combine three things into an array: accumulators, 'output' solar panels, and 'charging' solar panels.

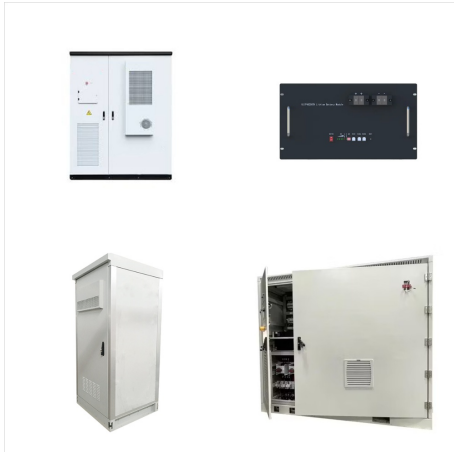
How much power can you pull from Factorio?

How much power can you pull from it? it's about 11 MW Find blueprints for the video game Factorio. Share your designs. Search the tags for mining, smelting, and advanced production blueprints.

How many solar panels & substations are there?

Here's a link to the blueprint string. 14 substations, 373 accumulators, and 444 solar panels. It has a space efficiency (space taken up by panels and accumulators) of 0.9898... so almost 99% and an accumulator to solar panel ratio of 0.84009. Very close to the ideal of 0.84

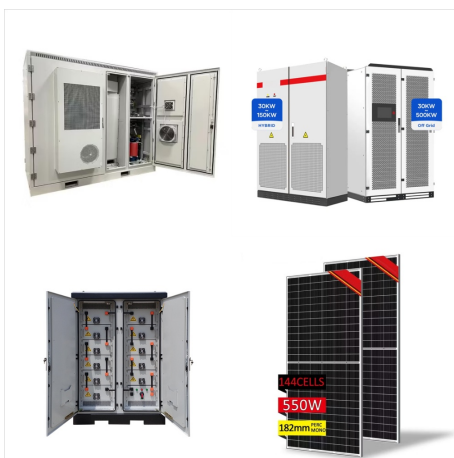
# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



Blueprint Books can be used to store multiple Blueprints. How to share and use community-made Factorio Blueprints: Every Blueprint and Blueprint Book can be exported as a string of characters. To export a Blueprint to a string, right-click it in your inventory or the library and click the grey "Export to string" button. To use another player's



FactorioBin is a site for quickly and easily sharing Factorio blueprints. FactorioBin. About Stats Demo + Post. Base-In-A-Book - Stage 1 Complete - Nilaus. Posted by Nilaus 3 years ago. Base-In-A-Book by Nilaus. Generic Blueprints. Solar Power. View Copy. 12.46 KB 1.1.34 10,342. Snapping 100x100, absolute, on grid.



This solar blueprint is intended to be simple: small, without roboports / other complexities. It has a reasonably good accumulator-to-solar-panel ratio, and can be repeated sideways. The ideal vanilla ratio is 0.84.

# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



Find blueprints for the video game Factorio. Share your designs. Search the tags for mining, smelting, and advanced production blueprints. solar-panel: accumulator: Details. Perfect Ratio with a squared symmetrical design. Does not use full roboport range but looks decent on map so idc. Uses full range of substations while only using 4 of



Due to the ratio getting smaller on these diagonals, the same footprint could pump out more power than just the quality power increase of solar panels would suggest as you need less and less acc to store the energy hence more panels in the same footprint. Therefore: If you increase quality, you can replace accs with solar panels in a layout.

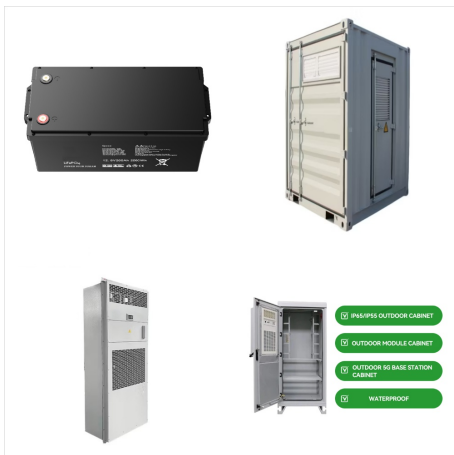


The best Factorio solar panel setup. What you want is to try to approach a ratio of 0.8/0.9 in your blueprint design. This means that, keeping in mind that an optimal ratio of accumulators to solar panels is approximately 0.84, something that approaches an ideal setup would be 21 accumulators to 25 solar panels.

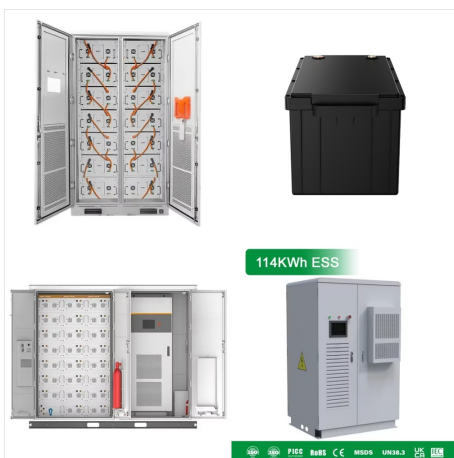
# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



I try to go for an even surface area coverage, which comes out to 16:9 accumulators to solar panels in my latest setup using medium towers. as long as I have enough solar power to charge up the accumulators enough during the day, I have enough power to last a night an then some- which is also useful for having the extra juice to assault biter nests with turret bunkers without ???



The blueprint can be repeated in all directions using the maximum substation range and leaving no empty spaces. By repeating the blueprint or not, the Accumulator to Solar Panel Ratio changes as following: Factorio Vanilla's Acc/Solar Ideal Ratio:  $21/25 = 0.84$ . This BP Acc/Solar Repeating Ratio:  $(47-4)/52 \approx 0.827 = \text{good ratio!}$



Find blueprints for the video game Factorio. Share your designs. Search the tags for mining, smelting, and advanced production blueprints. Find blueprints for the video game Factorio. Share your designs. Companion to the solar panels blueprint. Simple prints, does only accumulators, change the steel chest with a provider chest if you want



# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



Find blueprints for the video game Factorio. Share your designs. Search the tags for mining, smelting, and advanced production blueprints. Blueprint: solar-panel: Details. Blueprint for a solar array that's covered with roboport and radars. 0.54 accumulators short of perfect ratio. Can have 2 tiles (sideways) / 4 tiles (up/down) gap between



If I'm counting right (which I might not be, solar panels are annoying to count in low res), MadZuri's design is 162 accumulators to 196 solar panels. That's .8265 accumulators per solar panel. ??? is 151 accumulators to 180 solar panels. That's .8389 accumulators per solar panel, closer to the 0.84 ratio required to sustain power through the

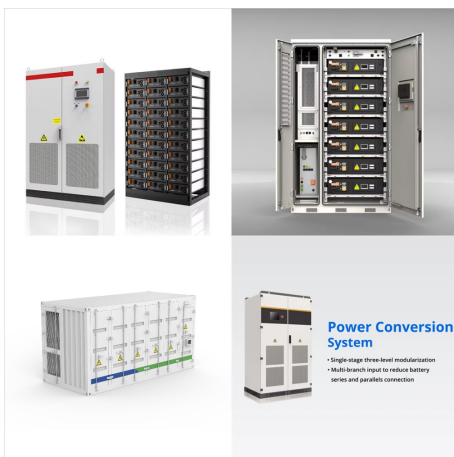


97 votes, 16 comments. 370K subscribers in the factorio community. Community-run subreddit for the game Factorio made by Wube Software. Solar Panel Blueprint (Perfect Ratio 25:21) I made a more efficient solar panel design! (It likely already exists, but I ???

# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



Starting at the bottom or top, put a row of solar panels. Use a filtered deconstruction planner to remove a row of roboports. Place next row of solar panels. Repeat until all the way done. You could even optimize it more by having your "add a solar panel row" blueprint include a row of roboports on the far side of the row building the panel row.



Hello everyone. I was thinking about the energy model of factory, when i decided to look over the internet what people were actually doing. I found a nice design from Cellidor on reddit. Using blueprint and roboports for solar panel farms is especially nice since it allow you to scale the energy production very fast to match the huge consumption that using productivity ???



387 votes, 38 comments. 370K subscribers in the factorio community. Community-run subreddit for the game Factorio made by Wube Software. Skip to main content. Solar Panel Blueprint (Perfect Ratio 25:21) Design / Blueprint Share Add a Comment. Sort by: I made a more efficient solar panel design! (It likely already exists, but I just

# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



The ratio 0.84 comes from 25 solar panels : 21 accumulators, each panel averaging 42 kW in a day/night cycle. So you can guarantee that base will still get powered during the night for that 42 kW per panel. Or 1 MW of power would ???



I noticed that pretty much every tileable 0.84 ratio solar panel layout I've found has a roboport in the middle. I don't always play with roboports, so I was messing around and came up with a layout that doesn't use one. I have not seen this layout before, so I decided to share it with the community. Imgur Album. Details: 200 solar panels



The first calculation is your accu/solar ratio: the number of accumulators divided by the number of solar panels. 0.84 is the standard if you are building exactly the amount of power you need, a little bit less than 0.84 means you have more solar panels, which is good if you are planning to build too many of both, and a little bit more than 0.84 means that you have more accumulators, ???

# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



I recommend only placing these blueprints while in map mode from high altitude. On the ground brings the game nearly to a halt - though there have been dramatic improvements in handling large blueprints with Factorio 1.0.0. (Note to the Devs: a better method of selecting the absolute reference point would be helpful for very large blueprints).



It has a space efficiency (space taken up by panels and accumulators) of 0.9898 so almost 99% and an accumulator to solar panel ratio of 0.84009. Very close to the ideal of 0.84. Here's what ???



Time to go back to the drawing board. To create blueprints in Factorio, you must first switch the game to Blueprint mode (ALT+B). You should see a blue square appear to the bottom-right of your cursor, indicating Factorio is now in blueprint mode. To create a blueprint, click and drag over the area of your factory you want to be included.



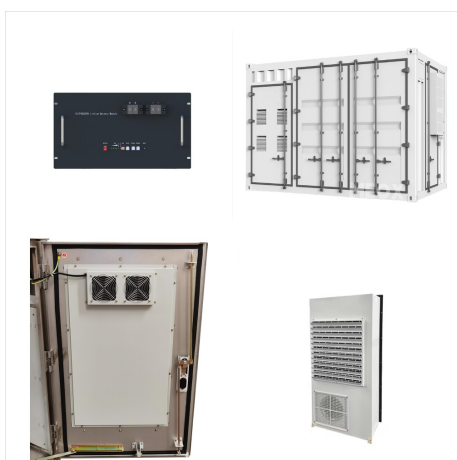
# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



Factorio Blueprints Version 2 (New!) Overview. I hope you find these blueprints useful! A tileable solar panel block with a built-in walkway (or, driveway, I suppose). The ratio is as close to the ideal .84 as possible without wasting space. Blueprint. Copy Blueprint String.



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 Solar Farm: solar-panel: accumulator: Details. I did not come up with this design, all credit for figuring it out goes



This thread is a collection of creative solar panel designs. Rules 1. Your design must be a 96 x 96 square, which is the biggest size roboports can build. 2. Your design must include at least 448 solar panels and 376 accumulators. This guarantees 60% space efficiency. Research has shown that people are willing to pay 40% extra for things that

# FACTORIO SOLAR PANEL LAYOUT BLUEPRINT



I made this solar farm some time ago and thought I would share it now. 20190922184753\_1 (2).jpg This blueprint is only 4 \* 4 substations big but you can place 4 or even 9 of them in a square and make your own bigger blueprint.



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kr-advanced-solar-panel: 16: substation: 1:

roboport: Extra Info. Krastorio Solar:

kr-advanced-solar-panel: Details. Inspired by other solar designs a tileable design that builds itself and includes



I'd personally recommend these two 48x48 blueprints, intended for tiling with roboports leaving a 2 wide gap: without radar, with radar. Both have the same ratio: the one without radar uses one less substation, while the one with the radar has room for a radar, an extra solar panel or two extra accumulators. I made the blueprint with the radar :).