

Increase storage battery size to 300,000 vehicle power units (roughly 30 kW-hrs). Net effect is that electric vehicles drain their batteries roughly 3x or 4x as fast, but the battery is 7.5x as large, so the effective range is doubled.

Cataclysm: Dark Days Ahead, or C:DDA, is an open source post-apocalyptic turn-based survival RPG that challenges players to not only survive, but battle a wide range of zombies and other terrifying creatures that threaten their lives.

Hello, newbie here. I wanted to know how I can recharge my car batteries without travelling too much since I spawned inside a city. Recently I found an electric car with solar panels on it (perfect condition) and I wanted to use it to recharge my car battery but I can't figure out how.

The battery is acknowledging that there is positive power in the network, which suggests that everything is wired correctly. My only question would be if there is a vehicle (something you can modify that has frames) that has something using ...

The UPS works as normal except tools no longer have their own storage when modified. To use the UPS remove the battery on your tool and install the UPS conversion mod. Next craft a UPS device and load it with a battery. Then place the UPS in the recharging station. The UPS tool will draw power from the UPS device.

Yes, the charging station does recharged storage types battery and normal UPS aswell. Reply reply ...  
Cataclysm 2040 - A pre-retcon lore focused CDDA fork upvotes ...

It says "Most damaged (can't repair): swappable storage battery" in the vehicle menu but one should probably be able to repair something as important as a battery.

ALL vehicles can be refitted to work off fuel/electricity, for an electric vehicle you'll need a battery and an electric engine installed anywhere on the vehicle, for a gasoline vehicle you'll need a battery, a tank to store fuel (with the same kind of fuel that the engine consumes) and an engine that consumes fuel.

Power storage: A battery to ensure you can still use your electronics at night or when you run out of fuel  
Jumper cables to attach whatever you are using to make electricity, to your battery if they are separate vehicles  
Wiring: In most houses you can expose wall wiring so you don't have to use extension cords to connect appliances to each other ...

To recharge the UPS, you have to unload it and charge the actual heavy-duty battery. My guess is you need to connect a vehicle battery to the recharging station vehicle, so it can drain that battery to recharge the

rechargeable portable batteries. Then you can charge the vehicle battery by one of the above methods.

I'm sorry, I know this may seem like an obvious answer but often times a lot of cdda info from Google is from outdated sources ... The "battery" mod is for small storage batteries and vehicle batteries. Rechargeable batteries are best recharged in a vehicle charging station, and it must be turned on through a dashboard or electronics control ...

Then you need a battery to store power in, a car battery, large storage battery, ect from vehicles, as you can't run directly off of a power source. You connect the power source directly by being within 1 space of the power ...

For a place to charge batteries, you need a storage component, a recharger, a battery, and a power source, like solar or engine+alternator. You also need a dashboard or electronics control unit to turn on the recharger. ...  
???? My car making a turn in CDDA... just before the ??? Mi-Go / Monsters enters through the ...

28 votes, 11 comments. true. You can use them as very space efficient storage for static power grids (at least in experimental) to the point where one of them is probably enough for basically anything you want to do as long as you have a few solar panels (which are much easier to get now if you check the roofs of certain buildings)

According to the item browser, a storage battery is 22.86 kg, whereas the 85 kWh tesla battery pack is 540 kg. (6.85 kg/kWh) The Prius battery pack seems to be around 80 kg. (~12 kg/kWh) (Which brings into question why we currently need a crane to install a 22kg battery pack, but that's another debate).

Basic power 101 is power source (solar panel), power link (cable if powering separate grids), power storage (battery), and power consumer. You could create a walk-in freezer with a cooler. A lot more storage than your normal fridge.

Place battery in construction mode, then interact with battery and plug in, select oven to wire it to. If the character doesn't have electronic skill, install the battery to a small frame and plug in the oven to this instead. Everything has to be manually linked together.

Right now one panel and a storage battery will cover all your daily incidental needs unless you're powering laser weaponry or floodlights or something else that needs semi-constant high use power. ... (disinfecting, storage, growing, harvesting, hunting, etc) Survival Strategies: (long and/or short term) Off-grid energy: (wind, solar, hydro ...

Then those are damaged and will drain all the power from your system. I don't think you can repair storage batteries. Can't remove them without some kind of a forklift either. If only one battery is draining, get rid of it, smash it out with some bashing weapon if you have to. If both batteries are draining, find another car this one is done.

18 votes, 18 comments. true. I dunno, seeing as its still very easy to set up a decent solar grid and storage battery to power an oven, very easy to just light a tree on fire and cook loads of stuff off of that, really easy to find a gas oven with loads of propane to cook off of, and really just very easy to do a lot of stuff without that much fuss and achieve pretty much infinite cost-free ...

As far as I know you need to have a Storage battery connected to your grid to be able to use appliances. Even if your solar panels generate enough energy to run them. ... Since the main issue has been answered (need a battery), wall wiring: When you reveal it, it turns the wall into a one tile appliance that can pass electricity.

Now that you have something with Hammering 2 (The makeshift hammer) you can craft a screwdriver with the two by fours from downstairs and the leftover parts from the storage locker - whether they are chunks of steel, or scrap ...

I really haven't. However, if you skim the code for `&quot;small_storage_battery&quot;` you will find where they are. Food Vendor Cart, Ice Cream Cart, Welding Cart, Portable Generator all have a chance of ...

Lategame you will probably be using at least one electric motor and probably some laser weapons. A large storage battery is the minimum I put on my vehicles, but a pair of very large storage batteries is the goal. ... If you are starting the epic journey of vehicle creation/modification in CDDA then I suggest first watching this 3 minute video ...

Just like @Terrorforge said, I also thought the `&quot;battery charger&quot;` was a wall-socket-thingy, a `&quot;charging brick&quot;` used on cellphones or rechargeable batteries, or something like that (as the name implies). Is this intended to represent a battery charger's CIRCUIT? If that's the case, then maybe the word `&quot;circuit&quot;` should be added to the end of the item's name, and let be ...

Well, the battery is still not charging... I made sure the alternator is on the same frame as the engine, and the battery on another frame. Added a second battery on a 3rd frame after the 1st one went down to 0, same problem for the new battery... Alternator and batteries are green, not the engine, but not faulty.

Then you need a battery to store power in, a car batter, large storage battery, ect from vehicles, as you can't run directly off of a power source. You connect the power source directly by being within 1 space of the power source and plugging it in or using an extension cord to connect the power source to the battery, extension cords have a ...

The current storage battery system also already does a good job of just having large storage batteries made up of many smaller storage batteries like is done IRL. Someone correct me if I'm wrong because I'm not a chemist but, I don't think there's much survivor usable chemical difference between the lithium chemistries.

Now that you have something with Hammering 2 (The makeshift hammer) you can craft a screwdriver with

the two by fours from downstairs and the leftover parts from the storage locker - whether they are chunks of steel, or scrap metal. You get enough of each when you smash a locker for the pipe.

I look inside the crafting menu for the small storage battery, and get nothing. I am able to craft the medium and regular storage batteries, the small one doesn't appear. I ...

Bookcases and dressers are the best easily crafted storage, while Warehouse shelves require lots of pipes and sheet metal. Entertainment centers are identical to bookshelves, but uncraftable, so they're a good choice to drag into your crafting area if you're squatting in a house early game.

Yeah, a storage battery weighs over 300 pounds, so it's tough for the average character to lift without assistance. You need one of the following: - An NPC friend (preferably average or higher strength) - a telescopic crane vehicle (telescopic ...

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