



Cataclysm dda vehicle solar battery wont charge

What happens if you install solar panels on an electric vehicle?

Sign up for a free GitHub account to open an issue and contact its maintainers and the community. After installing standard Solar Panels on an electric vehicle, batteries are not charged up anymore, even if the vehicle spawned with Solar Panels that previously worked.

What to do if a car does not receive power?

Find electric vehicle (Electric Sports Car and normal Electric Car in my specific case). Install Solar Panels (whether there are properly working Solar Panels already installed or not does not influence this bug). Batteries do not receive power, regardless of weather conditions. Batteries should receive power in daylight.

Can I use solar panels on a gasoline driven vehicle?

edit: Installing the same Solar Panels on a gasoline driven vehicle will charge the batteries as one would expect. Enable debug mode (~) in-game. with debug mode on, the vehicle interaction UI should show how long to vehicle is charged.

How do I connect my car to a solar car?

If you have a jumper cable, connect your car to the solar car by activating the cable. If you don't, you'll need a tool with bolt turning (a wrench works) and then you remove the battery from your main car and install it in the solar car. It'll charge through the day. Learn to drive first. There's cruise control and manual.

Does a jumper cable work with a solar car?

A jumper cable will be less effective but will still work. If you have a jumper cable, connect your car to the solar car by activating the cable. If you don't, you'll need a tool with bolt turning (a wrench works) and then you remove the battery from your main car and install it in the solar car.

How do you charge a car battery?

You can install a battery charger (common loot in kitchen junk drawers) on a vehicle space with cargo capacity (like a trunk, or a box), place the car batteries in it, and turn on the charger from the dashboard or an electronics control unit. This will slowly recharge the batteries in the cargo space with the battery charger on it.

Solar panels do not need to be connected to a roof in my experience. I have a 2x1 solar vehicle that powers my base connected by a heavy duty cable to my main cooking ...

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 ...



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you need to connect a vehicle battery to the recharging station vehicle, so it can drain that battery to recharge the rechargeable portable batteries. It is mounted in a Humvee with a full car ...

As above, the solar panels on the new electric cars in the game do not charge their storage batteries. The solar panels are marked as outside, being on board tiles and not "internal" ones.

Solar backpack currently can be used in 2 ways: one is to charge CBMs via jumper cable and cable charger system CBM, another is disassembling to get solar panel for ...

Having taken about a year off, I've noticed coming back that solar panels just don't work as well as they used to. My guess is that they're doing their job, but veeeeery ...

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Make a wooden vehicle frame, put that on the roof, install solar panels, make another wooden frame downstairs, install the recharging station, and finally connect the two with an extension ...

Describe the bug I have an electrical grid consisting of an array of solar panels. And I have a vehicle with an array of batteries. The grid and the car are connected with an ...

Upon loading my saved game in the experimental I found that all the (partially charged) batteries I'd installed in the RV have no charge and they aren't recharging by solar ...

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. If anyone could help me, then thank you.

As of 0.C (Cooper) Solar panels only function for currently loaded (to memory) vehicles. A vehicle is loaded when it enters the reality bubble (typically within your view ...

So, like, why can't buildings have electricity much like vehicles? Default buildings are clearly-defined entities. Each building could be like an individual immobile vehicle. Fuel ...

I've had solar panels that would charge before, but the problem is that apparently even in "sunny" weather the 10 panels + batteries I had weren't generating a net gain while ...

The minifridge tried to get electricity. It went to all the batteries in the cart asking for charge and they all said no. Then it went to the jumper cable and asked the solar car. The ...



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Regular solar panel produces 111 epower, which translates to roughly 1 battery charge per 3.5 turns of full sun. Other vehicle parts have epower consumption values like: 187 ...

I was running both engines, but even after prolonged periods of vehicle standing still, my batteries never charged up even for bloody cooking, let alone driving. Don't tell me that ...

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Keeping the battery inside also lets you check your remaining power without going outside. Note that batteries have fairly large capacity and regular solar panels are quite ...

Really useful for charging batteries, not sure if it will do larger ones. Slow but easy to install and remove. Put it in a cargo slot, like a chair or box and turn it on from the console. A simple ...

Charging stations are the way to go, hand crank chargers are slow as hell. A super common early building project for me is a solar cart. 1-4 frames for space to mount ...



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