



Rimworld sun lamps and solar power

How much solar power does Rimworld use?

Each solar panel takes up 16 tiles and produces 1700W with 100% illumination. Thus the solar output in Rimworld is at least 106.25W per tile. The sun lamp provides 100% illumination for 100 tiles, so its output is at least 10.6kW, yet it only requires 2.9kW. This means that the sun lamp has an efficiency of at least 366%!

How efficient are solar lamps in Rimworld?

Sun lamps are >366% efficient. Consider a sun lamp powered by solar panels. Each solar panel takes up 16 tiles and produces 1700W with 100% illumination. Thus the solar output in Rimworld is at least 106.25W per tile. The sun lamp provides 100% illumination for 100 tiles, so its output is at least 10.6kW, yet it only requires 2.9kW.

How much light does a Rimworld lamp provide?

They also provide at least 30% light in an 11.718 tile radius, which is enough to prevent penalties for being in darkness. Due to RimWorld's temperature mechanics, an enclosed room with a mostly complete roof is required to actually heat or cool an area. Lamps themselves give a marginal amount of heat, 3 heat per second.

How much power does a sun lamp use?

A sun lamp consumes 2900 W of power from 06:00 to 19:12, the period where plants can grow. While online, it provides 100% light within a 5.5-tile radius. This provides 100 tiles with sufficient light to grow. This allows crops like rice plants to grow in a roofed room.

Does Rimworld need a roof?

Due to RimWorld's temperature mechanics, an enclosed room with a mostly complete roof is required to actually heat or cool an area. Lamps themselves give a marginal amount of heat, 3 heat per second. Rain or snow on a powered sun lamp will cause short circuits and fires. A roof will prevent this.

Are 4 sunlamps wasting power?

If that is really 4 sunlamps in that one room, you are very, very much wasting power. The sunlamps take a LOT of power to run, and you have them completely overlapping. You'd be better off running just 2 of them and using every tile of each (with zero overlap) for planting.

If you're looking for a sunlamp to power up. Solar panels and a few batteries will do the trick. Windmill is high risk high gain. If you have wind you produce a lot of electricity. If not I hope you have ...

Allows you to customize how much power the sun lamp requires. From 0 to max, whatever you want. To change stuff, access it through the mod options via "Custom Sun Lamps". Note: Due to limitations to how Rimworld does stuff. The power requirements text for the sun lamp will not change. However, it will drain the custom power requirement, it just ...



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Discussion, screenshots, and links, get all your RimWorld content here! ... Solar isn't terrible, though. I find the best use is supplementing power for sun lamps. Sun lamps are on during the time solar works and off during the time they don't, so they can support sun lamps without batteries and with only a slight loss in growing efficiency. ...

A sun lamp uses 1600 kw. A solar panel at max output is 1700 or more. But I have no idea if they work at all, and if they do I'll bet it's less than 100% light per sun lamp.

I do have Fuze mod so ZZZT isn't super problem, mentioned to the other comment, colony is in a mountainous region so mass solar farm isn't the greatest option, also haven't researched it yet, and last, I do actually have better power, with vanilla expanded I have advanced power generator, for both water mill and geothermal which nearly doubles their output, but alas trying to power ...

Solar generators produce up to 1700 W of power at 100% natural light. Power is a direct product of light level; for example, 50% daylight gives 850 W. An eclipse blocks the sun, but weather conditions like rain, fog, ...

First you need link all power sources to one net and place lamp in 6 tiles range of any piece of net (generators, batteries and conduits work same for it). Second you need enough power sources ...

The Sun Lamp is a lighting object found in the furniture tab that produces a wide area of light, enough to boost crop growth indoors and at night. The drawback being that a Sun Lamp consumes a whopping 1600W of power. For reference, ...

A place to discuss Tesla Solar Panels, Solar Roof, Power Wall, and related gear. If you're into solar energy, tesla, or cool technology, this is the place for you! Be sure to visit our friends at [r/PowerWall](#) and [r/TeslaMotors](#)!

I've yet to even use solar or batteries. Two geothermals is usually enough for 15ish colonists as long as you either don't use, or switch off, turrets (and don't place sun lamps everywhere). Usually I have no issue securing three of them for surplus power for whatever I want.

I have 2 solar panels, one battery, and one generator to power my battery and heater. A solar flare just hit and I don't understand why my sun lamp went off while my two solar panels have a full load of store energy (4440w, I didn't even ...

A sun lamp consumes 2900 W of power from 06:00 to 19:12, the period where plants can grow. While online, it provides 100% light within a 5.5-tile radius. This provides 100 tiles with sufficient light to grow. This allows crops like rice plants to grow in a roofed room. As the natural sun doesn't always provide 100% light at day, a sun lamp causes plants to grow somewhat faster.



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Sun lamps work only during the day yeah, so a bunch of solar panels are probably better. though solar has a ramp up time and lights go full power to panels aren't a total cover. this ramp up means that green house plants do get slightly more growing time since they skip straight to full growth while a plant outside has to wait for full brightness.

Fairly new to Rimworld, playing completely vanilla. I have two solar panels completely full of charge, two batteries about half-full, and a wind turbine running during the day. Even though my solar panels are always full of power on top of having the batteries, stuff in my base seems to always lose power. What could be the issue?

Sun lamps radiate roughly that distance So if you tried to build a perfectly square room that has a sunlamp and all space is usable, that would be 11x11 and the roof would collapse where the lamp itself goes (literally just the single square).

Also veteran tip, if you can get away without using batteries, like say a map with a river and using a whole lot of watermills, you can get a whole lot less Zzt events which can be a huge pain. Sun lamps only run in the day so you can use solar panels to also facilitate this since they stop producing power when sunlamps shut off.

Build 1 room with 2 solar lamps and a geothermal generator. Generator keeps plants warm, 1 vent lets heat out in summer, 1 heater keeps plants warm in winter, a small batterybank is charged at night, so the system is essentially self sufficient.

Long answer, slightly yes. The light level in Rimworld has a ramp up and ramp down time each day. You can see this with the Power output on your solar panels whereas the lamp switches on and off and are at 100% immediately. You lose an effective grow time of about 1 hour a day which in the long run is not much at all.

Additionally, I wanted to conserve power, so my sun lamps are on a separate circuit of solar panels, that is (supposedly) designed so that it will lose power as soon as the crops hit their resting state, and regain power in the morning when the crops exit resting state.

Power is stored in the form of Watt-days (Wd), where 1 Watt-day can power a 1 W appliance for 24 hours. Each battery can store up to 600 Wd, but only store at 50% efficiency. This means that, for the purposes of storage, 1 W for 24 hours would only give 0.5 Wd inside a battery. Batteries lose 5 Wd of stored power per day, even if they aren't connected to anything ...

The sun lamp provides 100% illumination for 100 tiles, so it's output is at least 10.6kW, yet it only requires 2.9kW. This means that the sun lamp has an efficiency of at least 366%! Some ...

RimWorld. All Discussions ... Even in that climate, a sun lamp when used for hydroponics in an roofed chamber is the best way to survive a toxic fallout event or a volcanic winter... both events can cripple regular agriculture in any climate ;) ... And power, and total crop loss during solar flares. #12. Raymond. Jul 7, 2020



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@ 1:32pm to be fair ...

2 extra sun lamps would cost 80 Steel for the lamps, and 400 Steel, 12 Components for 4 solar generators used to power the lamp. Outside of the planet's poles, these generators are enough to power 2 sun lamps with a battery or two.

So what I'm doing now is just setting up a separate circuit for the sun lamps, with one solar panel per lamp. There's an excess of 100W power, but they'll blink out at night and turn back on in the morning by themselves. ... Rimworld is a complex game it's awesome working these things out isn't it ... That way when there's an eclipse I manually ...

12 votes, 17 comments. A Sun lamp need 2900W of power! In comparison with this amount you could powered 14 Coolers or 18 Autocannon turret. ... Discussion, screenshots, and links, get all your RimWorld content here! Members Online o ... Essentially takes two Solar Panels to power one Sun Lamp in a normal sun cycle biome. I do miss the 1:1 ...

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