



# Scrap Solar Power Mechanic

Hello, so, in Scrap Mechanic survival, my fps are ok, but when I build my first car and drive it, the game drops to 10 fps. Why is that? All of my settings are on the lowest of the lowest and it still happens. Share Sort by: Top. Open comment sort options ... I made my own solar panels for SM. They generate power for an electric engine or battery.

Totebots drop them 75% of the time instead of 100% and when not dropping them they drop Scrap Metal 25%. Haybots drop them 25% of the time and when not dropping them they drop a Component Kit 25% or an extra Scrap Metal leg 50%. Reduce the drop rate of them in Supply Crates and Chests by 50-75% especially outside of the starting spawn area.

But it would be cool to add both solar and wind power. So that you can make machines that run on them, and a way to charge batteries, for an electric engine. And also using wind to run ...

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Trying to setup multiple mini auto farms and am wondering if anyone has found an easy way to find the borders so as to prevent raids. I still intend to keep a larger farm to use occasionally but thought it would be cool and convenient to automate ammo with minimal risk.

Processor: Terran Scrap Recycler: Solar - 1.33:1:25.68 Processor: Terran Scrap Recycler: Terran Solar - 1.33:1:89.9 Silicon Carbide only (4,320 per hour) Processor: Terran Scrap Recycler: Solar - 1:3:22.28 Processor: Terran Scrap Recycler: Terran Solar - 1:3:78-----Ok so here are the numbers Scrap Processor - 1,500 Energy Cells + 150 Raw Scrap = 150 ...

15 &#0183; From France to Taiwan, companies are experimenting in ways to recycle discarded solar panels and wind turbine blades. ... (50,000 pounds) of aluminum as scrap metal; glass is ...

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Game Discussion for Scrap Mechanic! Members Online (WIP) Remaking the RMS Titanic, this is an absolute behemoth, sitting at 1.250+ blocks in length, having fully detailed hull, down to rivets, and completely



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accurate interiors.

Game Discussion for Scrap Mechanic! Members Online (WIP) Remaking the RMS Titanic, this is an absolute behemoth, sitting at 1.250+ blocks in length, having fully detailed hull, down to ...

You may even wonder: Can you sell solar panels for scrap? The answer is yes! Some companies offer scrap purchasing services specifically for PV solar panel modules - meaning not only are you disposing of your old ...

Kosmo isn't part of the old gang. It was scrapman kAN and moonbo (and don't forget comodo) Don't get me wrong, I really like Komso, but you're asking the wrong question. It's always been them 3 and it still is every Monday. Kosmo is kANs friend and he's more of a zeepkist player then scrap mechanic.

This may have already been said. But it would be cool to add both solar and wind power. So that you can make machines that run on them, and a way to charge batteries, for a electric engine. And also using wind to run automated farms, or even water wheels to power generators, that provide electricity to electric motors. you could even use the FANS or TURBINES to make ...

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I haven't been playing much for a while; I pretty much keep up with kAN's videos, and that gives me my Scrap Mechanic fix. Reply reply epicpog64847 o He is called scrapman if you've ever looked up scrapmechanic on you've probably seen him ... I made my own solar panels for SM. They generate power for an electric engine or battery ...

i'm a bog fan of survival/sandbox/building games that include renewable energy in the game. Maybe if we got survival, which i think would be fun, that could be incorporated with the ...

I love playing scrap mechanic to build vehicles and machinery. This just seems like it adds a ton of arbitrary and annoying steps keeping me from experience the meat of the actual game. Which to me is the mechanical building. ... I made my own solar panels for SM. They generate power for an electric engine or battery.

There is no doubt about the added value of wind and solar power in the energy transition. But what happens to wind turbines and solar panels when they reach the end of their service life? How can we reuse the ...

Welcome to another episode of Scrap Mechanic Gameplay! Today we add some awesome moving solar panels to the base, and open up submissions for a cool new proj...

In scrap mechanic, rather than all objects of the same volume having the same bouyant force applied, they



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have different bouyant forces just because. Reply reply ... I made my own solar panels for SM. They generate power for an electric engine or battery.

So im pretty new to scrap mechanic and iv stockpiled a nice supply of batteries and wondering how this loot only fuel matches up to its strangely renewable counterpart gas. Is electric power more efficient, is it planned to be better suited for long term use, am i missing somthing or is electric obsolete?

Why did someone make a new scrap mechanic subreddit when this one has been around for 6 years? u/dartfrog just curious if there"s a particular reason Reply reply ... I made my own solar panels for SM. They generate power for an electric engine or battery.

The solar panel would only generate power during the day, creating a day/night electric fuel economy. Partnered up with battery-requiring lights ad controllers, etc, this would be awesome. The wind turbine could work with a randomly decided wind system, each day the wind is a different strength and direction, meaning players need to adjust turbines accordingly to ...

In multiplayer my co-op partner pretty much can"t play due to the lag, first day or two we played it was fine/normal but suddenly the game just went to hell in a handbasket things glitching all around the screen / juddering / jittering, car floating etc.. the meantime if anyone finds a remedy please let me know, our only option right now is just looking at the scrap mechanic icon & ...

Bonus: while at it you can set the power per fuel on engines. Set it to 500000 or something and 1 gas lasts you an eternity. ... Go to the game folder. &quot;steamsteamappscommonScrapMechanicSurvivalScriptsgameunits&quot; open &quot;TapeBotUnit.lua&quot; with notepad or notepad++ find the line: &quot;self.rangedAttack.damage = 55&quot;

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