

You cant reasonably compare trade hubs to solar panels, because they are doing very different things, yet slar panel are stable source of energy, while trade hubs are high risk high reward module, very specific, and strategically placed, can ...

Solar panels are generally not worth the cost on a starbase. If your economy is great in every other way then monthly trades of alloy"s can ride you over on energy credits until you can build them up. Generally the best sources of energy credits are generator districts, space based mining, and trade.

In practice, Solar Panels fulfill a completely different role from Trade Hubs. In the late-game they are strictly inferior to Anchorages, and they are primarily used as early-game productivity tools that do not require pops to work in jobs.

I can"t seem to find a non-gestalt (only machine intelligence) that can build solar panels on space stations (seems to be replaced with trade hubs for everyone else). Stellaris v2.2.4 DLC

It"s incredibly efficient in the early game when Gestalts will be building their first solar panels, because it breaks the limit on building contruction, alloys, and science (if hives) being gated by a purchase of 52 minerals a month before you employ super-inefficient miners.

In practice, Solar Panels fulfill a completely different role from Trade Hubs. In the late-game they are strictly inferior to Anchorages, and they are primarily used as early-game productivity tools ...

Looking on the wiki along with many, many posts online, it states that Solar Panel Networks give 3 energy, however, unless I"m misreading it, on my game it says that it gives 6. The only mods I have is one which only increases leader levels, and one gives said levels a ...

It"s incredibly efficient in the early game when Gestalts will be building their first solar panels, because it breaks the limit on building contruction, alloys, and science (if hives) ...

Web: <https://www.gennergyps.co.za>