

Planet Craftsman Wind Power Generation

No wind

They may not look like they're turning but that's what happens when you don't have enough power. It does not matter where you place them, they will always produce power. Similar ...

Despite building 20 wind turbines, no energy was produced because the wind turbines didn't spin. Again, the turbines do not produce energy when they spin; they spin when you are ...

The Wind Turbine is unlocked when you create and equip the [Microchip - Construction. The Wind Turbine generates power to run all the machines on the planet. It provides 1.2 kW/Second of Power. ...

There's no actual wind mechanic to worry about if you're out of power just build more turbines.

There is a monitor you can build for tracking energy level on your planet. I would recommend you to upgrade your power source as soon as the recipe unlocks.

Make sure you have enough of them to provide power. They don't turn unless you have an excess of power. I would build few more.

Community content is available under CC-BY-SA unless otherwise noted.

Build more so you have enough to power your base, then they will start spinning again. The windmills aren't spinning because your entire base is turned off, so nothing is drawing power.

All that matters is that Power Output > Power Drain. That's all it is. If you have 10 Power Output and 8 Power Drain, everything is fine. If you have 10 Power Output and 11 Power Drain, ...



Planet Craftsman Wind Power Generation

No wind

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

