

# Solar Panels

The Solar Panels in Environmental Energy are capable of generating large amounts of energy from the sun. The panels have a few ways of improving their output such as switching out the Solar Cells for higher tier variants, or switching out the null modifiers with other modifiers.

## Basic Requirements

This multiblock obviously needs access to the sky in order to be able to actually generate energy however you do not need every cell exposed to the sky in order for it to function. Its fine to have cells covered by other blocks that don't let light through just don't expect to get any energy generated by those specific cells. The panel will only generate energy with the sky exposed solar cells. It is fine to have glass above the panel also.

## Modifiers

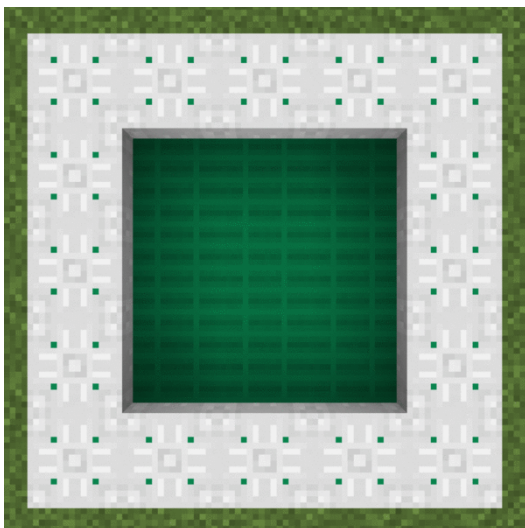
The following list are all of the usable modifiers on the solar panels:

- Piezo Modifier - Allows the panel to generate energy from rainy and thundery weather.

## IO Blocks

Currently the only usable modifier on the Solar Panels is the FE Output. You can fill the other IO slots with any other IO Block although obviously it won't provide any functionality. One thing you should keep in mind is that the FE Inputs can be upgraded and you may need to do that in order to get the full amount of energy out of your panel. Alternatively you can use multiple FE Outputs.

## Efficiency



Panel Tier	Max Efficiency
Litherite	0.56
Erodium	0.64
Kyronite	0.72
Pladium	0.80
Ionite	0.88
Aethium	0.96
Nanorite	1.00
Xerothium	1.00

---

Revision #12

Created 15 July 2021 19:04:01 by ValkyrieofNight

Updated 6 October 2021 16:37:12 by ValkyrieofNight