

What is the difference between cap booster and cap recharger?

Capacitor Booster allows injecting more capacitor at demand. The module consumes cap booster charges. Each charge gives a set amount of energy. For example, Cap Booster 200 will give 200 GJ of energy. Cap Recharger reduces capacitor recharge time. The result is faster capacitor recharge.

Does Eve University give a bonus to capacitor capacity?

Mindflood Booster gives a bonus to capacitor capacity. Antipharmakon Aeolis gives a bonus to capacitor capacity. EVE University members can get full reimbursement for most of these skills, among many others, through the University skillbook program. Capacitor Management - 5% bonus to capacitor capacity per skill level.

What is the difference between a shield booster and a recharger?

A big difference is that the shield booster uses capacitor energy to give you bigger boosts to your shields. The recharger does not use capacitor and thus the amount it helps is smaller. Which one to use - depends on the ship and what you will be doing. Both of the modules have situations where they work better than the other one.

Does Eve have a Powergrid?

Every ship in EVE has an internal generator, which provides the "powergrid" you see in the fitting window. Modules fitted onto the ship connect to the powergrid and reserve a portion of the generator output for themselves, reducing the remaining powergrid when fitted.

What is capacitor recharge time?

$T$  is capacitor recharge time. Capacitor recharge, therefore, peaks at 25%, and the advertised "Capacitor Recharge Time" is actually the time for the capacitor to go from dead empty to 98.7%, assuming no drains or boosts.

What is a capacitor recharge rate?

The capacitor recharge rate is a non-linear function--the rate at any given moment depends on how much energy is stored at that moment. Near zero and near full capacity, the recharge rate is very low, and it peaks at 25 percent. The important thing to remember is that the recharge rate declines dramatically once it falls below 25% of capacity.

Capacitor warfare is the attack strategy of using equipment to drain a target ship's capacitor, its available energy for powered modules. A ship without sufficient capacitor energy can lose the ability to fire certain weapons, ...

Capacitor Batteries are also available on the market. These modules increase capacitor capacity. These range from Micro to Large. The size of the battery that you can fit depends on your ship's powergrid and CPU. To

fit a capacitor battery, you generally need to have Science, Engineering, and Energy Grid Upgrades skills trained.

Edited by: Ban Shui on 20/01/2008 16:05:58 Generally cap rechargers are better, the cap batteries use a lot of powergrid/cpu, and rarely improve the max recharge rate by more than a recharger.

Battery effectiveness is much harder - depends on ship, pilot skills, and other cap-affecting modules currently fitted. For example a small cap battery II on an interceptor is more ...

To the OP: I have yet to run across a situation where a cap battery on a battleship gives better cap recharge performance than a cap recharger. The only reason why cap batteries really work on smaller ships is because you can "oversize" them, but there is no "oversize" cap battery for battleships.

A Capacitor Recharger is a mid-slot module which enables a ship's capacitor to recharge more quickly. Since cap is used up in most ship functions (especially repair and running away) this is generally viewed as a good thing, although some pilots prefer to use system-specific boosters, such as Shield Rechargers.

It says "Capacitor Warfare Resistance Bonus = 25%" in Pyfa and "Increases capacitor storage. Provides defense against Energy Leech and Energy Neutralizer effects" in ...

Eve Online. Combat Sites. Ship Fits. Hacking Sites. ... II Reactive Armor Hardener Damage Control II Medium Armor Repairer II 10MN Monopropellant Enduring Afterburner Medium Cap Battery II Cap Recharger II ...

EVE Online Forums New player and capacitor. New Citizens Q& A. Flin\_Vuld (Flin Vuld) October 12, 2018, 2:08pm 1. I'm new and a little lost. During the Battle of the Ruins in the tutorial my capacitor ran out. ... The capacitor has a finite amount of charge and using these modules will consume "cap". The capacitor will recharge over time ...

Treat cap rechargers as shield rechargers. They give you a faster regeneration time. Fitting a large cap battery to a cruiser typically doubles its capacitor, giving you almost a ...

Looks like I'm going to be using cap boosts on my latest ship (Pacifier). I haven't used cap boosters before. I know what they do and I can make sizes from 25 to 400. But I don't know how I should judge what size boosters to have with me. And don't know how many I should carry each time out. Thanks

In general, Cap Rechargers are most useful on things like Battleships and some of the bigger Battlecruisers. For ships smaller than that, you'll actually do better with a Cap ...

In a frigate you have to take the ship's capacitor capacity and recharge rate into account. While I only have a 250 capacity I never run out of cap because I have 2 cap relay ones which give me a 250/120 ratio with my

skills. With the battery I go up to 310 but the recharge goes also giving me 310/150 which is ever so slightly worse.

Treat cap rechargers as shield rechargers. They give you a faster regeneration time. Fitting a large cap battery to a cruiser typically doubles its capacitor, giving you almost a 40% recharge time, vs a cap recharger which only offers you 20%. Think about it like that ^\_^

Battery effectiveness is much harder - depends on ship, pilot skills, and other cap-affecting modules currently fitted. For example a small cap battery II on an interceptor is more effective (and cheaper) than a cap recharger II, because after the MWD nerfs your cap, the battery increases your capacity by greater than 25%.

Capacitor batteries are good for when you think you're going to get neutred out but need to be able to burst your capacitor level up to keep modules running. In short, if you're making a PvE cap stable ship the cap recharge time mods are probably what you're looking for, if you're looking for a pvp ship the cap batteries are what you need.

Cap Battery and Power Diagnostic System increase the overall capacitor capacity, and Cap Recharger, Power Diagnostic System, Capacitor Flux Coils (at the cost of cap capacity), Capacitor Power Relay (at the cost of shield boost amount) the recharge rate. ... also look at your fit and simulate it with active modules you'd normally have running ...

Generally cap rechargers are better, the cap batteries use a lot of powergrid/cpu, and rarely improve the max recharge rate by more than a recharger. That's why you won't see ...

Note: This is the first version of EVE Workbench Fleets. Please keep in mind that we are still developing this feature and we need your input to make this better! You can either join our Discord-server, Subreddit or create a ticket on our ...

Bigger boosters means you need to reload quicker and can bring fewer boosters. (And a bigger capacitor booster module means it can hold more boosters). Generally I would ...

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