



Can the lockers in 7 Days to Die be moved

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Upgrading existing blocks don't work, but placing a block will remove the location as a potential quest going forward. That means your items won't get replaced/wiped out. Great when setting up little ...

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The Lockers is a map-generated storage container found in various buildings. These are usually found as two lockers stacked on top of each other, in addition to a version which is led of the floor as if it ...

Items can be found stored in various objects. These objects can be generated by the world itself or crafted. Every storage container can store up to 9 stacks of items except for the Secure Storage ...

A locked Storage Box can only be opened by players that have previously entered the current access code. If locked and no access code has been set, only its owner is able to access and unlock it.

I'm starting on my very first base and I need to move some stuff as I've expanded an existing wall and want to put some stuff inside a nearby building. Is there any way to pick up and move things without ...

Really you can take over any preexisting building as a base, provided you can clear it out first. Just place down a land claim block and bedroll to stop zombie spawns.

But, remember to get the items out before moving any big object. If you didn't place the object down, you won't be able to move it. If you placed an object outside the land claim block area, ...

Picking up placed items is pretty safe from exploits I think; you can already do it with multiple things, like workbenches. There's no good reason we can't move an empty storage ...

Load up on items from the first box; you can even be over encumbered as it won't matter. Type in TP <coordinates> your wrote down for the second box. This will teleport you in front of the ...



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