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Subject: In game storage locker CMD

Posted by [Starbuzz](#) on Mon, 13 Apr 2026 01:49:39 GMT

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Hey all, I am curious to know if something like this is possible to code in Renegade.

Is it possible to store weapons in-game in some virtual locker for use later?

Say you are GDI and you get hold of a Railgun but you kinda want to save it without fear of losing it if you die.

So before you go on that suicide mission to Nod base, you type this command in chat:

!locker store railgun

The Railgun gets removed from your character's inventory and kept in a virtual in-game locker.

Then you die and respawn and want the Railgun back so you type:

!locker take railgun

Boom, you get back your Railgun.

Locker is deleted if player leaves server.

Any thoughts? Is this possible to do? This is simply a question and not a request.

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Subject: Re: In game storage locker CMD

Posted by [\[-HOH-\]szymek777](#) on Mon, 20 Apr 2026 13:09:12 GMT

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It can be made with lua easily but its server-side plugin

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Subject: Re: In game storage locker CMD

Posted by [Unstoppable](#) on Mon, 27 Apr 2026 08:11:33 GMT

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I might implement this in Essentials next release. Nice idea

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Subject: Re: In game storage locker CMD

Posted by [BlazeDragon](#) on Wed, 29 Apr 2026 12:42:16 GMT

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Huh. That is an interesting idea. I assume it wouldn't persist between maps? I guess we'll see people using !drop less because of this feature though. That's fine though, I guess.

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