ok, here is what "can" be possible...Stealth-> i have not tried with anything other than vehicles and characters.... but you never know maybe tiles will work as well, but that would kill the beacons in levels.Teleport->Well, this is pretty limitless... NH, yes, that would work, as well as a lot of other options, just a matter of me sitting down and drawning out the script designs, but so far, that has helped me majorly   keep the ideas coming, im VERY interested in making this a public dll, and see if i can get it out to as many ppl as possible, but.. what i WILL do is... this dll will be a part of my expansion pack, with will be patched, updated as needed etc... so, expect any script i make to be public.don't forget jonwil, he is also a major part of this, without him making a way to "insert" a dll between the game.exe and scripts.dll, none of this would have been possible.