ok thanks for clearing that up....i read the read me and i thought there were 3 textures you were not to move(or some crap like that)....i understand now

Whatr i meant about the trasporting itno object is that if you jump into the zone,You land past the coords.....say your suppose to land
 10.23X
 -21.45Y
 1.2 Z

If you jump into the teleporter you might land on ...

11.02 X
-21.40 Y
1.2 Z

i had my zone set near a wall for one of the teleporters and since many people won't just walk in them...they'd prob jump they wont land exactly where the coords are.

Not a problem.,...i simply left room around all the area you teleport to.