I didn't catch much of what you just said but anyway. I think maytridy was just reading my original teleporter tutorial that shows you how to use the script in general. The one i wrote for the teleporters uses a spawned because it is more accurate than the arrow method. Also make sure your using version 1.01 of the scripts.dll too, theres a link in my signature. I know that Renegade Realm have links to all sorts of versions for use with their Ren Alert mod (probably version 1.0 RC2 or something). The lastest scripts are backwards compatable so it's a good idea to have the latest.

_General Havoc