JFW_Gate_Zone_2 is attached to a script zone (I've had more luck with JFW_Gate_Zone), the level editor was probably crashing because of an empty script field you left blank, or if the level editor was crashing after you placed the gate it was probably because the W3d was bad. ID preset is the ID of the gate not the script zone. Animation is the animation of the gate opening (ex. jggate.jggate). This is all discussed in the read me files that come along with the scripts. JFW_Gate_Zone_2 is for vehicle style gates, while JFW_Gate_Zone is for tile style gates.