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Subject: Re: Teleportation

Posted by [Dreganius](#) on Thu, 24 Jan 2008 01:48:23 GMT

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I always thought it had to do with stripping something down to its constituents, saving that as data, sending to another teleport module/location, and re-assembling the constituents in the same way as the original. That sounds easy enough. But then you have to take into account that there are other factors to life, and that stripping away the physical being leaves the non-physical behind. It's like making a clone, it's a shell, so to speak.

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