I don't know if the script already exists, but it could be done with a script zone, and attach a script that on the ::Entered event checks the preset name of the object entering it. If it isn't a preset name that you want to be useing the tunnels, then teleport it to defined locations.
Maybe something like this:


```
void Vendetta_sniper_tele_zone::Entered(GameObject *obj,GameObject *enter){
if(((strcmp(Commands->Get_Preset_Name(enter),"sniper_preset_name1"))== 0) ||
((strcmp(Commands->Get_Preset_Name(enter),"sniper_preset_name2"))== 0)){
//do nothing because they are a allowed sniper preset
}
else{
//they are not allowed to be there, so teleport them
Vector3 NewPosition;
//Have the new location as a user input param
NewPosition = Get_Vector3_Parameter("Location");
Commands->Set_Position(enter,NewPosition);
}
}
```