jonwil
Teleport on enter if preset is easy, I will make that

As for the give points thing, basicly, the points will be given to whatever object is the "killer" (i.e. whichever object actually killed the thing)

No, I wont put the prefix RA2_ on these

Im interested in both these scripts...

For the teleport on enter can there be a keycard parameter..such as 0=none ,1=key 1 and so forth.

on this killing point value...can you make a specific zone to only give out kill's to a player in this zone(kills outside this zone arent counted)....This would help with a King of the Hill map where a player picks up a keycard that's spawned ,then enters a teleporter with this keycard and teleports to the hill where a zone will be counting only players in this zone's kills,then possibly use the DM script to end map on x amount of kills from that zone by any team or certain player.