:/ Which did you use? the location version or the object id version? (Hint: The object ID version is easier to learn.)

To make this work, you'll need to make a scripts folder inside your mod folder.

1. You need the Object ID of the object you wish to teleport to.
   a) Place an object where you want to teleport to (Use "Dave's Arrow"; also place the arrow a bit off the ground to avoid being stuck in the ground when you teleport)
   b) Double click it and get the object ID. (Write this down!! Example: 11203)

2. Next, go to where you want the teleporter.
   a) Place a ScriptZone_All where you want the trigger to be where you teleport.
   b) Double click it and go to the Scripts tab. Add/Attach the script TDA_Teleport_Zone
   c) Parameters:
     -Name: "Object ID"
     -Value: "11203" (or the ID from 1b)

There ya go!

-Thanks,
MathK1LL