heres something else i have a teleport command but every map is diffrent now heres the code string

        Commands->Set_Position(obj,"

how can i make it so it also moves it to where the renegade spawner is (objects>startup spawner's>renegade spawner

so like everytime i do the command it places the player in the spot where that spawner is on the map that i edit

any way of doing that?