

****Checkpoints using Script area's****

First of all you make a ScriptArea large enough for the player to walk through.

I call mine **"ScriptArea_1"**

[5tz860.png](#)

As second thing create a PlayerStartArea this time I call mine **"PlayerStartArea_1"**

[2qs17op.png](#)

as for the script:

[Spoiler]

```
void OnStart()
```

```
{
```

```
AddEntityCollideCallback("Player", "ScriptArea_1", "Restart", true, 1);
```

```
}
```

```
void Restart(string &in asParent, string &in asChild, int alState)
```

```
{
```

```
CheckPoint ("FirstCheckpoint", "PlayerStartArea_1", "Happening", "DeathCategory", "Deathtext");
```

```
}
```

```
void Happening(string &in asName, int alCount)
```

```
{
```

```
/Stuff you want to happen after you die/ } [/Spoiler] and for the .LANG file [Spoiler] <LANGUAGE>
```

```
<CATEGORY Name="DeathCategory">
```

```
<Entry Name="Deathtext">Text you want in the black screen after you die</Entry>
```

```
</CATEGORY> </LANGUAGE> [/Spoiler] Now if you die you respawn at the PlayerStartArea you created.
```

From:

<https://wiki.frictionalgames.com/> - Frictional Game Wiki

Permanent link:

https://wiki.frictionalgames.com/hpl2/tutorials/scripting/checkpoints_using_scriptarea_s?rev=1347791026

Last update: **2012/09/16 11:23**

