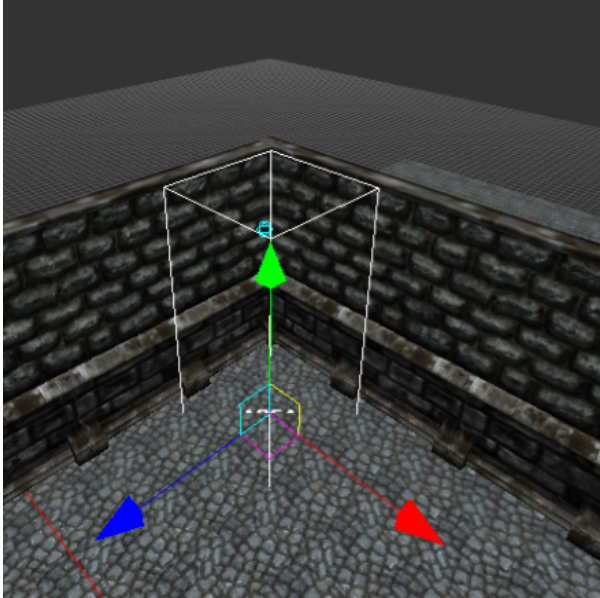


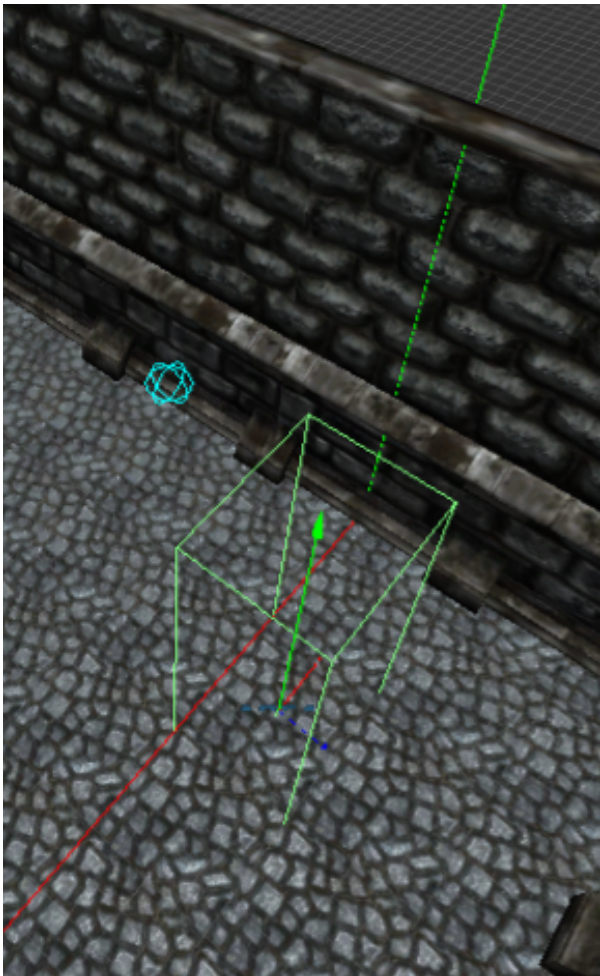
Checkpoints using Script Area's

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

I call mine **“ScriptArea_1”**



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



as for the script:

```
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/
}
```

and for the .LANG file

```
<LANGUAGE>

<CATEGORY Name="DeathCategory">

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

</LANGUAGE>
```

Now if you die you respawn at the *PlayerStartArea* you created.

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