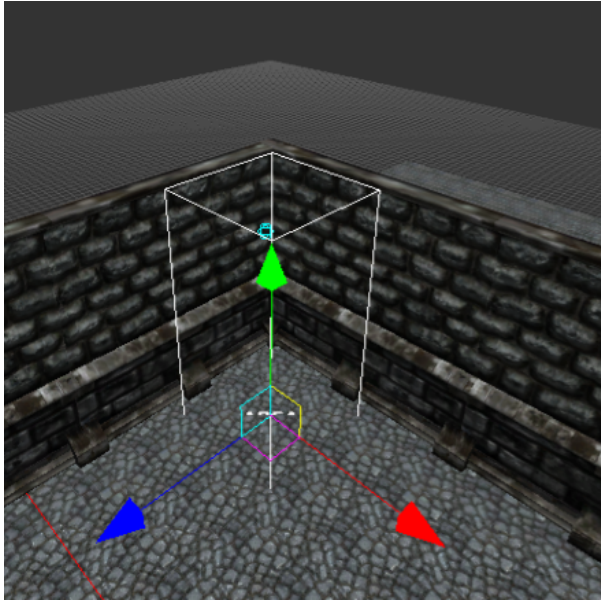


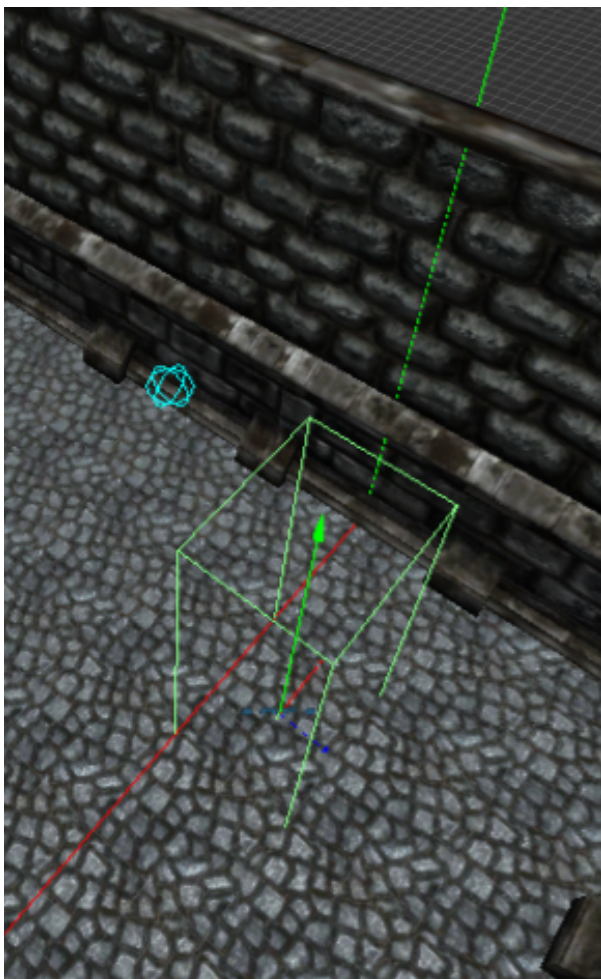
Checkpoints using ScriptArea's

1. make a ScriptArea large enough for the player to walk through.

I named mine **"ScriptArea_1"**



2. create a PlayerStartArea this time I name mine **"PlayerStartArea_1"**



as for the script:

[php]

```
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./
```

```
}
```

[/php]

and as for the .LANG file

[php]

```
<LANGUAGE>
```

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

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

```
</CATEGORY>
```

```
</LANGUAGE>
```

[/php]

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

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