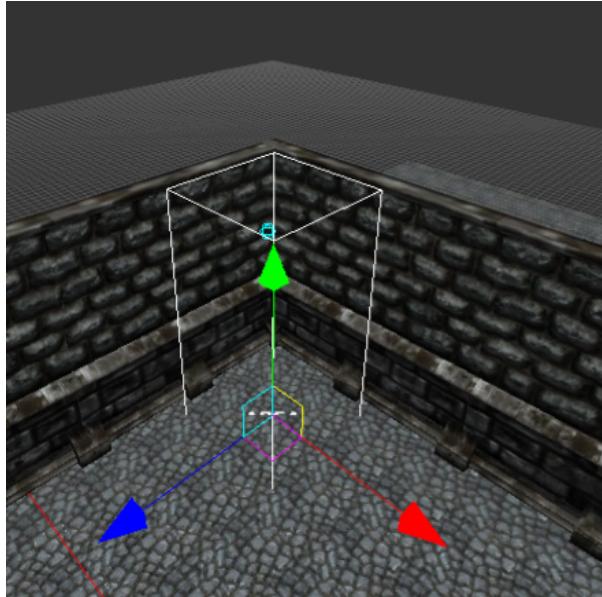


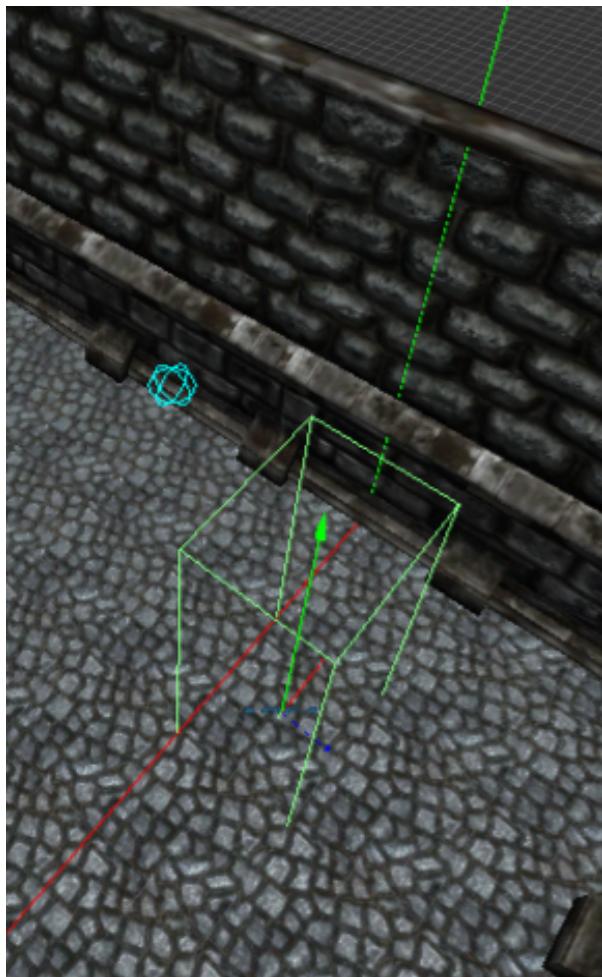
Checkpoints using ScriptArea's

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**"



and as for the .LANG file

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```
<LANGUAGE>
<CATEGORY Name="DeathCategory">
as for the script:
<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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