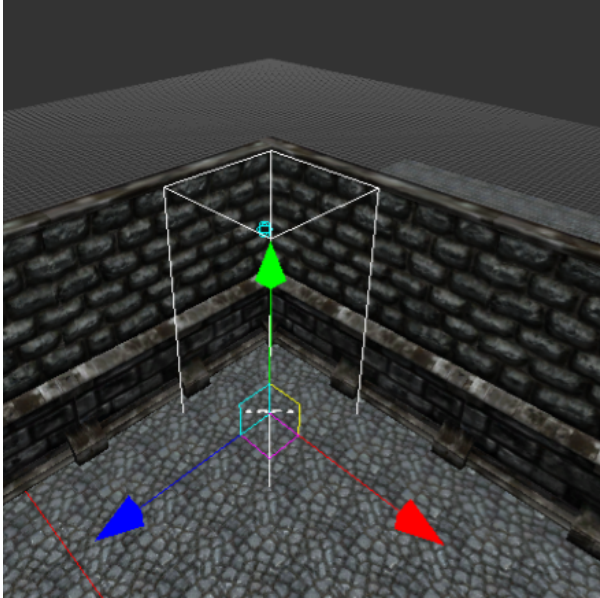


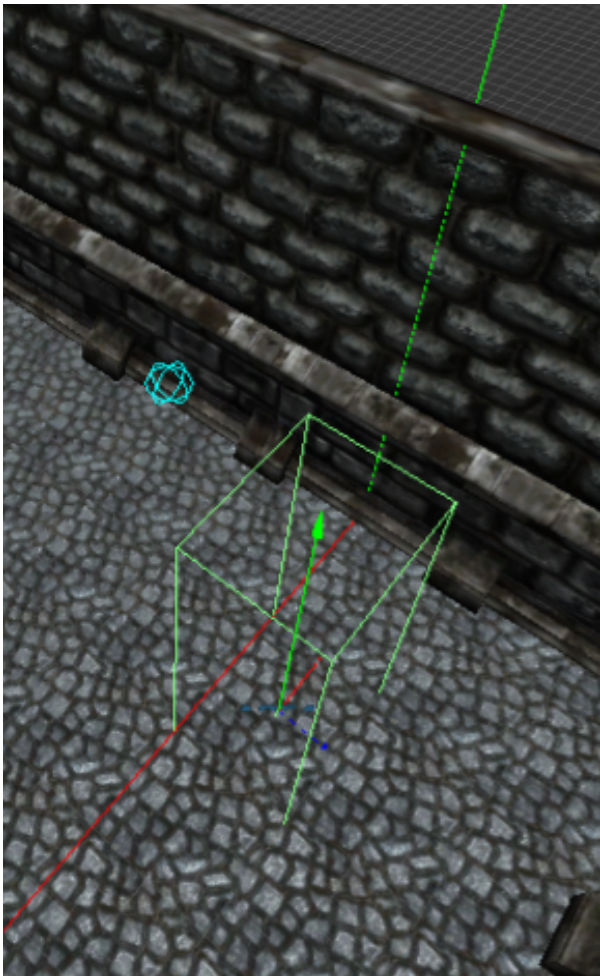
# Checkpoints using ScriptArea's

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

Last update: 2012/09/16 11:40 hpl2:tutorials:scripting:checkpoints\_using\_scriptarea\_s https://wiki.frictionalgames.com/hpl2/tutorials/scripting/checkpoints\_using\_scriptarea\_s?rev=1347792051

<pre>&lt;LANGUAGE&gt; &lt;CATEGORY Name="DeathCategory"&gt; as for the script: &lt;Entry Name="Deathtext"&gt;Text you want in the black screen after you die &lt;/Entry&gt; &lt;/CATEGORY&gt;  &lt;/LANGUAGE&gt;</pre>	
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Now if you die you respawn at the *PlayerStartArea* you created.

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