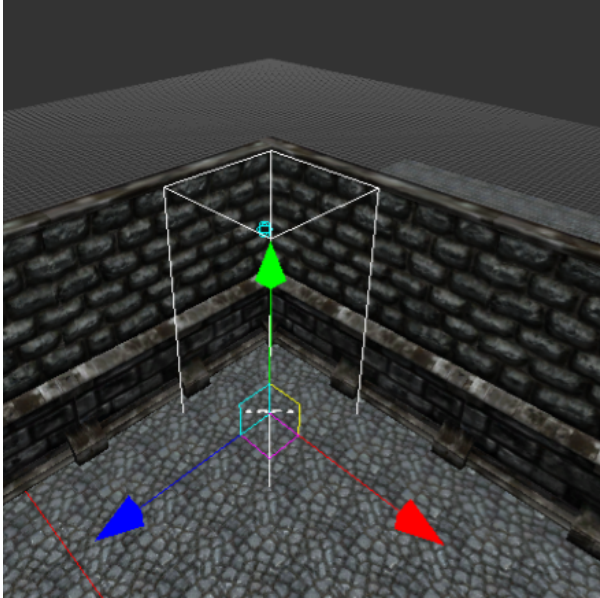# Checkpoints using ScriptArea's

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"**

[2qs17op.png](2qs17op.png)

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 as 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 walk through the ScriptArea and die, you respawn at the PlayerStartArea you created.