

helper_game.hps

Platform_GetName

```
tString Platform_GetName()
```

Platform_IsPS4

```
bool Platform_IsPS4()
```

Game_AutoSave

```
void Game_AutoSave(bool abSaveCheckpoint=true,  
                   bool abDelayed=true)
```

Saves the current postion of the game.

CheckPoint_Setup

```
void CheckPoint_Setup(const tString &in asCallback="")
```

Sets a checkpoint for the player. If the player dies the game will be reloaded to the state it was when this was called.

- **asCallback**: Function called after player has died and just before he starts again. Syntax: void F(int aNumDeathsAtCheckPoint, const tString&in asDeathSource)
-

Achievement_Unlock

```
void Achievement_Unlock(int aID)
```

Achievement_GetName

```
tString Achievement_GetName(int aID)
```

Achievement_GetUnlocked

```
bool Achievement_GetUnlocked(int aID)
```

Achievement_GetDisplayName

```
tString Achievement_GetDisplayName(int aID)
```

Achievement_GetDescription

```
tString Achievement_GetDescription(int aID)
```

Achievement_GetIcon

```
int Achievement_GetIcon(int aID)
```

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