

Add More Checkpoints by Spoofing

How This Works

This uses the "Player Event" "Reset to Driving line" percentage value that is triggered by the checkpoints ability to "Also Trigger" when the B button is pressed.

Each 'spoof' checkpoint is made of an area trigger that sets up the percentage used by the "Player Event" along with some simple house keeping, this is explained in more detail by each section of the code.

set to Min for backwards checkpoints, to set up set the value in the VDS hooked to the Two Input Operator to a higher value than the end gates driving line position.

This code sets up the current driving line value used for the checkpoint reset, each "Area Trigger" sends to one "Variable Data Source" its driving line position in meters, this value is tested against the existing value and is stored only if the new value is greater than the stored one, this stops the rider from going back though the track and messing up the checkpoint order, the reason this happens is because testing for bail/crash "State Event" Disable/Enable resets the "Area Trigger" "Disable After Hit", making it active again even if the "Area Trigger" "Reset On Checkpoint Restart" is unchecked.

This Test if any "Area Trigger" have been activated, "OnTrue" impulse is then sent to the "State Event" and enables the area triggers if a bail/crash event happened followed by the "Player Event" "Reset to Driving line"

Copy all grey for new checkpoint. Dont forget to point the "State Event" Off/On to the newly created "Area Trigger"

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Add effects/animation by passing the "Area Trigger" "OnHit" to a "Impulse Splitter", pass one Impulse to the "Set Value Event" (SVE) and one Impulse to your effect/animation.

Point Targets to all Area Triggers

Use "Select Event/Filter" options to create impulse chains.

Area Trigger
Leave all on default except:
Shape to Rectangle, make it quite tall so the player can not jump over it
set Reset In Checkpoint Restart - Unchecked
Point "OnHit" to the "Set Value Event" associated with each "Area Trigger"

Send "Area Trigger" "Driving Line" position.

Area Trigger setting are the same

End Gate

Start Gate

Checkpoint

Spoof Checkpoint

Driving line