

This tutorial shows you how to make custom game character checkpoints returning with B button. You can place up to 22 checkpoints by copying the area trigger, dummy, checkpoint, events etc, but you can only press up to 500 times, because pressing B counts as a fault. As soon you come to an area trigger, the rider teleports to its specified checkpoint index, and the next time you press B, it will go back to the last dummy object (custom checkpoint/respawn point). Hope this helps!

