Simple Freeze Rider on Checkpoint

State Event
Type:Off

Added some optimising for button presses so there only activated when required.

Controller - Break
Enable [ ]

Controller - Gas
Enable [ ]

Controller Left Stick - Left
Enable [ ]
Activate on Diagonal [X]

Controller Left Stick - Right
Enable [ ]
Activate on Diagonal [X]

OnPress
OnDown

OnPress
OnDown

OnPress
OnDown

OnPress
OnDown

. Impulse Clamp

Min Impulses To=1
Max Impulses From=1
Wait Ticks=0

The Impulse Clamp is acting like a simple logic OR gate based on impulses received, it works because 'Min Impulses To' is set to receive just one impulse before outputting 'Max Impulses From' which is set to one.
As the Impulse Clamp is only receiving impulses from the controllers OnPress and not from say an Interval trigger, there is no need to set Wait Ticks any higher than zero.

The Generic Filters job is to make a simple check to see the rider passes the Checkpoint or has faulted, this is due the the Checkpoint sending impulses for both the ride pass and reset, so it compares the stored fault value and only updates this if its less than the current player faults and then passes this impulse to the watchdog input control to monitor player activity.

State Event
Type:On

OnTrue

OnTrue

Set Unfreeze Rider/Bike

Set Value Event

Type:Set
Value=0

Pointing the VDS to a check box item with a value of 1 enables the check box item, 0 will disable the item.

Set Freeze Rider/Bike

Set Value Event

Type:Set
Value=1

Variable Data Source

Value=0

Reset In Checkpoint Restart [ ]

Frozen

. To Bike/Rider Frozen Open the options for the rider/bike and select Frozen, use the Y button Object Picker to select the VDS.

Updates Player Faults

Set Value Event

Type:Set
Value=Press Y

Value

Game Variable Source
Type: Faults

Return current Player Faults

Comparison Value 1

Data store for old faults value

Generic Filter

Operation:Greater

Comparison Value 1 Press Y

Comparison Value 2 Press Y

Comparison Value 2

Variable Data Source

Value=0

Reset In Checkpoint Restart [ ]

Checkpoint 'Trigger Also In Restart[X]'

pass an impulse from each checkpoints "Select Event/Filter" to the Generic Filter to freeze the player as required.

Checkpoint

dasraiser