

Real simple set up to switch between checkpoints with LB and RB. The checkpoint index does NOT update with each checkpoint, so if you press RB for the first time at checkpoint 16, you will still reset at the second checkpoint.

Filter prevents data source from going below 0.  
Data Source should be set to NOT reset at checkpoint restart.

DON'T FORGET TO DELETE  
BEFORE UPLOADING TO TRACK  
CENTRAL

Controller - LB

Controller - RB

On Press

On Press

Set Value  
Event  
Decrease  
1.00

Set Value  
Event  
Increase  
1.00

On False

Comparison  
Value 1

Variable Data  
Source  
0.00

Checkpoint  
Index

Player Event  
Reset to  
Checkpoint

Set Value  
Event  
Set  
Value =  
Checkpoint  
Index

Checkpoint

\*Optional\* Use a set value event at each checkpoint to set the data source to the current checkpoint index. Starting checkpoint would use a value of 0, second one would use 1, third would use 2, etc...

Recommend using a splitter on the checkpoint trigger first :) I think Ricky Reb told me that one.