

Another switch between checkpoint routine, just showing how flexible the editor is and how many different ways there are to do things. This works by using the max/min two input operator.

Max works by inspecting both operands and outputs the maximum value of the two, so if the checkpoint index goes below zero, i.e. -1 it outputs zero (as zero is more than -1), the same can be said for Min, this outputs the minimum of the two values.

Don't Forget To Delete Before Sharing On Track Central

Optional Reset To Start Gate

Add this so a Y button press takes you to the start gate.
To disable bailouts you need to set the Controller - Y button State: to Disabled.
The OnPress impulse is sent to a Set Value Event that resets the Checkpoint Index back to the start gate.

