

Luthanick

This will allow the player to reset to a previous checkpoint for sections where a track might actually go backwards, like reverse wheelie sections.

When you go by the third check point it is activated, so the second checkpoint can't be used normally anymore. So to make the previous checkpoint work you need to use either an area trigger or a hit trigger to trigger the set value event.

The data source is just a way to keep track of if the second checkpoint has been reached.

When you hit the third checkpoint it checks to see if you have hit the second one yet, if you have then it resets you to that checkpoint. If not, then it does nothing.

The other thing the third checkpoint does is turn on the area trigger so that the second checkpoint will "work". The light and sound won't activate when you get to checkpoint two, but you will reset to checkpoint two when you hit B.

