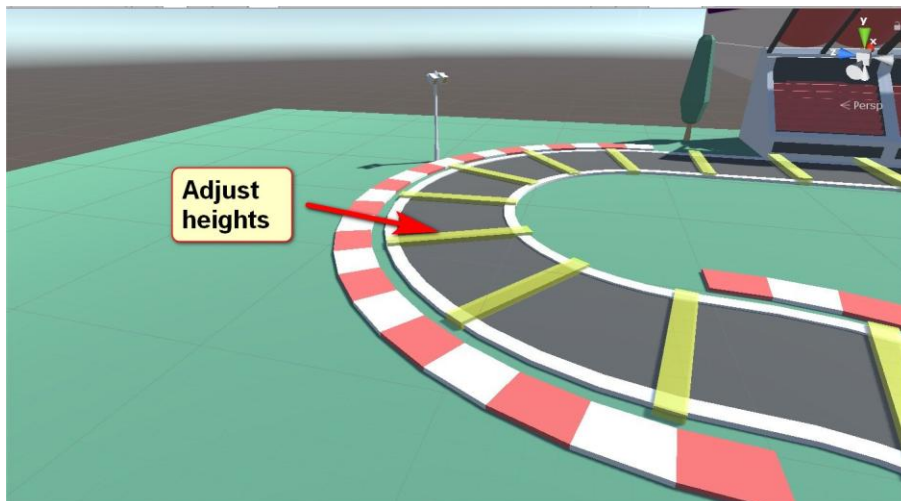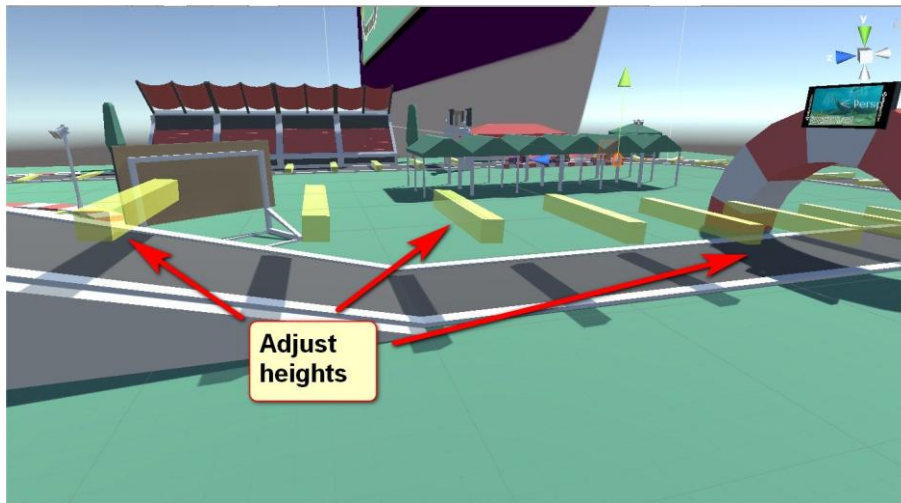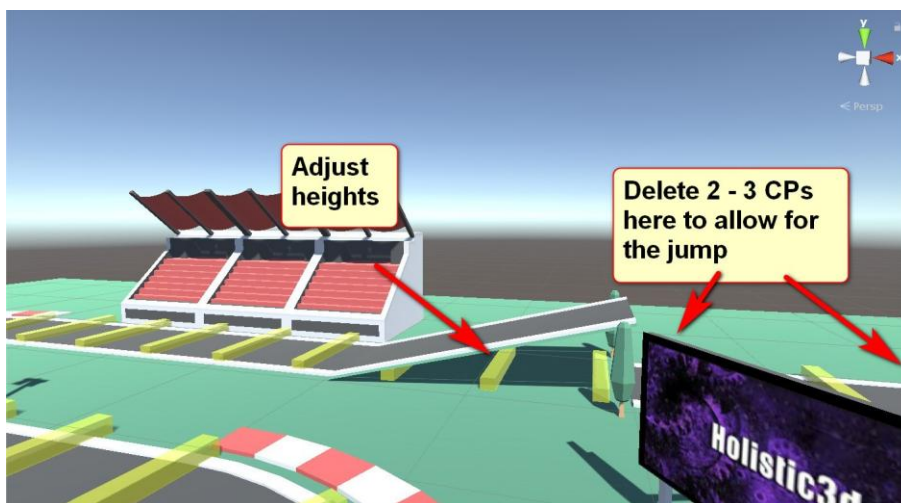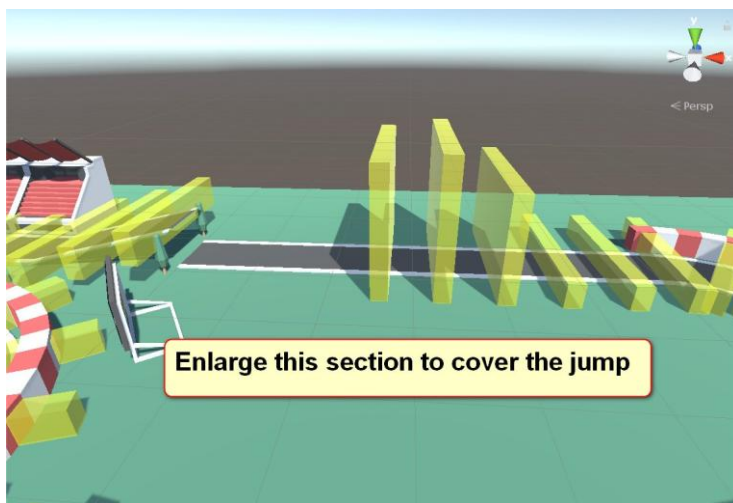Fixing your Checkpoints

Adjust the heights. Some main problem areas.

Again adjust the heights and delete one or two checkpoints where the cars will have cleared them with a jump.

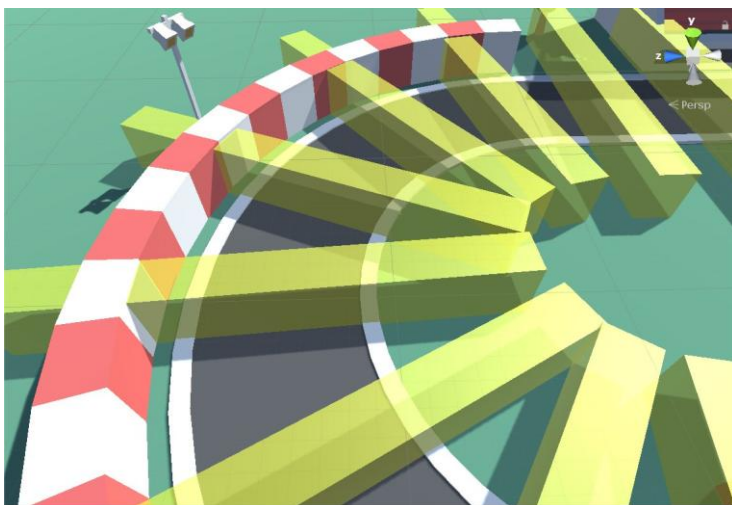Enlarge this section to allow for the cars jumping.

Enlarge this section to cover the jump

Duplicate last checkpoint and add the last two or three missing checkpoints.

Duplicate last CP a few times here

Lengthen checkpoints at corners to cover overshooting.

Some issues you might find is when a car crashes and it resets. It teleports to some other part of the track. Like below.
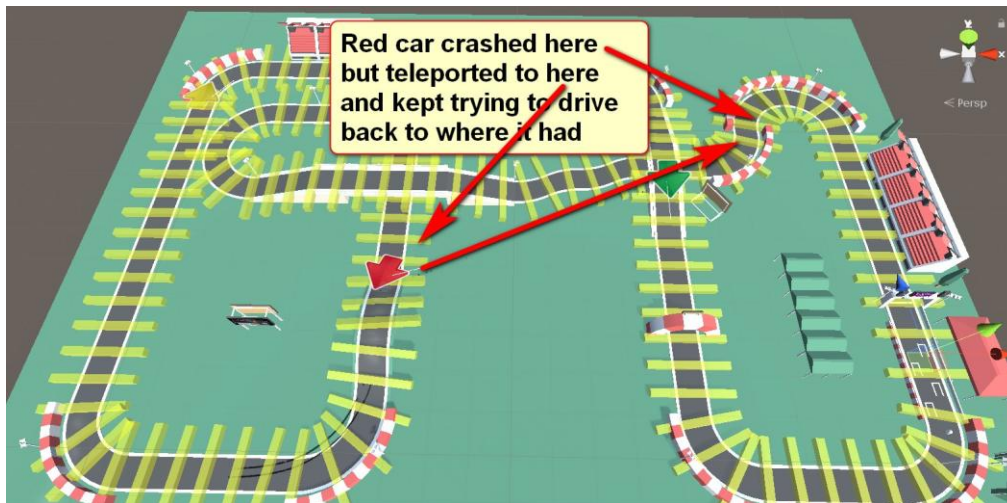
This is happening because the checkpoint in front of the car was too low to register as a collision and so this would have been the last registered checkpoint the car has recorded. If you have this issue. Check to see that the checkpoint is high enough.

Renaming Checkpoints

Because you have deleted and added several checkpoints, they will not be numbered correctly. To fix this issue, Penny has created a short script (numberCheckPoints.cs) that runs in the Editor when attached to the Checkpoint game object.
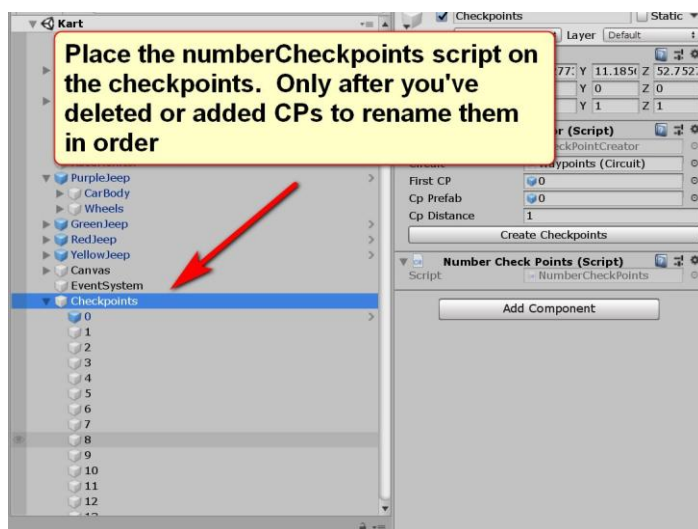
Warning. Do not add this script until you have deleted and added all checkpoints. If you do find that you have to add or delete more after you have added this script. Then just remove it from Checkpoints and add it again.