Read this if you are working with LM 3.00 or higher. You may ignore this if using LM 2.53.

1. Make sure that you are using the recent version of tools/patches that support LM 3.00+. For example:

- PIXI (for custom sprites): https://www.smwcentral.net/?p=section&a=details&id=18765
- GPS (for custom blocks): http://www.smwcentral.net/?p=section&a=details&id=18777
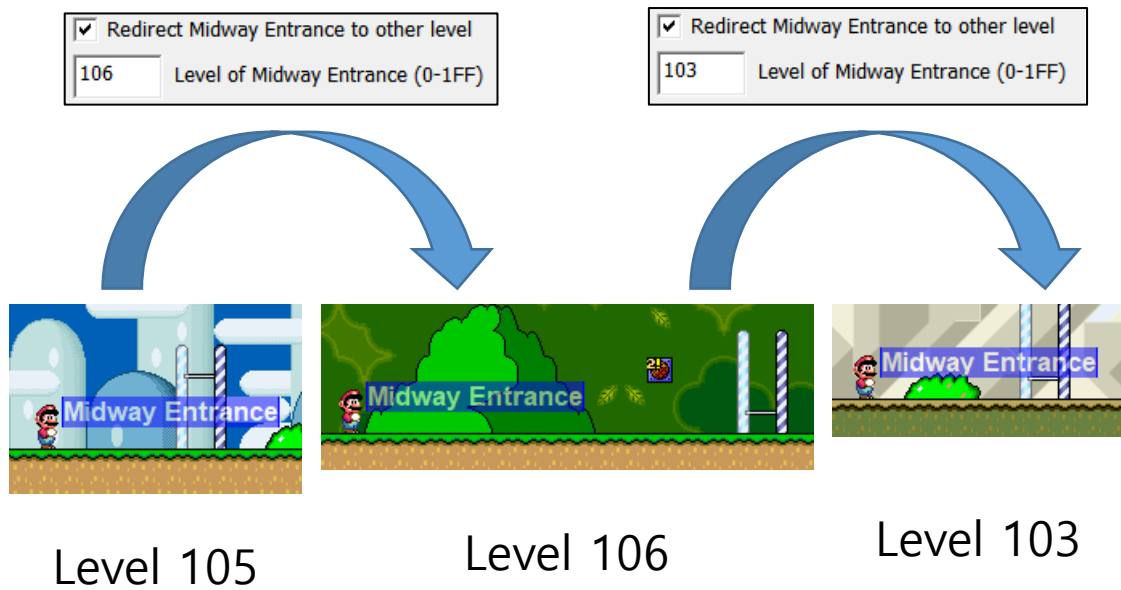
2. Do NOT use "Redirect Midway Entrance to other level" option. Currently this option is not supported by the multiple checkpoint ASM in the base ROM.

Instead, you may use a custom midway bar for a better effect.

Example:

☑ Redirect Midway Entrance to other level

106 Level of Midway Entrance (0-1FF)

☑ Redirect Midway Entrance to other level

103 Level of Midway Entrance (0-1FF)

Level 105   Level 106   Level 103

- In the setting above, hitting a checkpoint in level 105 = hitting a checkpoint in level 106
     = respawns you at the midway entrance of level 103

- The LM's midway redirection feature has nothing to do with multiple checkpoints.
(This setting does NOT make the 1st midway and the 2nd midway be in level 106 and 103 respectively.)

- There is no plan to make the retry/checkpoint system compatible with this feature for now.

- tl;dr don't use the Redirect Midway option.