

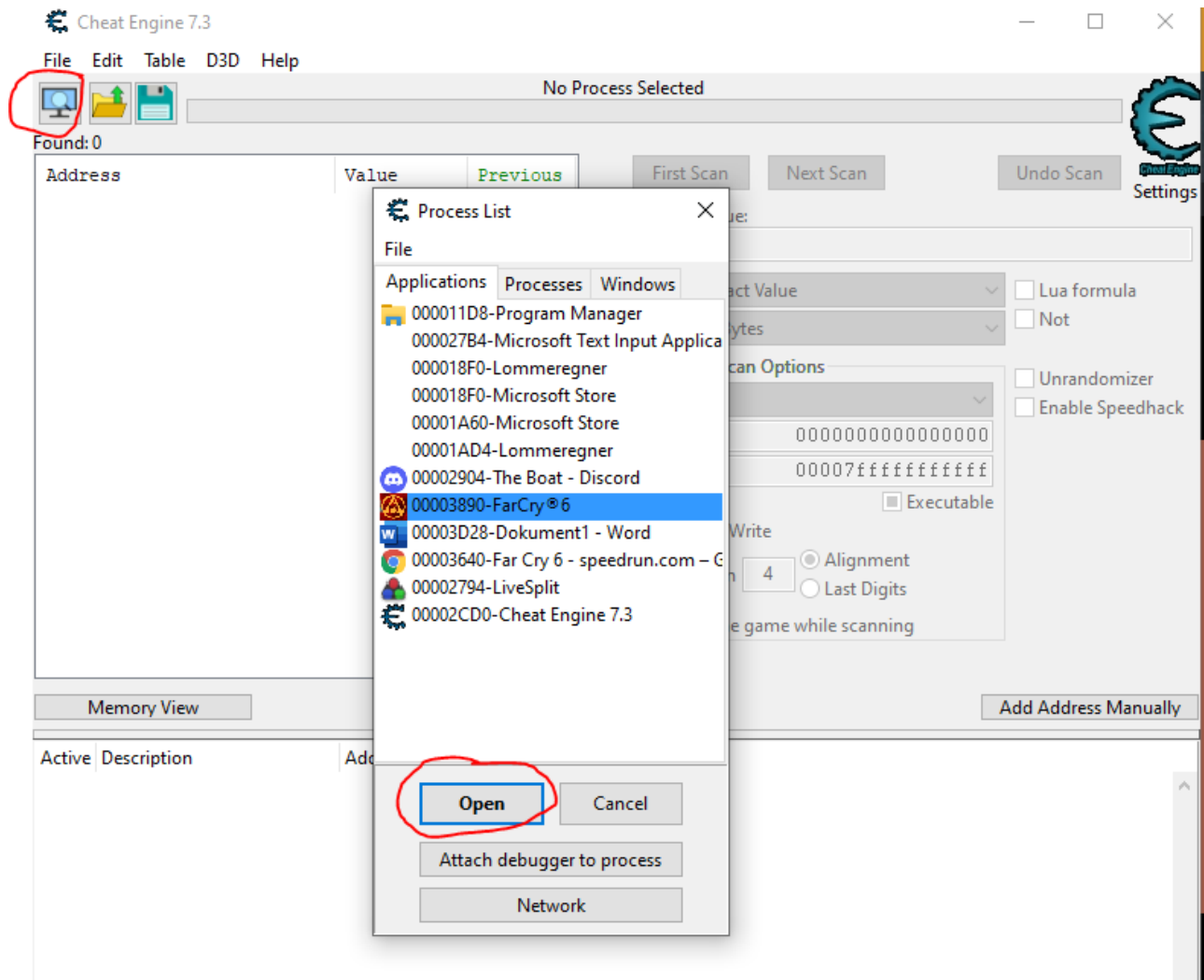
Load Remover for Far Cry 6 (and others)

Credit goes to AlexYeahNot!

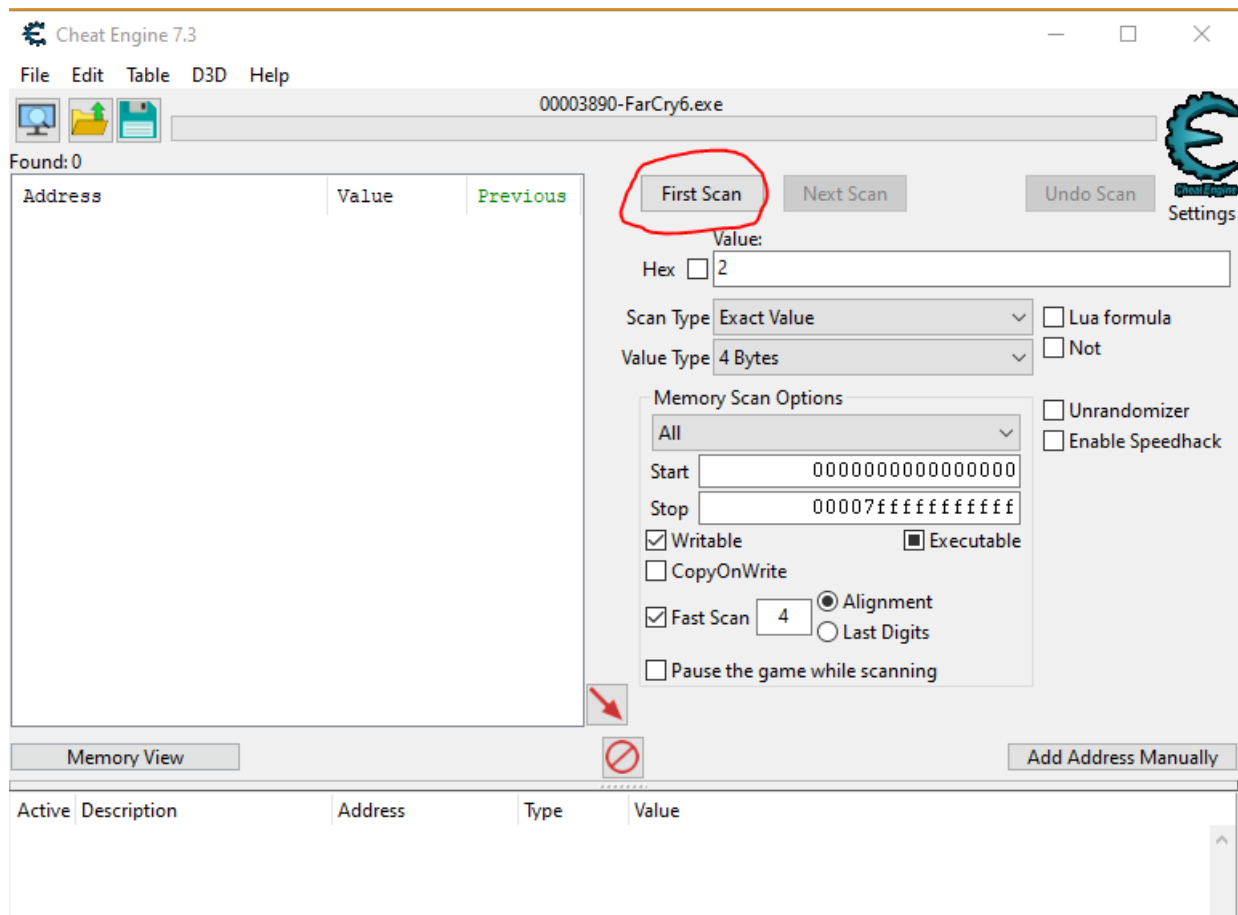
1. Download CheatEngine from their

<https://www.cheatengine.org/downloads.php>

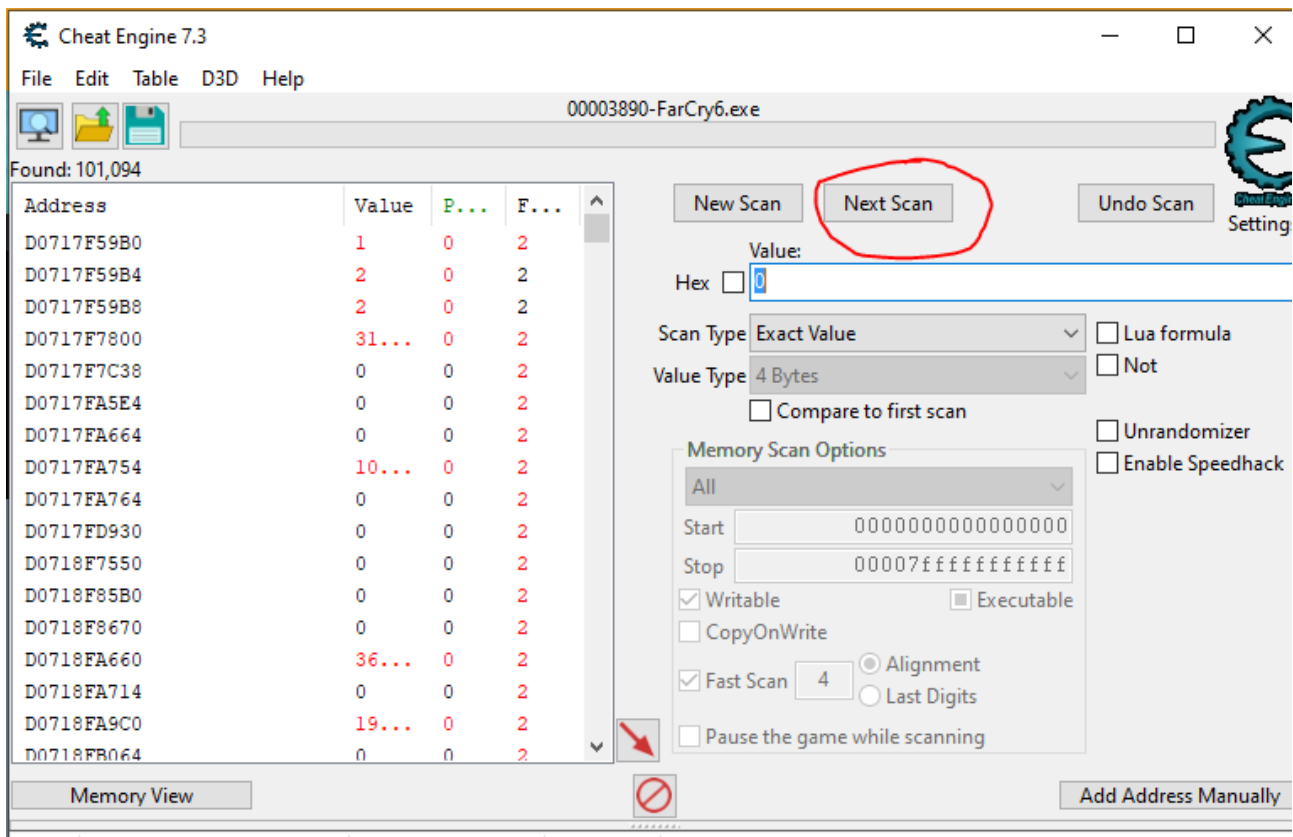
2. Go into the game. I suggest setting the game to windowed mode, for easy alt-tabbing.
3. Open CheatEngine. Click the flashing icon in the top left, and select FarCry6.



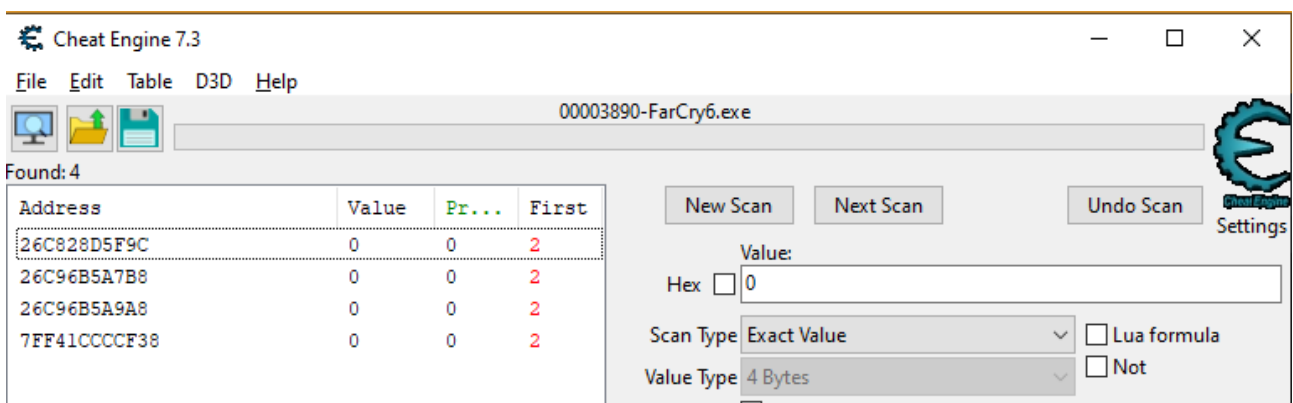
- Put in "2" in the value field.
- Go into the game, and "reload autosave". While the game is loading, quickly press "first scan". It's important to do this while the game is still loading.



6. Put in the value "0", and press "next scan" a few games while the game is **not** loading. Like, in the game world, in the menu etc.

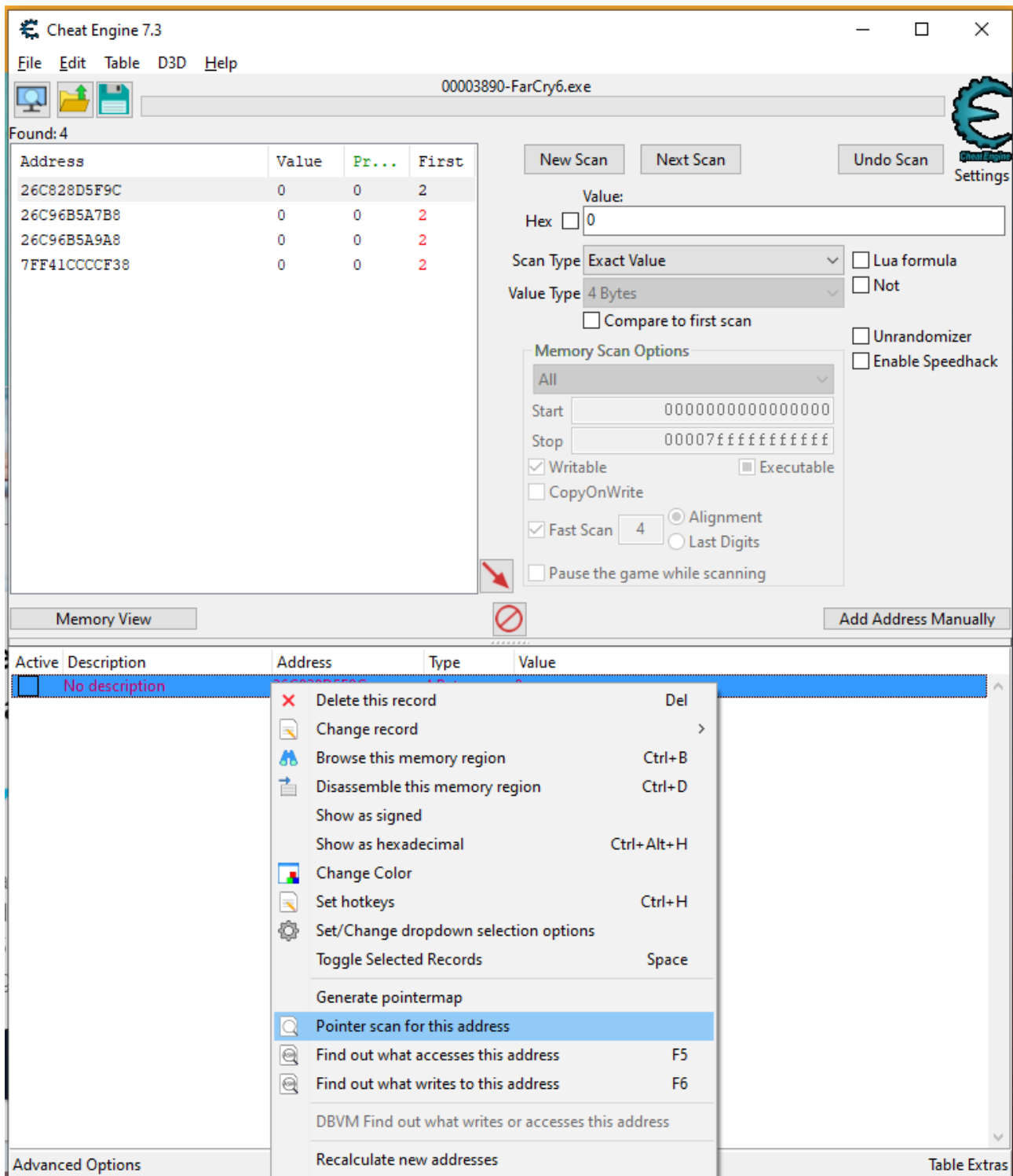


7. Put in 2 as value again, reload checkpoint and fast travel, and press "next scan" while the game is loading. Repeat step 6 and 7 until you have like 4-5 variables to choose from.

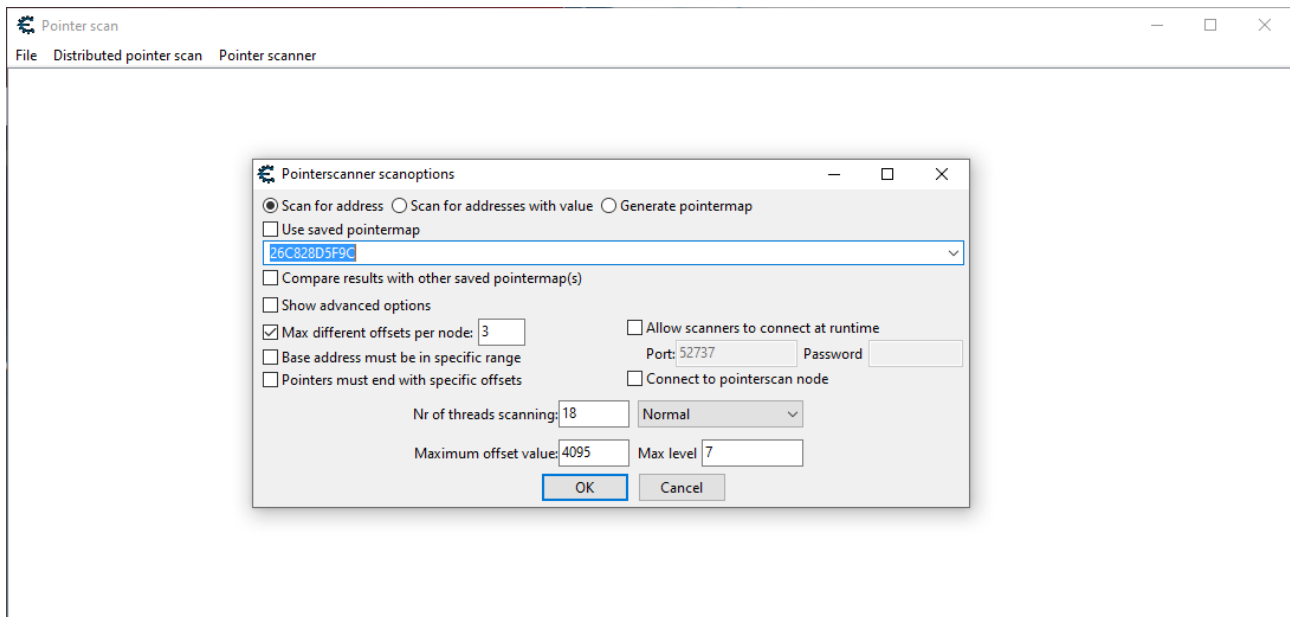


8. Double click your favorite one, so it goes down in the lower field.

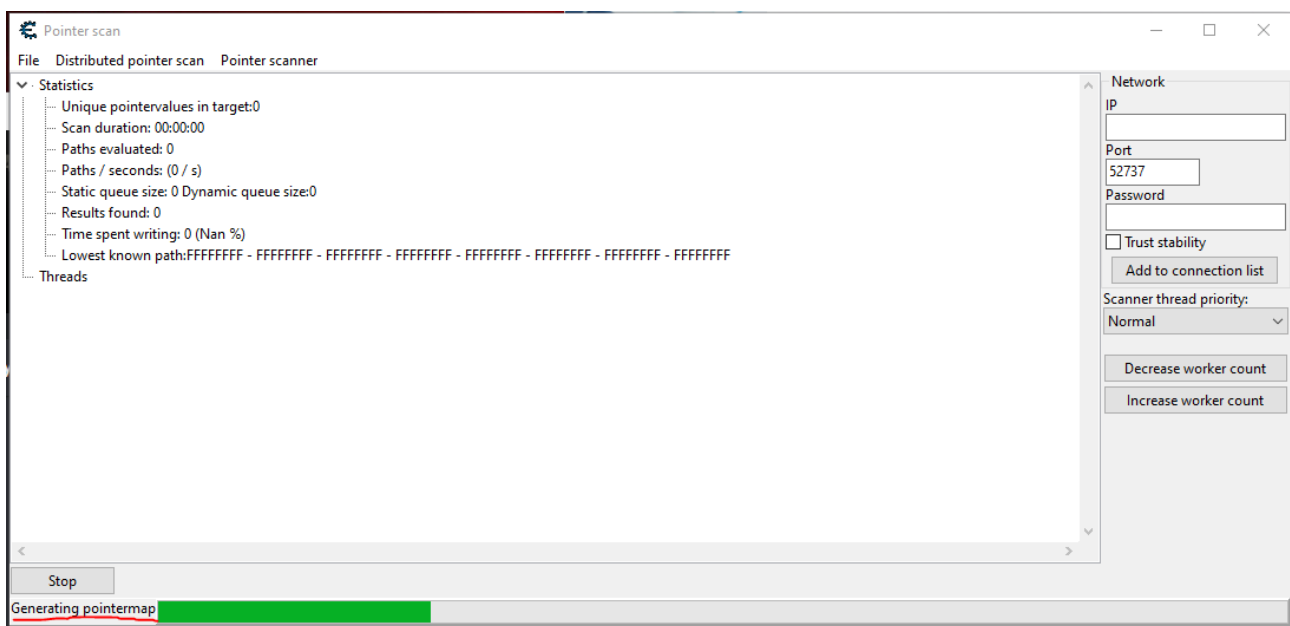
9. Right click the address and select "Pointer scan for this address".



10. Press “OK” without changing anything. Save the file somewhere, for example “loadscreen.ptr”.



11. Wait for the pointer scan to finish generating pointermap. The window will close when it is finished.



12. Now you have a bunch of pointers, one of which we will use for the load remover script. The addresses will change, but some of these pointers are static, and will be the same every time you close and open the game.

Pointer scan : loadscreen.PTR

File Distributed pointer scan Pointer scanner

8 Bytes

Pointer paths:6554

Base Address	Offset 0	Offset 1	Offset 2	Offset 3	Offset 4	Offset 5	Offset 6	Points to:
"FC_m64d3d12.dll"+0690...	120	110	140	0	F8	110	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	10	40	60	60	F8	110	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0690...	120	110	98	100	48	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0690...	120	110	D8	100	48	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	10	C0	40	78	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	10	140	40	78	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	520	48	58	F8	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	520	48	58	F8	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	530	58	F8	278	270	5C		26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	530	58	F8	278	270	5C		26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	110	A0	118	178	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	110	120	118	178	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+068F...	308	48	0	40	18	60	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+067E...	2C8	1C8	0	40	18	60	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+0696...	158	48	40	40	18	60	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+068F...	0	F0	8	C8	38	58	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+068F...	8	F0	8	C8	38	58	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+068F...	10	F0	8	C8	38	58	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+068E...	0	F0	8	C8	38	58	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+068F...	8	F0	8	C8	38	58	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+068F...	10	F0	8	C8	38	58	BC	26C828D5F9C = 0
"FC_m64d3d12.dll"+068E...	0	F0	8	C8	38	58	BC	26C828D5F9C = 0

13. Press "Pointer scanner>Rescan memory..."

Pointer scan : loadscreen.PTR

File Distributed pointer scan **Pointer scanner**

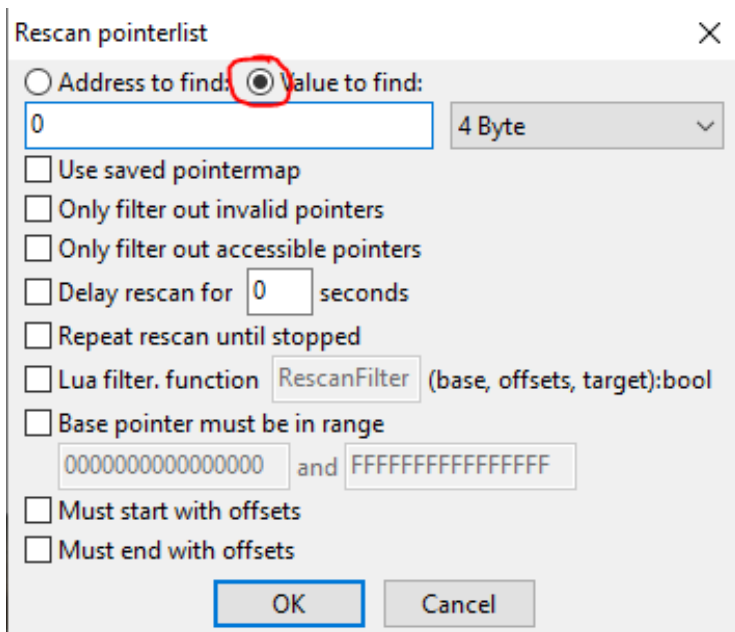
8 Bytes

Scan for pointer Ctrl+P

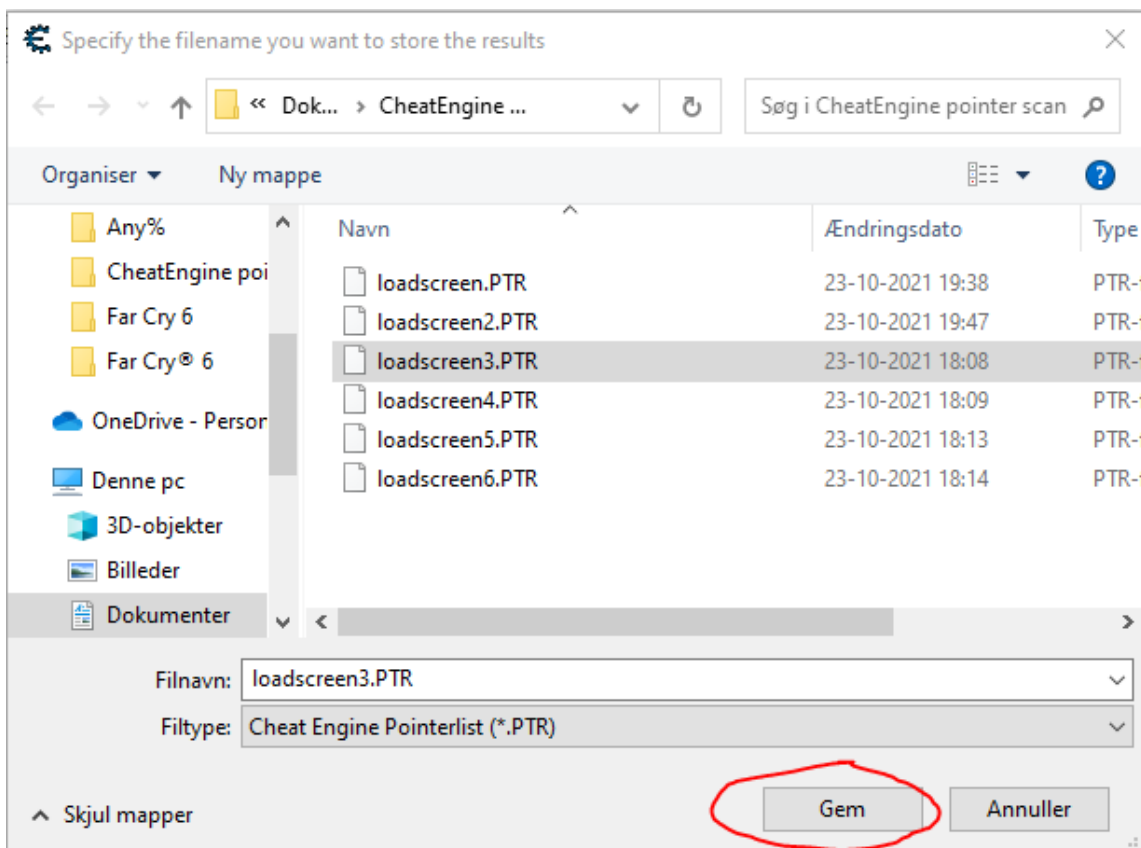
Rescan memory - Removes pointers not pointing to the right address Ctrl+R

Base Address	Offset 0	Offset 1	Offset 2	Offset 3	Offset 4	Offset 5	Offset 6	Points to:
"FC_m64d3d12.dll"+0690...	120	110	140	0	F8	110	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	10	40	60	60	F8	110	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0690...	120	110	98	100	48	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0690...	120	110	D8	100	48	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	10	C0	40	78	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+06B...	10	140	40	78	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	520	48	58	F8	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	520	48	58	F8	278	270	5C	26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	530	58	F8	278	270	5C		26C828D5F9C = 0

14. Choose "value to find" and enter "0". Press "OK". Save the file as something else than the original file, for example "loadscreen2.ptr". Then you can always open an older scan if you screw something up.



15. Press "pointer scanner>Rescan memory..." again and enter "2" as value. Press "OK" and choose a new name for the file again. Then go into the game and reload checkpoint. While the game is loading, press "save".



16. Press "offset 4" to sort by the number of offsets. **Do not close Cheatengine or the pointer scan until the end of the guide!**

Pointer scan : loadscreen3.PTR

File Distributed pointer scan Pointer scanner

8 Bytes

Pointer paths:2905

Base Address	Offset 0	Offset 1	Offset 2	Offset 3	Offset 4	Offset 5	Offset 6	Points to:
"FC_m64d3d12.dll"+0691...	9C							26C828D5F9C = 0
"FC_m64d3d12.dll"+0695...	D8	1C						26C828D5F9C = 0
"FC_m64d3d12.dll"+068F...	18	FC						26C828D5F9C = 0
"FC_m64d3d12.dll"+0665...	AD0	10	BC					26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	190	0	33C				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	188	30	51C				26C828D5F9C = 0
"FC_m64d3d12.dll"+0690...	48	10	58	1C				26C828D5F9C = 0
"FC_m64d3d12.dll"+068E...	10	80	98	FC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	198	A0	3FC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	190	C8	3FC				26C828D5F9C = 0
"FC_m64d3d12.dll"+067...	340	120	158	1C				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	198	158	5DC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	190	180	5DC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	198	1D0	F3C				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	190	1F8	F3C				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	198	2B8	9FC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	190	2E0	9FC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	198	2E0	ABC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	198	300	CFC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	190	308	ABC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	190	328	CFC				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689...	40	198	368	C3C				26C828D5F9C = 0

17. Open notepad (or edit an existing ASL file with notepad). This is the file we will use in livesplit.
18. Pick a pointer from the list. I have no idea which are better, but I suggest picking one with 4-6 offsets. Don't worry if it doesn't work the first time around. We will use this one as an example.

Base Address	Offset 0	Offset 1	Offset 2	Offset 3	Offset 4	Offset 5	Offset 6	Points to:
"FC_m64d3d12.dll"+06911D50	9C							26C828D5F9C = 0
"FC_m64d3d12.dll"+06959CA0	D8	1C						26C828D5F9C = 0
"FC_m64d3d12.dll"+068FA488	18	FC						26C828D5F9C = 0
"FC_m64d3d12.dll"+06650140	AD0	10	BC					26C828D5F9C = 0
"FC_m64d3d12.dll"+0689A148	40	190	0	33C				26C828D5F9C = 0
"FC_m64d3d12.dll"+0689A148	40	188	30	51C				26C828D5F9C = 0
"FC_m64d3d12.dll"+0690FDE8	48	10	58	1C				26C828D5F9C = 0
"FC_m64d3d12.dll"+068E4818	10	80	98	FC				26C828D5F9C = 0

19. Put in the following code in the notepad (Alter it to fit your own base address and offsets):

```
state("FarCry6")
```

```
{
```

```
    int loading : "FC_m64d3d12.dll", 0x0689A148, 0x40, 0x190, 0x0, 0x33C;
```

```
}
```

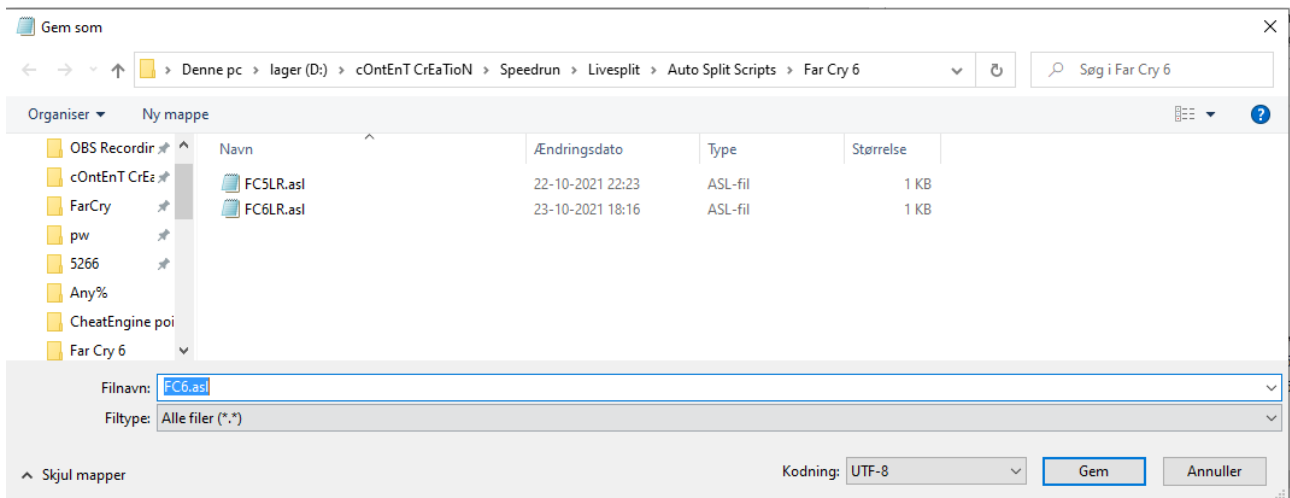
```
isLoading
```

```
{
```

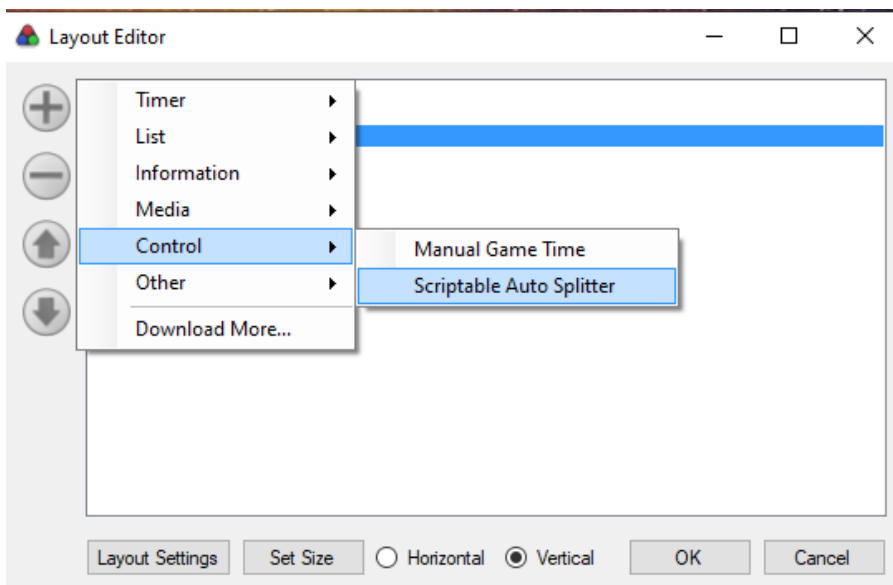
```
    return current.loading == 2;
```

```
}
```

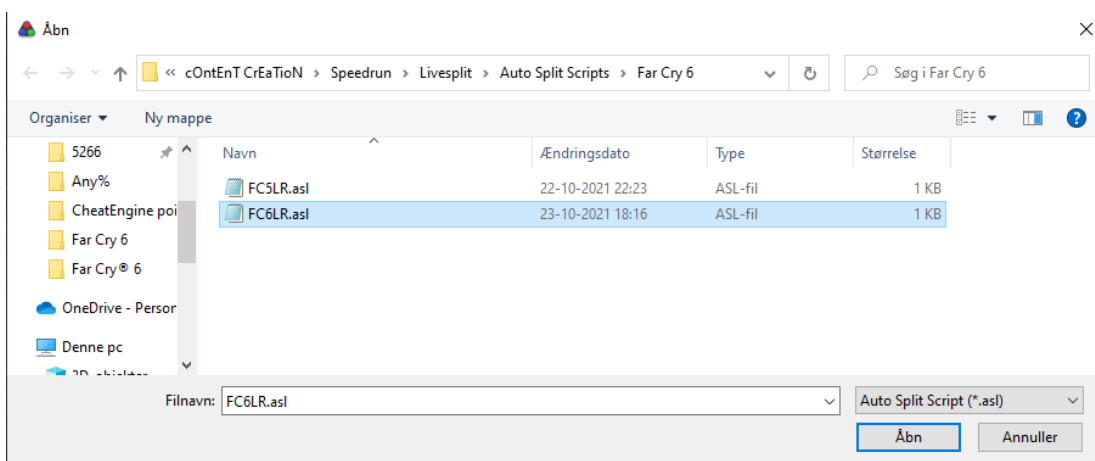

20. Choose save as, and choose “all files”, and name the file something like “FC6.asl”.



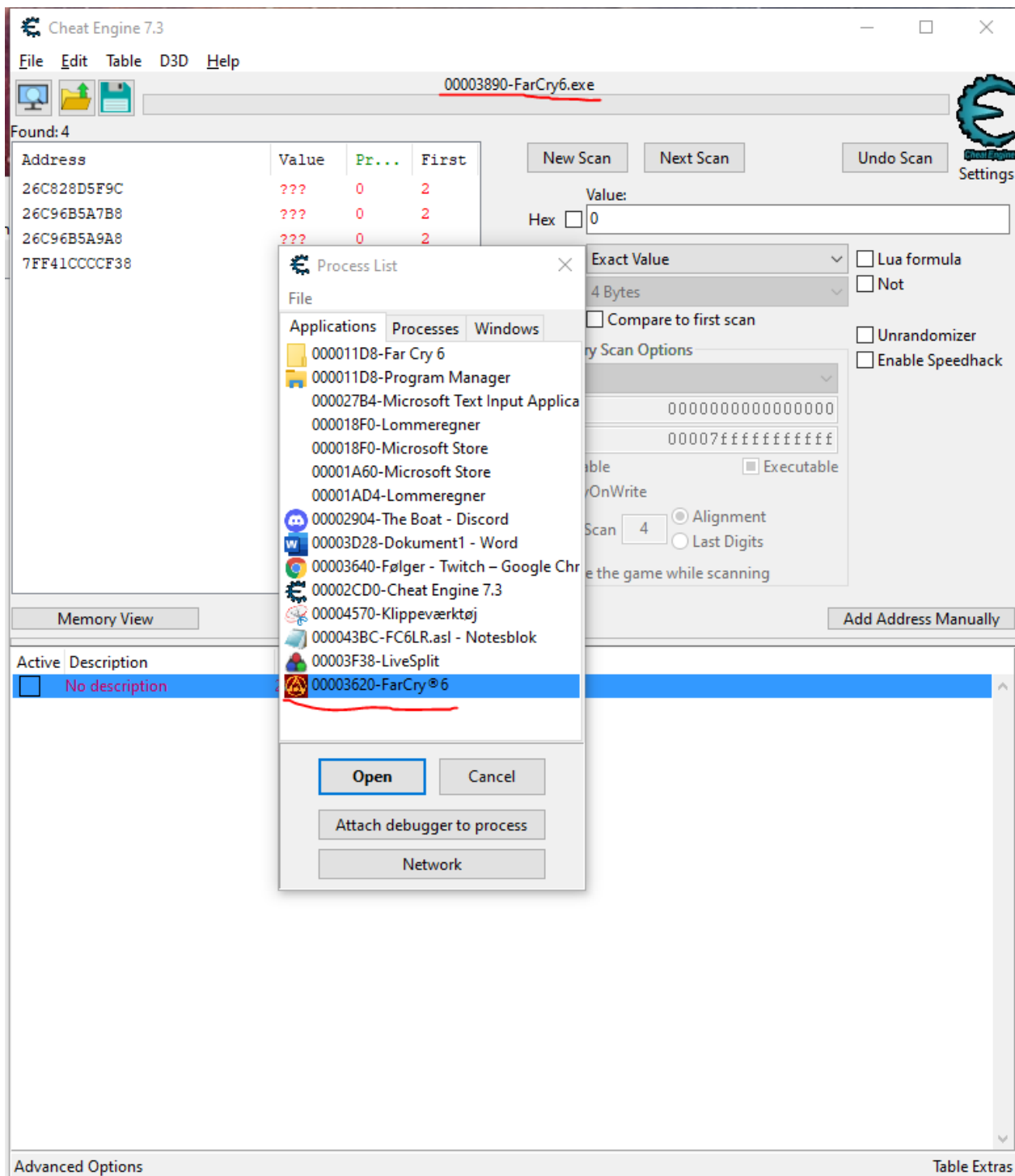
21. Open Livesplit, and edit your layout. Click on the plus, and select “Control>Scriptable Auto Splitter”.



22. Press “Layout Settings”, open the “Scriptable Auto Splitter” tab, and browse to your newly created ASL file.



23. Make sure your livesplit is set to game time, by right clicking it and selecting "Compare against>Game Time".
24. Start the timer, and open up the game. If it worked, your timer should stop during load screens. If it doesn't work, go back to step 18. and try another pointer.
25. Close your game, open it again, and check if livesplit is still pausing during load screens. (You want to do this at least 3-4 times, and test it on several different PC's, before you can be 100% sure it works.)
26. If it **doesn't** work, go into CheatEngine and reselect the Far Cry 6 process.



27. Open your pointer scan window again, press "Pointer Scanner>Rescan memory", put in 0 as value, and scan again while in game and **not** loading.
28. Do the same with 2 as value while the game **is** loading.
29. Repeat step 19 with one of the new pointers, and simply overwrite the existing asl file. Test again. If it still does not work, repeat step 26-29 until you find a pointer that works every time you reopen the game, as well as on someone elses PC.
30. Thank AYN for showing me how to do it 😊