**Cheat Engine:**

Settings:

* General Settings: show all windows in the taskbar
* Hotkeys: add according your own preference
* Scan Settings: pause while scanning on by default (not sure about this)

Don’t store temp scan-file in the windows temp dir.

* Debugger options: use VEH debugger.

**Pointer Scan:**

In case we find a value of health at some address, its likely to change at next game restart. To find the new address we go through pointer.

1. Once we have an address, generate a pointer map for that address, then run the game again and find the address. Generate another pointer map for the 2nd address.
2. Next, use option use saved pointer map and select the first scan file, and select compare results with another saved pointer map and select the second scan file.
3. Important here, is to select the address of the 2nd address in this menu

**Hotkey:**

Right click on the address and select create hotkey.

**Create Script:**

Highlight the address and auto assemble. Then. Template -> create cheat table framework code -> code injection as well.