**Preparing Your Video File**

* 60 FPS for best accuracy
* Trim the video to remove load screens outside of the actual run
  + I recommend using lossless-cut <https://github.com/mifi/lossless-cut>
  + The built-in windows video trimmer will convert your video to 30 FPS
* Stacher is a good YouTube video downloader <https://stacher.io/>

**Loading Your Video File**

Text

Description automatically generated

* Example input: D:\Videos\LoadRemover\speedrun.mp4

**The Amount of Different Load Screens**



* Example: HZD TFW NG+ runs only have 1 kind of load screen

|  |  |  |
| --- | --- | --- |
|  |  |  |

* Example: HZD NG+ runs have 3 kinds of load screens

|  |  |  |
| --- | --- | --- |
|  | A picture containing text, valley, nature, outdoor  Description automatically generated | Text  Description automatically generated |

**Registering Load Screens**



* If you entered ‘1’ in the previous step, then there is only 1 load screen to register. If you entered ‘3’, then there is 3
* We need to find a timestamp of where the 1st load screen can be found in our provided video. In my video, we can find it at the 53rd second mark. This means I would input: 000053
  + 000053 corresponds to 00h 00m 53s
* When you enter the first timestamp, an image will open for you to select the area that the load remover should be looking at

Timeline

Description automatically generated with medium confidence

|  |  |
| --- | --- |
|  | * We want it to be scanning the area that contains this ‘Loading…’ symbol * Click the upper right corner and then the bottom right corner to register the selection * No selection box will appear like in the image. You just have to trust that it is working * The larger the number of pixels inside a selection, the longer the load remover takes to return a time |

* Once the area has been registered, enter the timestamps for any more load screens that you might have left to register
* The area that you selected will be applied to these other load screens as well

**Confirming Registered Load Screens**



* You will be shown your cropped selections and you can confirm if they are correct after you have viewed + closed them all



**Debug Mode**



* Only use debug mode if you feel that the program is returning an incorrect time and you want to investigate. It takes a lot longer to process a video if it is being shown to the user
* Enables you to view the video as it is being scanned
* Pause and unpause with P
* The video is auto paused after a load screen
  + If it auto pauses outside a load screen, then a frame has incorrectly been counted as a load frame
  + If it pauses during a load screen, then a frame has not been identified has a load frame