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r/EldenRingMods



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r/EldenRingMods • 2 yr. ago

clapped_____



Regulation.bin changes not seeming to apply? No matter what.

[Help!](#)

I'm trying to merge Grand Merchant with some other mods that use the reg file. No changes I make to the Reg file seem to take affect and I am so confused.

So, I know the GM mods latest version puts everything in the crafting kit, nothing shows. I thought it was weird maybe the mod was broken I don't know. I downloaded that Elden Ring Easy mode mod, found out online what parameters it changed and turned the damage down to what should be 0 (I think, maybe not LITERALLY 0 damage but, definitely low enough that I would be able to EASILY tell if the mod was working or not).

As far as I can tell, the enemies are dealing the same damage to me, I am dealing the same damage to them. What could be going on?

I am using Yapped-Rune bear. I extract the Original Reg for safe keeping, copy and open the copy in YRB, Make the changes I have mentioned, save, replace reg.bin in the games files with the 'edited' reg file. No in game

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Cypher10110 • 2y ago



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has been patched, the structure of the file has changed enough for it to either be ignored or cause buggy behaviour. If you use a modded regulation.bin from a different game version to the one you are running, it's not going to work.

Right tool for the job. If you are making changes to an old regulation.bin (like pre 1.07 ish), yapped is fine. For current version (1.09.1), you need to use DSmapstudio.

Open the right file. Sounds dumb, but you need to open the right regulation.bin file to make the edits. If you are making changes to a mod, you need to use the mods file, if you are creating a mod, you start with a vanilla file.

Save your changes. Sounds dumb, but if you open dsmastudio and make edits, the file is only going to get changed when you save!

Load the changed file. Most people use modengine2 as it is the most convenient way to load modded files. You drop your modified regulation.bin into /modengine2/mod/ and run launch_eldenring.bat and it should load your edited values. If they refer to files that need edits (like "full" version of grand merchant) you still also need those files in their respective folders. This is usually pretty painless.

uxm

If, for some reason, you can't use modengine2, then the older method of UXM is valid. You unpack the game, and repack the game. It is a giant pain in the ass and uses a massive amount of storage, and it is more problematic to "undo" if something goes wrong. I forget, but I think it also needs dinput8.dll? in /elden ring/game/ like elden mod loader, but it's been over a year since I used uxm for anything beyond extracting files, so I'm not sure. You certainly need to disable anticheat to have the game run with the modified files.

Anyways, once you have tampered with the game files, you run the game, and because anti cheat is disabled it doesn't ignore the modified files. You get to main menu and probably see "inappropriate activity detected", congratulations, anti cheat is disabled and so the modded files should now be loaded.

If this doesn't cover your issues, I'll do what I can, but I can't guarantee success.

⊖ ↑ 2 ↓ ○ Reply ...



Level-Ad-9893 • 1y ago

i think i have the same issue. i cannot merge a mods regulation bin with another because the params are not showing in green to show me which ones were modified and i cannot see and modified perams when i type modified in the little search bar. i have two instances open to compare the new mod i want to merge to the old one. the new mod i want to merge shows the modified perams but the original mod does not show the edited perams in green and nothing shows when i type modified in the little search bar

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⊕ 1 more reply



clapped OP • 2y ago

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Reg file, exporting the 'sections' (I'm forgetting the name but 'shop_param' is coming to mind) and importing them to the base Regulation file (well a copy, then replacing the one in the games files with that copy). Should be easy enough for the GM mod, easy mode mod also affects only one of those sections/categories also (I think) so again, exported and imported to the same base file as the GM mod.

Based on that, I need to be using DSMapStudio then, as I have been making changes to the most up to date regulation file.

Regarding the right file, again I have been exporting and importing relevant data sets to the newest/most up to date reg from the games files. I am 99% certain I am exporting the right data, again using GM and Easy mode as examples, GM specifically, only affects the shop param. However of course, I do not know if this mod is outdated and not working AT ALL anymore. If that is the case it would make sense. Regarding easy mode. I compared that Reg to standard and I think the params are all the same just with modifications to multipliers so, export/import should work. And well it isn't.

I was saving changes in DSmapstudio, I think. This is where that issue comes in. I was pressing the 'save changes' button in the file menu, it was the only sort of save I could find. If this is wrong, and saving params is different then, we may have the culprit right there. Yapped is broken, I was using DSmapstudio wrong. If that is what you are meant to do then again, it just didn't seem to do anything.

I never used ModEngine2, I would just replace the regulation file in the games main directory. The ONE time I tried using ModEngine2, was for the convience mod which didn't seem to work (I just wanted my map to be unlocked man) but, I couldn't troubleshoot that either and gave up. The launch bat didnt work etc. And, as Modengine would just load the modded reg instead of base, replacing the base would essentially negate the need for me2 to load the modded file no?

I unpacked with UXM because DSMapstudio was mad at me at the top for not unpacking. I know that is for the map editor but, when the Params were not saving I thought I'd try that. As we are here, that obviously did not work.

I hope that helps you understand the situation a little. My confusion comes from the game seemingly ignoring my changes to the file. As I was replacing the base reg with a 'modified' one I thought it MUST be loading it surely. However, since I was using yapped to make those modifications, I assume that is going wrong. Again, thanks for your time with this.

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⊕ 2 more replies



alexbutonredit • 1y ago

have you found any fix? im having this exact issue right now lol

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Easy mode updated regulation.bin

9 upvotes · 11 comments



r/EldenRingMods • 1 yr. ago

Regulation.bin file not applying in game (new to modding, need help)

5 upvotes · 11 comments



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ah thanks randomizer

328 upvotes · 20 comments



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Regulation bin

2 upvotes · 11 comments



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how do I have multiple regulation.bin files for multiple mods

3 upvotes · 3 comments



r/starcitizen • 2 yr. ago

introducing increased claim times suddenly now has nothing to do with balance.

39 comments



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Original regulation bin

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Mods with Regulation.bin Only

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r/VisualStudio • 2 yr. ago

Visual Studio Projects No Longer Open, Error: "Undo operation..."

4 upvotes · 8 comments



r/EldenRingMods • 3 mo. ago

Help with regulation bin

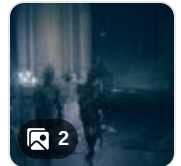
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Editing Regulation bin

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r/nexusmods • 3 yr. ago

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5 upvotes · 14 comments

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1 upvote · 4 comments



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Which tool to edit SotE regulation.bin?

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r/EldenRingLoreTalk • 3 days ago

The Realm of Shadow is Rotated One Quarter Turn Clockwise

133 upvotes · 46 comments



r/eldenringdiscussion • 19 days ago

SPOILER

Kinda a curious Lore question are the bosses waiting for tarnished or is the Tarnished running into the boss and it's just a coincidence that they encounter each other??

218 upvotes · 41 comments



r/EldenRingLoreTalk • 1 mo. ago

The Shadowrealm AND a Giant Snake/Tentacle are hidden in the middle of the Sundial/Watch we use to change time (Pictures included)

213 upvotes · 35 comments



r/EldenRingMods • 2 yr. ago

How do i update an outdated regulation.bin file for someone elses mod

2 upvotes · 4 comments

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