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r/EldenRingMods



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r/EldenRingMods • 2 yr. ago

TocTheElder



Is there a quick way to find changed params in a regulation.bin in a downloaded mod?

Question

I'm trying to troubleshoot and reverse engineer and teach myself modding. I was wondering if there was an easy way to highlight params that have been altered from vanilla values. When I open a second reg bin to compare, the altered items in the middle column turn blue when there is a conflict between my current reg bin and the comparison. However, is there a way of doing this with the column on the left? The params there turn green I make changes to my current reg bin, but I need a comparison to see what is actually changed, if that makes sense.



4



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Cypher10110 • 2y ago

Top 1% Commenter

In DSmapstudio, if you start a new project and load a modded regulation.bin file, it highlights params in green that contain changes from vanilla. I think that's what you're looking for?

You can then highlight them and export if you're merging. Or you can drill down and find the exact values that have been changed.



1

[Reply](#)TocTheElder **OP** • 2y ago

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project and the comparison in blue, regardless of vanilla values. The issue is that this blue highlight is only active in the middle and right columns, so I have to click through to find any discrepancies. Normally I would just load the new reggie up in a new project and export all the green params, but I needed to investigate what each change actually did before I exported it.

It's all sorted now because I manually went through every single param to export what I needed, but I have needed this function previously, so thought I'd ask.

↑ 2 ↓ ○ Reply ...

(+) 2 more replies



leviathan1_J • 2y ago • Edited 2y ago

type ',modified' into all three the left and middle search bars in dsmapstudio. without the ',' obviously

this is as good as it gets I think. for the right side column, you have to rely on seeing the green rows. unless I don't know some other function.

⊖ ↑ 1 ↓ ○ Reply ...



TocTheElder OP • 2y ago

Thanks, that's as close as I've got thus far. I think I've tried that once before, and it only highlights the green ones (changes from vanilla values), rather than blue ones (discrepancies between the current reg and the comparison column). Considering how many changes I've made to my reggie already, the whole list of params lights up green with that command. You wouldn't happen to have a list of commanda like that, would you?

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(+) 1 more reply



Eloeri18 • 2y ago

DS Map Studio portable is CLI tool for DS Map Studio, it has a DIFF function that can get you the differences between two regulations, and it outputs them as a massedit file.

<https://github.com/mountlover/DSMSPortable/releases/latest>

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r/EldenRingMods • 7 mo. ago

Smith box param changes



2 upvotes · 9 comments

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6 upvotes · 5 comments



r/EldenRingMods • 2 yr. ago

This Wiki Could help with Modding.

4 upvotes · 5 comments



r/GoogleSites • 2 yr. ago

Is there a way to have links in embedded code not open up in a new tab?

7 upvotes · 10 comments



r/EldenRingMods • 25 days ago

ah thanks randomizer

331 upvotes · 20 comments



r/EldenRingMods • 1 yr. ago

dsmastudio cannot locate param files???????

2 upvotes · 9 comments



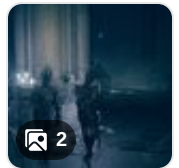
r/EldenRingMods • 1 yr. ago

Is there a DSM guide that explains what all the fields do in Elden Ring params?

5 upvotes · 3 comments



r/EldenRingMods • 26 days ago

Seamless co-op is really one of the best ways to enjoy this game

377 upvotes · 43 comments



r/EldenRingMods • 1 yr. ago

Importing params from an outdated mod to Elden ring 1.10

4 upvotes · 4 comments



r/EldenRingMods • 1 yr. ago

"Cannot locate param files for EldenRing." DSMapStudio

2 upvotes · 7 comments

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136 upvotes · 68 comments



r/EldenRingMods • 6 mo. ago

Does anyone know if there is a full list of rows for the SpEffectParam?

7 upvotes · 5 comments



r/eldenringdiscussion • 6 days ago

Okay, for those who didn't know, I just figured this out.

114 upvotes · 10 comments



r/eldenringdiscussion • 2 days ago

My pops is playing through eldenring like a dnd character

2.1K upvotes · 99 comments



r/firefox • 2 yr. ago

Is there a way to add keybindings to open the current URL in a different application?

3 upvotes · 1 comment



r/eldenringdiscussion • 21 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/eldenringdiscussion • 27 days ago

The Bonny Knife pisses me of so much

206 upvotes · 54 comments



r/Reaper • 2 yr. ago

Is there a way to search track names?

1 upvote · 3 comments



r/SAP • 2 yr. ago

is there a way to delete a single item from an idoc?

4 comments



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0:02

268 upvotes · 78 comments



r/blender • 2 yr. ago

Is there a way to copy settings?

1 upvote · 3 comments



r/PygmalionAI • 2 yr. ago

A way to edit generated messages?

4 upvotes · 2 comments



r/eldenringdiscussion • 27 days ago

Maybe that isn't Destined Death in Marika's side...

144 upvotes · 19 comments



r/dayz • 2 yr. ago

Is there a way to search multiple filters at the same time in the DZSA Launcher?

1 upvote · 4 comments



r/Eldenring • 7 days ago

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595 upvotes · 192 comments

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