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Subject: Remove Blood Mod?

Posted by [centhena](#) on Thu, 23 Jan 2014 09:01:37 GMT

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I was wondering, is it possible to somehow turn off all the blood, gore, and splatter during combat?

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Subject: Re: Remove Blood Mod?

Posted by [asmcint](#) on Sat, 25 Jan 2014 03:14:08 GMT

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It might be possible to replace the blood textures with alpha, but I doubt you can do much beyond that.

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Subject: Re: Remove Blood Mod?

Posted by [Artofeel](#) on Sun, 26 Jan 2014 08:16:22 GMT

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probably...

every weapon has 'DrawsBlood' component

it's is boolean value

there three TRUE value in globals.gdb, so you may try to change them to FALSE (0)

this is from latest DLC

T# 0000000D HO 00280100 HV E1DBBC56 DTO 00280144 DT 0000 DO 0000E5C4 D  
00000001 DrawsBlood

T# 00000003 HO 0028AB60 HV E1DBBC56 DTO 0028AB7C DT 0000 DO 00147C68 D  
00000001 DrawsBlood

T# 00000002 HO 002A9200 HV E1DBBC56 DTO 002A920C DT 0000 DO 001E87FC D  
00000001 DrawsBlood

to

T# 0000000D HO 00280100 HV E1DBBC56 DTO 00280144 DT 0000 DO 0000E5C4 D  
00000000 DrawsBlood

T# 00000003 HO 0028AB60 HV E1DBBC56 DTO 0028AB7C DT 0000 DO 00147C68 D  
00000000 DrawsBlood

T# 00000002 HO 002A9200 HV E1DBBC56 DTO 002A920C DT 0000 DO 001E87FC D

00000000 DrawsBlood

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Subject: Re: Remove Blood Mod?

Posted by [centhena](#) on Sun, 26 Jan 2014 11:05:11 GMT

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Artofeel wrote on Sun, 26 January 2014 00:16probably...

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00000000 DrawsBlood

Thank you very much! Now all I have to do is learn how to do that. I'll post back if that works or not when I figure it out, in case anyone else wants to turn theirs off too.

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Subject: Re: Remove Blood Mod?

Posted by [Keshire](#) on Mon, 27 Jan 2014 13:43:35 GMT

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You will need a GDB editor if you want to easily make that change. It should be in the ./globals/global.gdb I think.

As soon as I get a chance I'll put up the GDB tools into the tools forum.

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Subject: Re: Remove Blood Mod?

Posted by [Artofeel](#) on Tue, 28 Jan 2014 06:26:10 GMT

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Keshire wrote on Mon, 27 January 2014 18:43 You will need a GDB editor if you want to easily make that change.

It doesn't work actually...

It doesn't see some offsets, I forget to tell you about this bug  
this is offsets for 'DrawsBlood'

#0649B35E

#92078C76

#DB0E8B1F

The easiest way is to open global.gdb in the HEX-editor and go to offset: 0000E5C4 and change 1 to 0, then do the same on 00147C68 and 001E87FC offsets

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Subject: Re: Remove Blood Mod?

Posted by [Artofeel](#) on Mon, 03 Feb 2014 09:55:11 GMT

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just checked

yep, that method remove all blood :)

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