

# README

## Content Description

### Daydreamer Scripts

Scripts intended for the C# application, Edi, created by dimnogro: <https://discuss.eroscripts.com/t/easy-device-integration-for-games-edi-game-selection-fix-assets-multi-channel-12-2025/108186>

Connects to your devices and forwards commands from the game to play the appropriate scripts.

### Daydreamer\_2\_ver1.1

The files enabling the game to send commands for device integration.

The game will send scripts to be played during animated scenes.

### Shortcut Keys

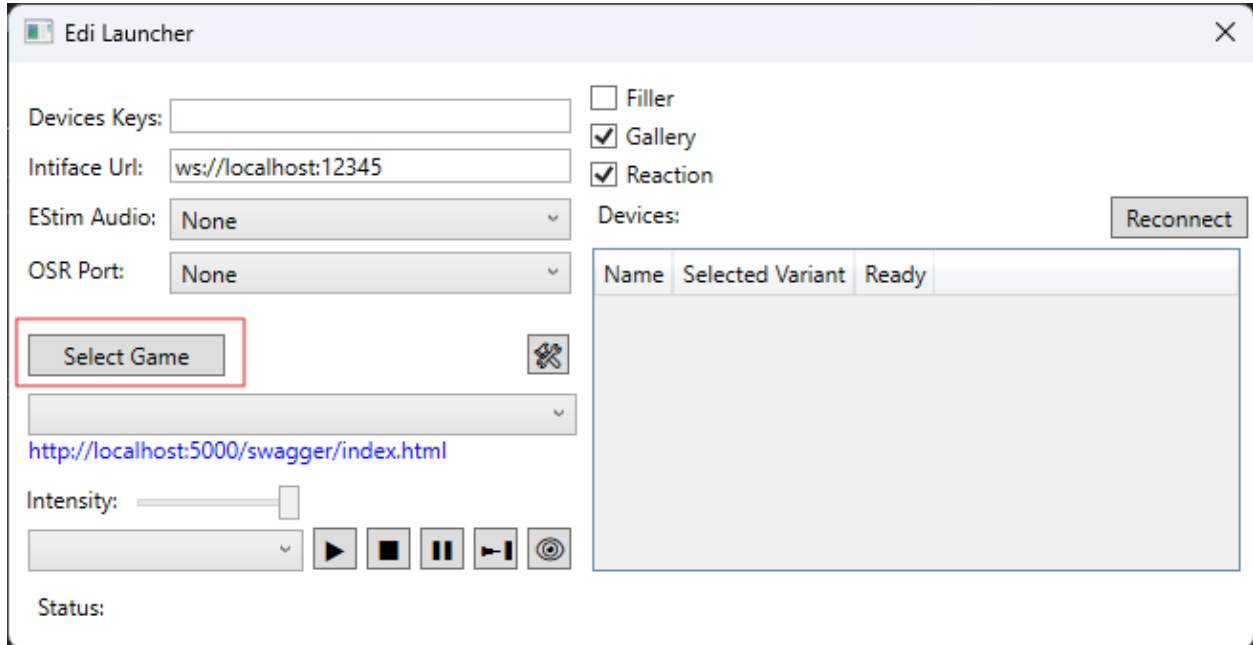
- 1: Pause script playback.
- 2: Resume script playback.
- 5: Set script playback range to 40%.
- 6: Set script playback range to 100%.

## Translation

To translate to English, I recommend using the tool created by AdventCirno at <https://www.patreon.com/posts/get-your-mtool-138206733>

## Installation

Inside the Scripts folder you'll find an "EdiConfig.json" file and a "Gallery" folder containing the scripts next to it. Please download Edi from the link above and use the "Select Game" button to select the included "Edi-Config.json".



Inside the included “Daydreamer\_2\_ver1.1” folder, copy the contents to where the game is installed. Merging and overwriting the “js” folder.  
The “Edi.js” and “FunscripMod.js” files should be in the “js/plugins/” folder:

Name	Date modified	Type	Size
CustomizeConfigItem.js	3/19/2024 8:23 AM	JS File	27 KB
DevToolManage.js	3/19/2024 8:23 AM	JS File	39 KB
DP_EventRegion.js	3/19/2024 8:23 AM	JS File	7 KB
DTextPicture.js	3/19/2024 8:23 AM	JS File	27 KB
Edi.js	6/25/2025 7:17 AM	JS File	3 KB
EnemyPosition.js	3/19/2024 8:23 AM	JS File	3 KB
EventCommandByCode.js	3/19/2024 8:23 AM	JS File	13 KB
EventRespawn.js	3/19/2024 8:23 AM	JS File	34 KB
eventsInDistance.js	3/19/2024 8:23 AM	JS File	3 KB
ExtraGauge.js	3/19/2024 8:23 AM	JS File	24 KB
ExtralImage.js	3/19/2024 8:23 AM	JS File	10 KB
ExtraWindow.js	3/19/2024 8:23 AM	JS File	10 KB
FloatingCharacter.js	3/19/2024 8:23 AM	JS File	24 KB
FloatingCharacter.js	3/19/2024 8:23 AM	JS File	20 KB
FloatVariables.js	3/19/2024 8:23 AM	JS File	4 KB
FontLoad.js	3/19/2024 8:23 AM	JS File	4 KB
FTKR_SelectHelpWindow.js	3/19/2024 8:23 AM	JS File	9 KB
FunscripMod.js	7/17/2025 1:51 PM	JS File	8 KB
GALV_MessageTimerMZ.js	3/19/2024 8:23 AM	JS File	14 KB
GameInactiveNotStop.js	3/19/2024 8:23 AM	JS File	1 KB
HalfMove.js	3/19/2024 8:23 AM	JS File	79 KB

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JS plugins.js ×
JS plugins.js > ...
3   var $plugins =
41  {
42    {"name": "AnimationByPoint", "status": true, "description": "指定座標へのアニメ表示プラグイン", "parameters": {}},
43    {"name": "GameInactiveNotStop", "status": false, "description": "ゲームウィンドウが非アクティブでもゲームを止めない。", "parameters": {}},
44    {"name": "TRP_ParticleMZ_Preset", "status": true, "description": "パーティクルプリセットデータ", "parameters": {}},
45    {"name": "TRP_ParticleMZ", "status": true, "description": "※TRP_ParticleMZ_Presetより下に配置", "parameters": {"importLibrary": true, "importFilter": true, "parameters": {"showGuide": true, "paramFontSize": 18}}},
46    {"name": "TRP_ParticleMZ_Editor", "status": true, "description": "パーティクルデータの編集[開発用]", "parameters": {}},
47    {"name": "TRP_ParticleMZ_Group", "status": true, "description": "グループ再生機能の有効化", "parameters": {}},
48    {"name": "TRP_ParticleMZ_GroupEditor", "status": true, "description": "グループ設定の編集[開発用]", "parameters": {}},
49    {"name": "TRP_ParticleMZ_SubEmitter", "status": true, "description": "サブエミッター機能の有効化", "parameters": {}},
50    {"name": "PluginCommandAndMvInspectorArea", "status": true, "description": "スクリプト欄でMV形式プラグインコマンドを実行", "parameters": {"commands": ["\\skit\\", "PicturePriorityCustomize", "status": true, "description": "ピクチャの表示優先度調整プラグイン", "parameters": {"upperPicCharaNum": 101, "下層ピクチャ": "FloatVariables", "status": true, "description": "変数の小数演算プラグイン", "parameters": {"FloatVariableStart": 13, "FloatVariableEnd": 566}}, "name": "MessageSelectPicture", "status": true, "description": "選択肢のピクチャ表示プラグイン", "parameters": {}}, "name": "Keke_FreeCamera", "status": false, "description": "カメラを自由に操作する", "parameters": {"基本ズーム率": 1, "ピクチャ画面固定": true, "場所移動で", "name": "ScreenZoom", "status": true, "description": "プレイヤーや特定のイベントを中心に、画面をズームアップします。", "parameters": {}}, "name": "MNKR_DeleteBackSpriteMZ", "status": true, "description": "コマンド個別の黒い背景を非表示にします。", "parameters": {"windowScrollable": true, "win", "name": "CharacterPopUpDamage", "status": true, "description": "キャラクターのダメージポップアッププラグイン", "parameters": {"PlaySe": false, "SuppressSwitchId", "name": "FontLoad", "status": true, "description": "フォントロードプラグイン", "parameters": {"fontList": ["\\{{{name}}\\": "\\mamelon\\", "\\{{{fileName}}\\", "name": "Lunatlazur_ConfigurableMessageClosing", "status": true, "description": "メッセージ表示継続プラグイン", "parameters": {}}, "name": "MaskPlugin", "status": true, "description": "Allows to use image masking on pictures", "parameters": {}}, {"name": "EventCommandByCode", "status": true, "description": "コードとパラメータを指定してイベントコマンドを実行します。", "parameters": {}}, {"name": "PictureControlExtend", "status": true, "description": "ピクチャの操作拡張プラグイン", "parameters": {}}, {"name": "MRP_PicturePriority", "status": true, "description": "v1.021 ピクチャ毎に表示優先度を変更します。", "parameters": {"Default": "", "ReleaseOnTransfe", "name": "MRP_EventFastforward", "status": true, "description": "v1.01 イベント高速化機能を拡張します。", "parameters": {"FastKey": "control", "SpeedMultiply", "name": "FloatingCharacter", "status": true, "description": "キャラクターの浮遊プラグイン", "parameters": {"TerrainTags": ["\\1\\", "RegionId": ["\\1\\", "H", "name": "MessageWindowHidden", "status": true, "description": "メッセージウィンドウ一時消去プラグイン", "parameters": {"triggerButton": ["\\tab\\", "trigger", "name": "Edi", "status": true, "description": "", "parameters": {}}, {"name": "FunscripMod", "status": true, "description": "", "parameters": {}},
67  };
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```

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