

README

Content Description

Edi

A C# application created by dimnogro. <https://discuss.eroscripts.com/t/easy-device-integration-for-games-edi-funssr1-v2-0-preview-device-03-2025>
Connects to your devices and forwards commands from the game.

SiNiSistar2

The mod files with BepInEx to enable integration.
The following elements are scripted:

- Animations
A script will play when the player is captured by an enemy and during game over events.
- Reactions
Reaction scripts will play whenever jumping, attacking, or getting hit. Can be disabled in Edi by unticking the “Reactions” checkbox, or individually in the config file.

Shortcut Keys

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

Configuration

Options can be configured in the “funscriptmod” file located inside the “BepInEx/Config” folder.

- Scripts
 - JumpScript: True/False
Play a reaction script when jumping.
 - AttackScript: True/False
Play a reaction script when attacking.
 - DamageScript: True/False
Play a reaction script when damaged.

Installation

Inside the Edi folder you'll find the "Gallery" containing the scripts. Please download Edi from the link above and place the folder next to the Edi executable, to produce the following structure:

Name	Date modified	Type	Size
Gallery	11/30/2024 5:14 PM	File folder	
aspnetcorev2_inprocess.dll	1/21/2024 12:53 AM	Application exten...	345 KB
D3DCompiler_47_cor3.dll	9/29/2023 10:46 PM	Application exten...	4,802 KB
Edi.Core.pdb	7/29/2024 6:23 AM	Program Debug D...	65 KB
Edi.exe	8/1/2024 4:34 PM	Application	171,844 KB
Edi.pdb	7/29/2024 6:23 AM	Program Debug D...	41 KB
EdiConfig.json	11/30/2024 2:28 PM	JSON File	2 KB
libman.json	6/5/2023 11:59 PM	JSON File	1 KB
Penlmc_cor3.dll	1/20/2024 7:19 PM	Application exten...	159 KB
PresentationNative_cor3.dll	11/23/2023 6:04 AM	Application exten...	1,212 KB
vcruntime140_cor3.dll	12/28/2023 4:12 AM	Application exten...	117 KB
web.config	10/31/2024 4:57 PM	XML Configuratio...	1 KB
wpfgfx_cor3.dll	1/20/2024 7:20 PM	Application exten...	1,918 KB

Inside the included “SiNiSistar2” folder, copy the contents to where the game is installed. It should look like this:

Name	Date modified	Type	Size
BepInEx	5/26/2025 7:06 PM	File folder	
dotnet	5/25/2025 10:24 PM	File folder	
Mod	5/25/2025 10:22 PM	File folder	
SiNiSistar2_Data	5/25/2025 10:22 PM	File folder	
.doorstop_version	1/12/2025 4:14 PM	DOORSTOP_VERSI...	1 KB
baselib.dll	5/1/2025 11:53 PM	Application exten...	409 KB
changelog.txt	1/12/2025 4:14 PM	TXT File	4 KB
doorstop_config.ini	1/12/2025 4:13 PM	INI File	2 KB
GameAssembly.dll	5/1/2025 11:54 PM	Application exten...	52,288 KB
SiNiSistar2.exe	5/1/2025 11:53 PM	Application	651 KB
UnityCrashHandler64.exe	5/1/2025 11:53 PM	Application	1,156 KB
UnityPlayer.dll	5/1/2025 11:53 PM	Application exten...	30,289 KB
winhttp.dll	1/12/2025 4:14 PM	Application exten...	26 KB

Launch Edi to connect your device and then launch the game.