

README

Content Description

Summer ~14 Days of Vacation~ 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.

Summer ~14 Days of Vacation~

The mod files with BepInEx to enable integration.

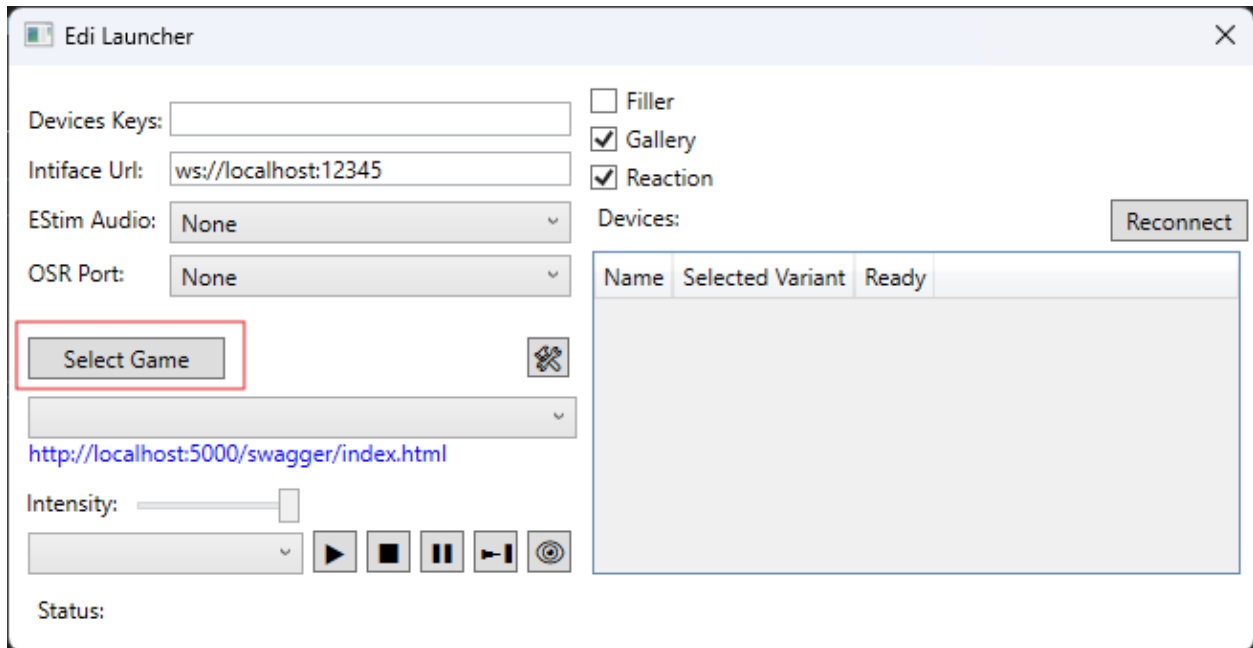
The game will send scripts to be played during the animated scenes.

Shortcut Keys

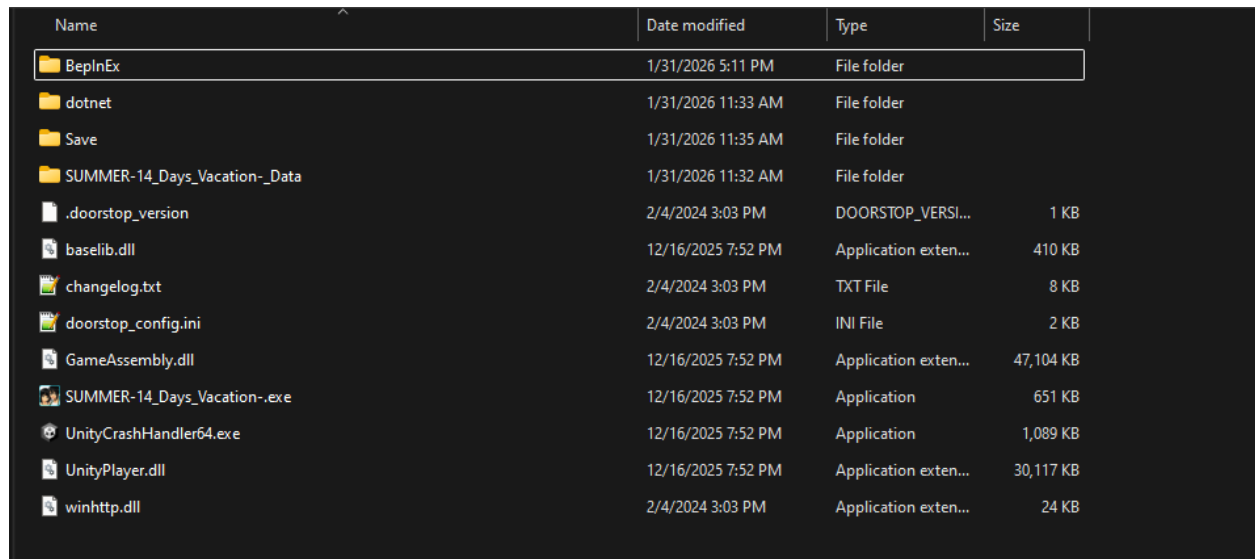
- 1: Pause script playback.
- 2 Resume script playback.
- 5: Set script playback range to 40%.
- 6: Set script playback range to 100%.

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". Then make sure the game is active in the drop-down below it.



Inside “Summer ~14 Days of Vacation~” you will find the mod files prepackaged with BepInEx. Place these files and folders into your game directory. Once the files are copied over, it should look like this:



| Name | Date modified | Type | Size |
|-------------------------------|--------------------|----------------------|-----------|
| BepInEx | 1/31/2026 5:11 PM | File folder | |
| dotnet | 1/31/2026 11:33 AM | File folder | |
| Save | 1/31/2026 11:35 AM | File folder | |
| SUMMER-14_Days_Vacation-_Data | 1/31/2026 11:32 AM | File folder | |
| .doorstop_version | 2/4/2024 3:03 PM | DOORSTOP_VERSI... | 1 KB |
| baselib.dll | 12/16/2025 7:52 PM | Application exten... | 410 KB |
| changelog.txt | 2/4/2024 3:03 PM | TXT File | 8 KB |
| doorstop_config.ini | 2/4/2024 3:03 PM | INI File | 2 KB |
| GameAssembly.dll | 12/16/2025 7:52 PM | Application exten... | 47,104 KB |
| SUMMER-14_Days_Vacation-.exe | 12/16/2025 7:52 PM | Application | 651 KB |
| UnityCrashHandler64.exe | 12/16/2025 7:52 PM | Application | 1,089 KB |
| UnityPlayer.dll | 12/16/2025 7:52 PM | Application exten... | 30,117 KB |
| winhttp.dll | 2/4/2024 3:03 PM | Application exten... | 24 KB |

Launch Edi, making sure the game’s “EdiConfig.json” is selected, connect your device, and then launch the game.