

# 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.

### Syahata's Bad Day

The files enabling the game to send commands for device integration.  
The following elements are scripted:

- Caught Animations  
A script will play when Syahata is captured by an enemy.
- NPC Sex  
Scripts will play whenever background NPCs being violated come into view. Can be disabled in the config.
- Gameover Animations  
Scripts will play during the Live2D defeated-animations.
- Reactions  
Quick reaction scripts will play whenever Syahata does an attack. Can be disabled in Edi by unticking the "Reactions" checkbox.

### 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.cfg” file located inside the “BepInEx/Config” folder.

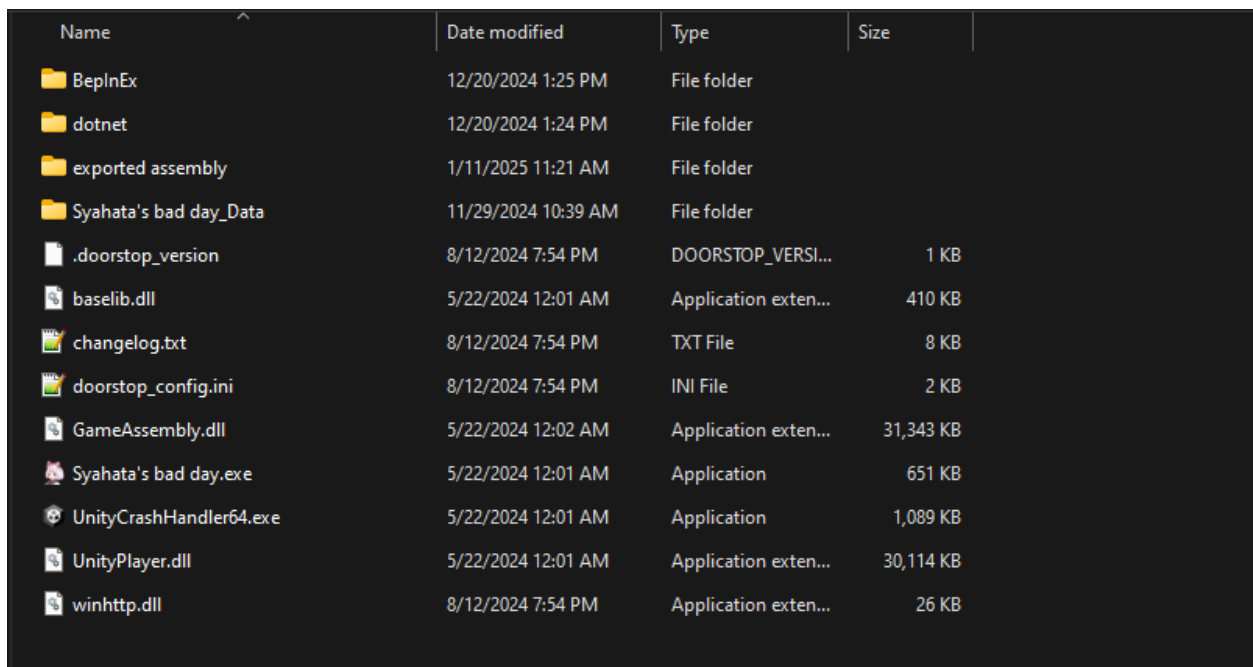
- Filler
  - LustBasedFiller: True/False  
Increase filler speed based on Syahata’s lust level.
  - WeaponScripts: True/False  
Play reaction scripts when using weapons.
- Gameplay
  - IncreaseEscapeDifficulty: True/False  
Increase the difficulty of escaping from enemies.
  - BackgroundScenesIncreaseLust: True/False  
Increase Syahata’s lust level when background scenes are playing.
  - LongerAnimations: True/False  
Make animations longer by reducing the speed of Syahata’s lust increase.
  - GunsUseStamina: True/False  
Make guns use stamina when attacking.
  - GunsCanKnockDown: True/False  
Make guns knock down Syahata when she runs out of stamina.
- Scripts
  - NpcScripts: True/False  
Play scripts for the NPCs’ scenes in the background.

## 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	12/7/2024 1:25 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	12/4/2024 8:11 PM	Application	245,574 KB
Edi.pdb	7/29/2024 6:23 AM	Program Debug D...	41 KB
EdiConfig.json	12/7/2024 1:25 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 “Syahata’s Bad Day” folder, copy the contents to where the game is installed. It should look like this:



Name	Date modified	Type	Size
BepInEx	12/20/2024 1:25 PM	File folder	
dotnet	12/20/2024 1:24 PM	File folder	
exported assembly	1/11/2025 11:21 AM	File folder	
Syahata's bad day_Data	11/29/2024 10:39 AM	File folder	
.doorstop_version	8/12/2024 7:54 PM	DOORSTOP_VERSI...	1 KB
baselib.dll	5/22/2024 12:01 AM	Application exten...	410 KB
changelog.txt	8/12/2024 7:54 PM	TXT File	8 KB
doorstop_config.ini	8/12/2024 7:54 PM	INI File	2 KB
GameAssembly.dll	5/22/2024 12:02 AM	Application exten...	31,343 KB
Syahata's bad day.exe	5/22/2024 12:01 AM	Application	651 KB
UnityCrashHandler64.exe	5/22/2024 12:01 AM	Application	1,089 KB
UnityPlayer.dll	5/22/2024 12:01 AM	Application exten...	30,114 KB
winhttp.dll	8/12/2024 7:54 PM	Application exten...	26 KB

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