

README

Content Description

No-Escape Apartment 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.

No-Escape Apartment

The mod files with BepInEx to enable integration.

The following elements are scripted:

- Caught Animations
A script will play when the player is captured by an enemy.

Shortcut Keys

- 5: Pause script playback.
- 6: Resume script playback.
- 8: Set script playback range to 40%.
- 9: Set script playback range to 100%.

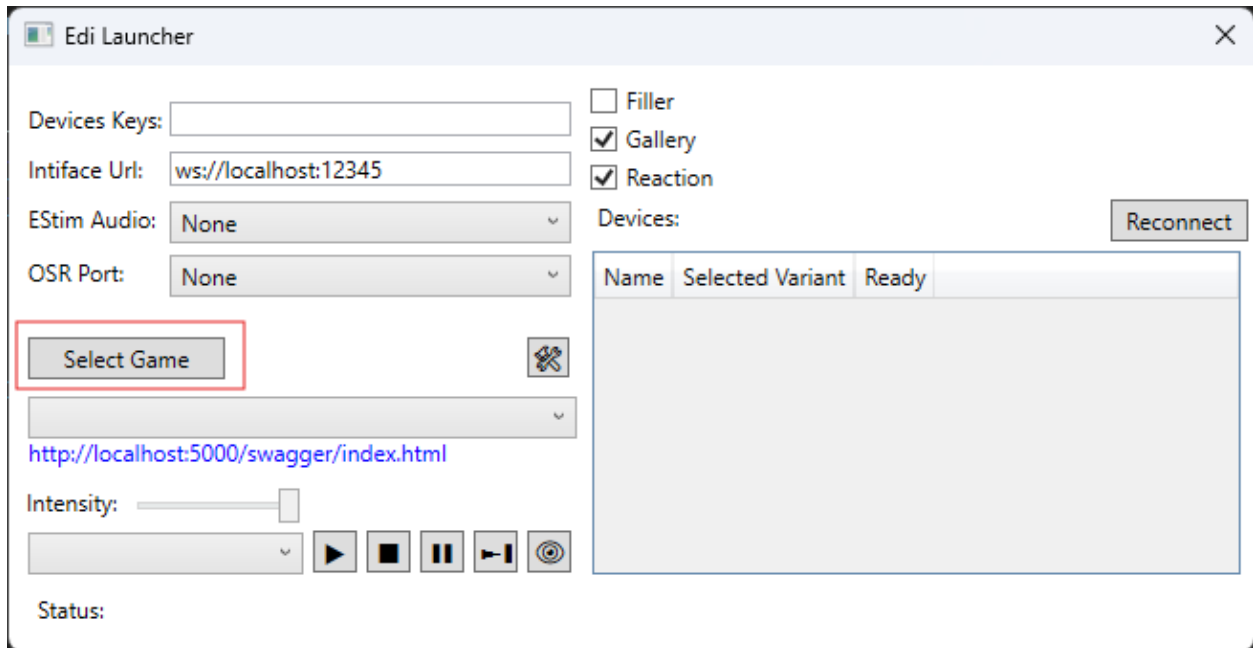
Configuration

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

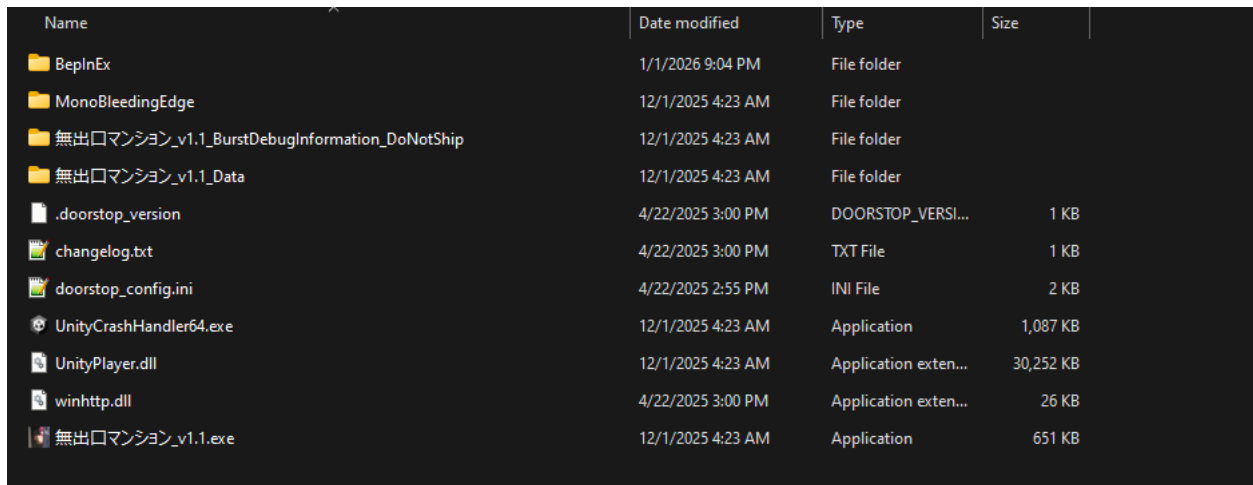
- Animation
 - Manual Animation Progression: True/False
If enabled, the animations will only progress when space is pressed.
- Gameplay
 - Infinite Health: True/False
If enabled, the player will not lose health when caught by an enemy.
 - Infinite Stamina: True/False
If enabled, the player will not lose stamina when sprinting.
 - Infinite Flashlight: True/False
If enabled, the flashlight battery will not drain.

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 “No-Escape Apartment” 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 | 1/1/2026 9:04 PM | File folder | |
| MonoBleedingEdge | 12/1/2025 4:23 AM | File folder | |
| 無出口マンション_v1.1_BurstDebugInformation_DoNotShip | 12/1/2025 4:23 AM | File folder | |
| 無出口マンション_v1.1_Data | 12/1/2025 4:23 AM | File folder | |
| .doorstop_version | 4/22/2025 3:00 PM | DOORSTOP_VERSI... | 1 KB |
| changelog.txt | 4/22/2025 3:00 PM | TXT File | 1 KB |
| doorstop_config.ini | 4/22/2025 2:55 PM | INI File | 2 KB |
| UnityCrashHandler64.exe | 12/1/2025 4:23 AM | Application | 1,087 KB |
| UnityPlayer.dll | 12/1/2025 4:23 AM | Application exten... | 30,252 KB |
| winhttp.dll | 4/22/2025 3:00 PM | Application exten... | 26 KB |
| 無出口マンション_v1.1.exe | 12/1/2025 4:23 AM | Application | 651 KB |

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