

README

Content Description

Hospital Seduction 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.

Hospital Seduction

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.

Shortcut Keys

- 5: Pause script playback.
- 6: Resume script playback.
- 9: Set script playback range to 40%.
- 0: Set script playback range to 100%.
- Q: During events with a timer/bar, pressing Q will immediately fail the event and skip to the animation.

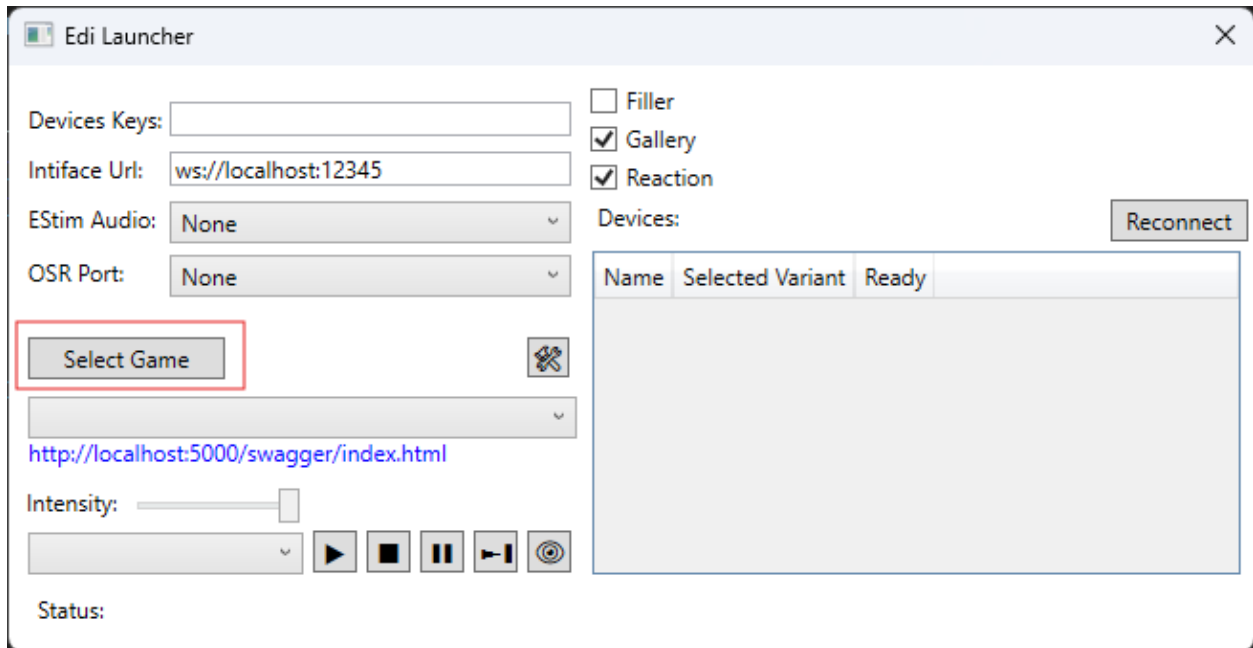
Configuration

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

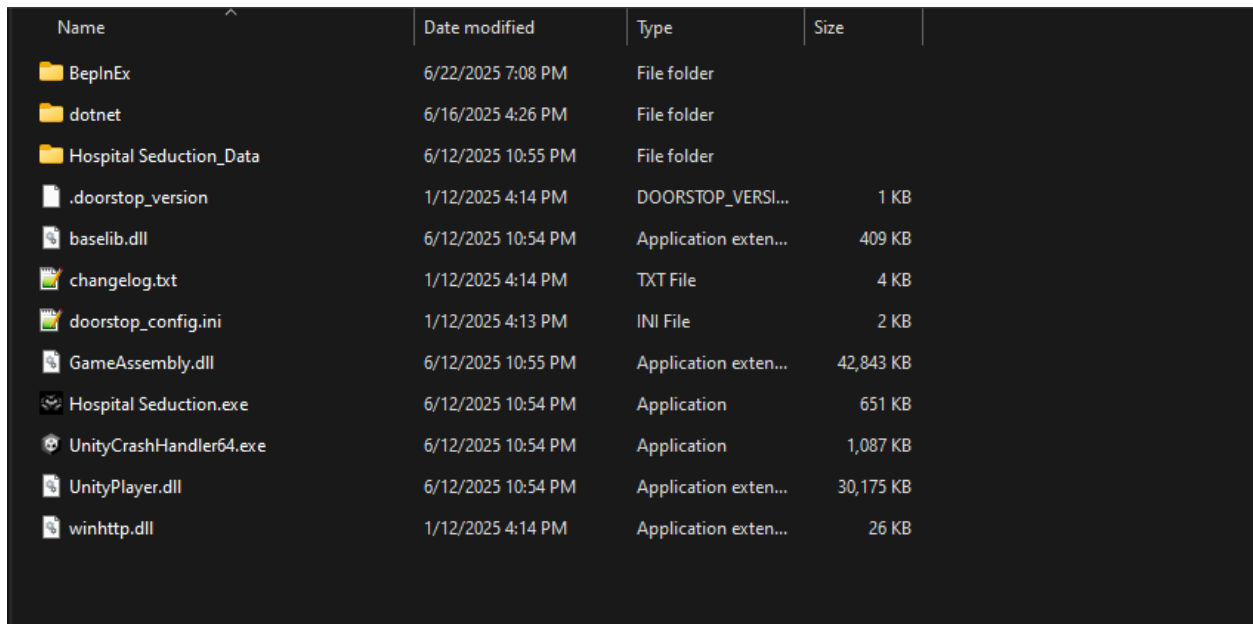
- Gameplay
 - UnlimitedHealth: True/False
If enabled, the player will have unlimited health.
 - UnlimitedStamina: True/False
If enabled, the player will have unlimited stamina.
 - UnlimitedBattery: True/False
If enabled, the player will have unlimited battery.
 - PlayerHealth: Integer
The health of the player. If Unlimited Health is enabled, this value will be ignored.
 - IncreasedEnemySpawnRate: True/False
If enabled, the enemy spawn rate will be increased.
 - Replay Scenes: True/False
If enabled, scenes will replay when they reach the end. Press ‘x’ to allow the scene to end.
 - Loop Scenes: True/False
If enabled, scenes won’t advance until the ‘z’ key is pressed.

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 “Hospital Seduction” 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	6/22/2025 7:08 PM	File folder	
dotnet	6/16/2025 4:26 PM	File folder	
Hospital Seduction_Data	6/12/2025 10:55 PM	File folder	
.doorstop_version	1/12/2025 4:14 PM	DOORSTOP_VERSI...	1 KB
baselib.dll	6/12/2025 10:54 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	6/12/2025 10:55 PM	Application exten...	42,843 KB
Hospital Seduction.exe	6/12/2025 10:54 PM	Application	651 KB
UnityCrashHandler64.exe	6/12/2025 10:54 PM	Application	1,087 KB
UnityPlayer.dll	6/12/2025 10:54 PM	Application exten...	30,175 KB
winhttp.dll	1/12/2025 4:14 PM	Application exten...	26 KB

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