

README

Content Description

Situation Succ Inn Elysium Demo Scripts

Scripts intended for the C# application, Edi, created by dimnogro: <https://discuss.eroscripts.com/t/easy-device-integration-for-games-edi-handy-hps-ble-08-2026/108186>

Connects to your devices and forwards commands from the game to play the appropriate scripts.

Situation Succ Inn Elysium Demo

The mod files with BepInEx to enable integration.

The following elements are scripted:

- Animations
Scripts will play with the animated scenes.
- Reaction filler
A filler script will play when a succubus is on screen. Can be disabled in the config or by disabling reactions in Edi.

Shortcut Keys

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

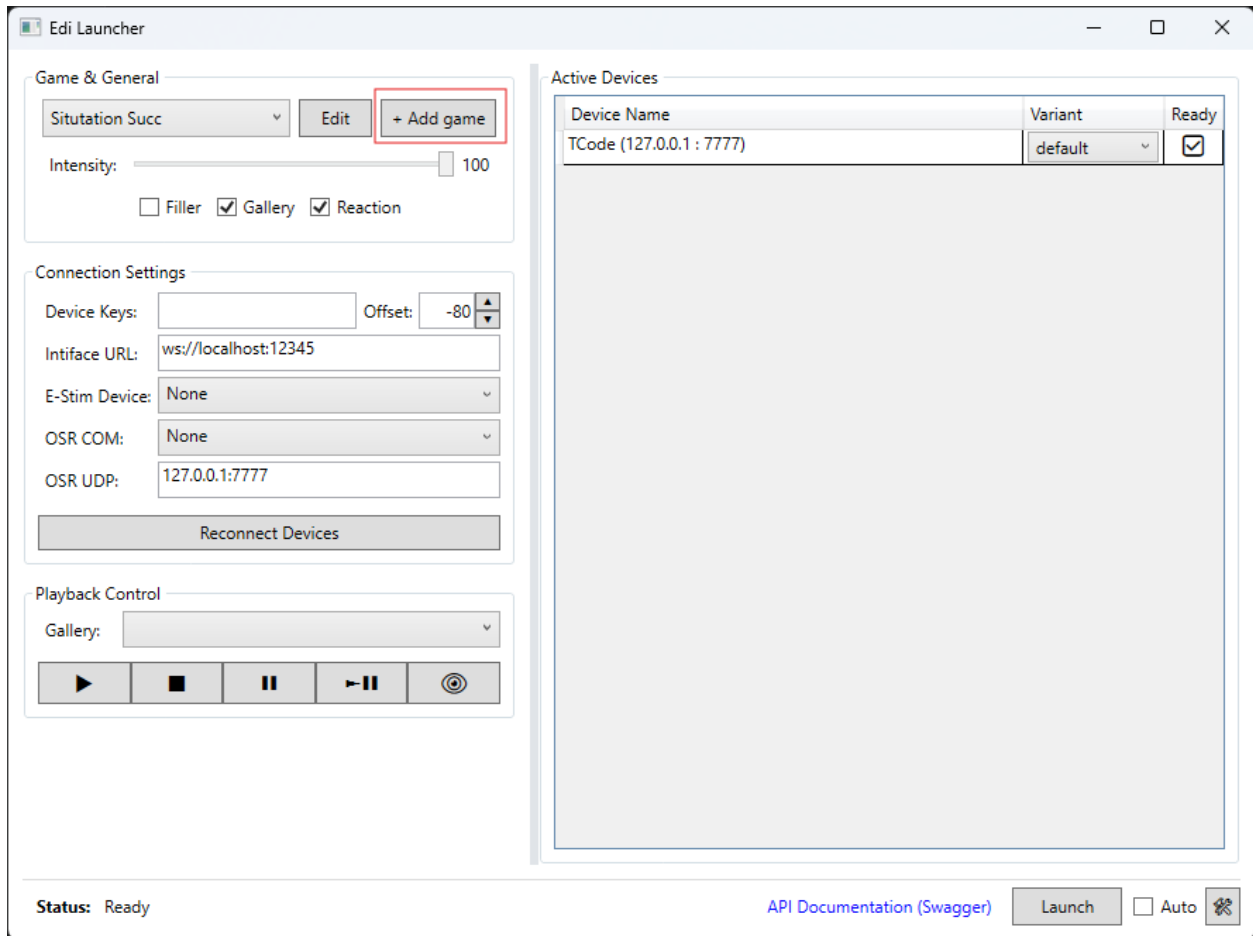
Configuration

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

- Gameplay
 - SuccubusFiller: True/False
Play filler when in the presence of a succubus.
 - UnlockGallery: True/False
Unlock the gallery. The demo only contains two scenes. If you try to play any of the other the game might crash.

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 "Add Game" button to select the included "Edi-Config.json". Then make sure the game is active in the drop-down next to it.



Inside “Situation Succ Inn Elysium Demo” 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	9/2/2026 5:43 PM	File folder	
D3D12	8/26/2026 8:44 PM	File folder	
MonoBleedingEdge	8/26/2026 8:44 PM	File folder	
SSIN DEMO_Data	8/26/2026 8:47 PM	File folder	
.doorstop_version	8/12/2024 7:54 PM	DOORSTOP_VERSI...	1 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
dstorage.dll	8/26/2026 7:30 PM	Application exten...	203 KB
dstoragecore.dll	8/26/2026 7:30 PM	Application exten...	1,449 KB
SSIN DEMO.exe	8/26/2026 7:30 PM	Application	652 KB
UnityCrashHandler64.exe	8/26/2026 7:30 PM	Application	1,695 KB
UnityPlayer.dll	8/26/2026 7:30 PM	Application exten...	36,268 KB
winhttp.dll	8/12/2024 7:54 PM	Application exten...	26 KB

Launch Edi, making sure the game is selected, connect your device, and then launch the game.