

# 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.

### メルブレキトウンズv2.2

The RPGMaker plugin files to enable integration.  
The following elements are scripted:

- Animations: A script will play for the battle-fuck animations.

### Shortcut Keys

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

## Translation

There is an English translation available at <https://gitgud.io/dazed-translations/Melty-Brave-Kittens>.

It hasn't been updated in a while so it might not be fully compatible with the latest game version. If you intend on using it, install it before the mod.

## 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
PenImc_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 included “メルブレイク v2.2” folder, you’ll find files for two versions:

- English fan translation
- Japanese

Choose the folder matching your game version and copy the contents to where the game is installed and overwrite the existing game’s files.

The following highlighted files should exist in the game folder after copying:  
The “plugins” file in “www/js”:

Name	Date modified	Type	Size
libs	11/29/2024 9:16 AM	File folder	
plugins	8/16/2025 8:58 PM	File folder	
main.js	2/26/2017 5:00 PM	JS File	1 KB
plugins.js	8/17/2025 7:56 AM	JS File	47 KB
rpg_core.js	2/12/2019 5:00 PM	JS File	239 KB
rpg_managers.js	2/12/2019 5:00 PM	JS File	83 KB
rpg_objects.js	2/12/2019 5:00 PM	JS File	298 KB
rpg_scenes.js	2/12/2019 5:00 PM	JS File	80 KB
rpg_sprites.js	2/12/2019 5:00 PM	JS File	79 KB
rpg_windows.js	2/12/2019 5:00 PM	JS File	179 KB

The “Edi.js” and “FunscriptMod.js” files in “www/js/plugins”:

DP_MapZoom.js	12/4/2019 9:27 PM	JS File	39 KB
DrainExtend.js	2/6/2019 7:11 PM	JS File	11 KB
DTextPicture.js	1/28/2019 7:47 AM	JS File	35 KB
Edi.js	7/21/2025 9:29 AM	JS File	2 KB
EnemyBook.js	2/26/2017 5:00 PM	JS File	12 KB
EventReSpawn.js	7/12/2019 2:01 AM	JS File	31 KB
ExcludeMaterialGuard.js	2/28/2019 4:37 AM	JS File	4 KB
FastForwardCustomize.js	8/24/2019 9:48 AM	JS File	5 KB
FixImageLoading.js	4/8/2019 1:26 AM	JS File	3 KB
FTKR_ExVariablesChange.js	2/16/2019 4:09 PM	JS File	26 KB
fuku_testpack.js	5/24/2019 6:50 AM	JS File	27 KB
FunscriptMod.js	8/17/2025 9:26 AM	JS File	9 KB
GetInformation.js	5/25/2017 3:22 PM	JS File	37 KB
GraphicalDesignMode.js	1/28/2019 2:24 PM	JS File	78 KB
HalfMove.js	2/15/2019 5:44 PM	JS File	74 KB

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