

README

Content Description

The Shimmering Horizon and Cursed Blacksmith 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.

The Shimmering Horizon and Cursed Blacksmith

The files enabling the game to send commands for device integration.

The following elements are scripted:

- Animations
A script will play when the player is knocked down and pinned by an enemy.

Configuration

Options can be configured in the “FunscriptModConfig.json” file located at the root folder.

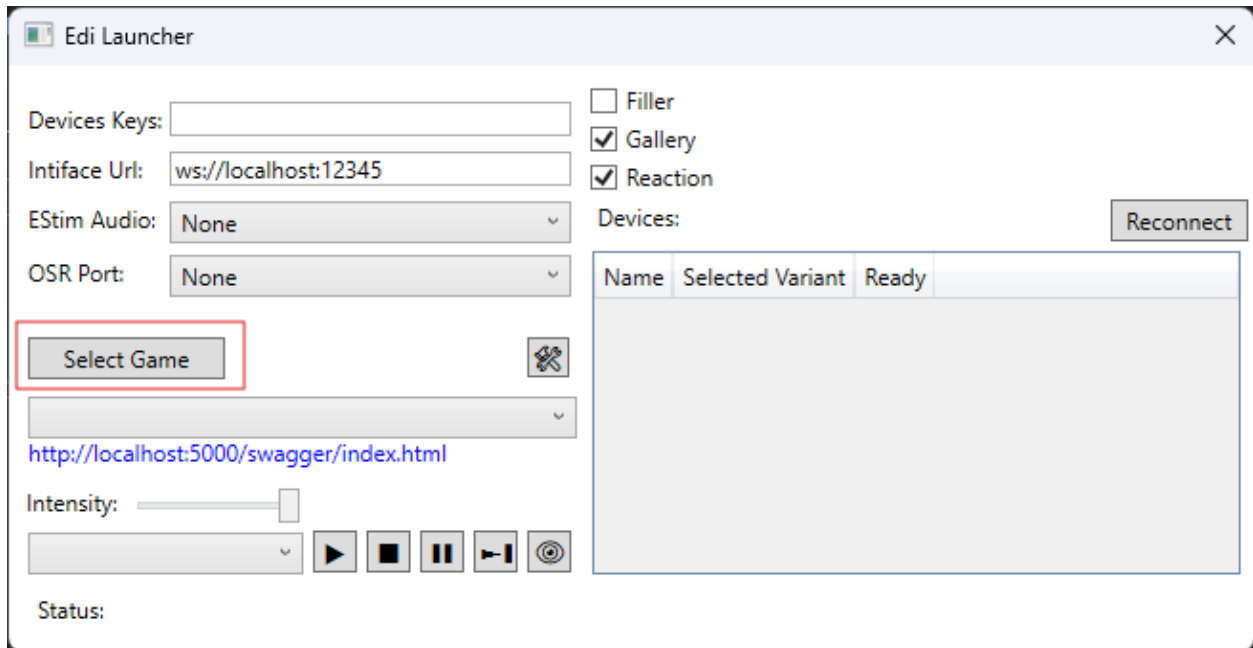
- erosionBasedFiller: True/False
If enabled, the filler intensity will vary based on the character’s erosion level.

Shortcut Keys
















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

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 the included “The Shimmering Horizon and Cursed Blacksmith” folder, copy the contents to where the game is installed. Merging and overwriting the “resources” folder.
The “Edi.js” and “FunscripMod.js” files should be in the “resources/app/src/js/plugins/” folder:

Name	Date modified	Type	Size
 AXV_Gif.js	12/1/2025 9:08 PM	JS File	7 KB
 BMSP_MapFog.js	12/1/2025 9:07 PM	JS File	11 KB
 CHIRI_KoreanParticles.js	12/1/2025 9:07 PM	JS File	5 KB
 Community_Basic.js	12/1/2025 9:08 PM	JS File	5 KB
 CustomizeErrorScreen.js	12/1/2025 9:07 PM	JS File	9 KB
 Edi.js	2/26/2026 12:23 PM	JS File	2 KB
 EISLive2D.js	12/1/2025 9:07 PM	JS File	32 KB
 EnemyBook.js	12/1/2025 9:07 PM	JS File	12 KB
 FilterController.js	12/1/2025 9:08 PM	JS File	148 KB
 FPSLimit.js	12/1/2025 9:08 PM	JS File	2 KB
 fuku_EventTremble.js	12/1/2025 9:07 PM	JS File	6 KB
 FunscripMod.js	3/3/2026 9:16 PM	JS File	8 KB
 GALV_BasicEventShadows.js	12/1/2025 9:07 PM	JS File	23 KB
 Galv_NewItemIndication.js	2/7/2026 8:38 PM	JS File	15 KB
 Galv_ScreenZoom.js	12/1/2025 9:07 PM	JS File	9 KB

The “Plugins.js” file, found in the “resources/app/src/js” folder, needs to contain references to the above two files:

```
JS plugins.js x
JS plugins.js > ...
3 var $plugins =
55 {
56   {"name":"AS_pointEffect","status":true,"description":"","parameters":{}},
57   {"name":"AS_weaponCode","status":true,"description":"","parameters":{}},
58   {"name":"AS_StruggleCode","status":true,"description":"","parameters":{}},
59   {"name":"AS_EnemyAI","status":true,"description":"","parameters":{}},
60   {"name":"AS_CursorCore","status":true,"description":"","parameters":{}},
61   {"name":"AS_KnockbackCode","status":true,"description":"","parameters":{}},
62   {"name":"AS_ToolCode","status":true,"description":"","parameters":{}},
63   {"name":"AS_MeunTitle","status":true,"description":"","parameters":{}},
64   {"name":"AS_DmgPopup","status":true,"description":"","parameters":{}},
65   {"name":"AS_Journal","status":true,"description":"","parameters":{}},
66   {"name":"AS_Warehouse","status":true,"description":"","parameters":{}},
67   {"name":"AS_KeepItems","status":true,"description":"","parameters":{}},
68   {"name":"AS_LoopAnimation","status":true,"description":"","parameters":{}},
69   {"name":"TDDP_PreloadManager","status":true,"description":"1.1.1 Preload resources on scene/map load as well as game startup for a smoother gameplay ex"},
70   {"name":"RS_Window_KorNameEdit","status":true,"description":"This plugin allows you to type in korean in the Name Input Processing <RS_Window_KorNameE"},
71   {"name":"fuku_EventTremble","status":true,"description":"イベントを震えさせる v1.00","parameters":{}},
72   {"name":"RandomShake","status":true,"description":"イベントコマンド「画面のシェイク」にランダムに揺らす機能を追加します。","parameters":{"SwitchNumber":"2"}},
73   {"name":"TRP_ParticleList","status":true,"description":"","parameters":{}},
74   {"name":"TRP_ParticlePreset","status":true,"description":"","parameters":{}},
75   {"name":"TRP_Particle","status":true,"description":"※TRP_ParticlePresetより下に配置","parameters":{"importLibrary":"true","importFilter":"true","system"},
76   {"name":"TRP_ParticleExTimeLapse","status":true,"description":"時間操作/バッチ(TRP_Particle.jsより下に配置)","parameters":{}},
77   {"name":"TRP_ParticleEditor","status":false,"description":"※TRP_Particleより下に配置","parameters":{"showGuide":"true","paramFontSize":"18","noColorCode"},
78   {"name":"Touchinput_Delete","status":true,"description":"","parameters":{}},
79   {"name":"FilterController","status":true,"description":"FilterController","parameters":{"Use Decimal in Variables":"true","displacementImage":"Displace"},
80   {"name":"MOG_Pixifilters","status":true,"description":"(v1.5) Ativa alguns filtros gráficos padrões do Rpg Maker MV.","parameters":{}},
81   {"name":"FPSLimit","status":true,"description":"Limits game refresh rate","parameters":{"FPS Limit":"60"}},
82   {"name":"IavraVideo","status":true,"description":"v1.02 Allows you to play a video on the title screen. - Updated for MV 1.3.4\\n<Iavra Video Title>","parameters":{}},
83   {"name":"CHIRI_KoreanParticles","status":true,"description":"받침 유무에 따라 자동으로 한국어 조사를 처리합니다. 자세한 사용법은 도움말을 확인해 주세요.","parameters":{}},
84   {"name":"polyfill_min","status":true,"description":"","parameters":{}},
85   {"name":"live2dcubism_min","status":true,"description":"","parameters":{}},
86   {"name":"live2dcubismframework_custom","status":true,"description":"","parameters":{}},
87   {"name":"Live2DInterfaceMV","status":true,"description":"Plug-in that displays live2d on Maker MV\\nツクールMV上でlive2dを立ち絵表示するプラグイン","parameters":{}},
88   {"name":"CustomizeErrorScreen","status":true,"description":"Customize Error Screen","parameters":{"MainMessage":"!!Error!!","HyperLink":"https://forms"},
89   {"name":"R_patch","status":true,"description":"","parameters":{}},
90   {"name":"SilentBitmapFix","status":false,"description":"静默修復 Bitmap 堆疊溢位 v1.0","parameters":{}},
91   {"name":"Edi","status":true,"description":"","parameters":{}},
92   {"name":"FunscripMod","status":true,"description":"","parameters":{}},
93 }
```

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