

README

Content Description

Succubus Successor 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.

Succubus Successor

The mod files with BepInEx to enable integration.

The following elements are scripted:

- Animations
A script will play when the player drains an enemy.
- Reactions
A script will play during various actions like attacking, jumping, dashing, etc.

Shortcut Keys

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

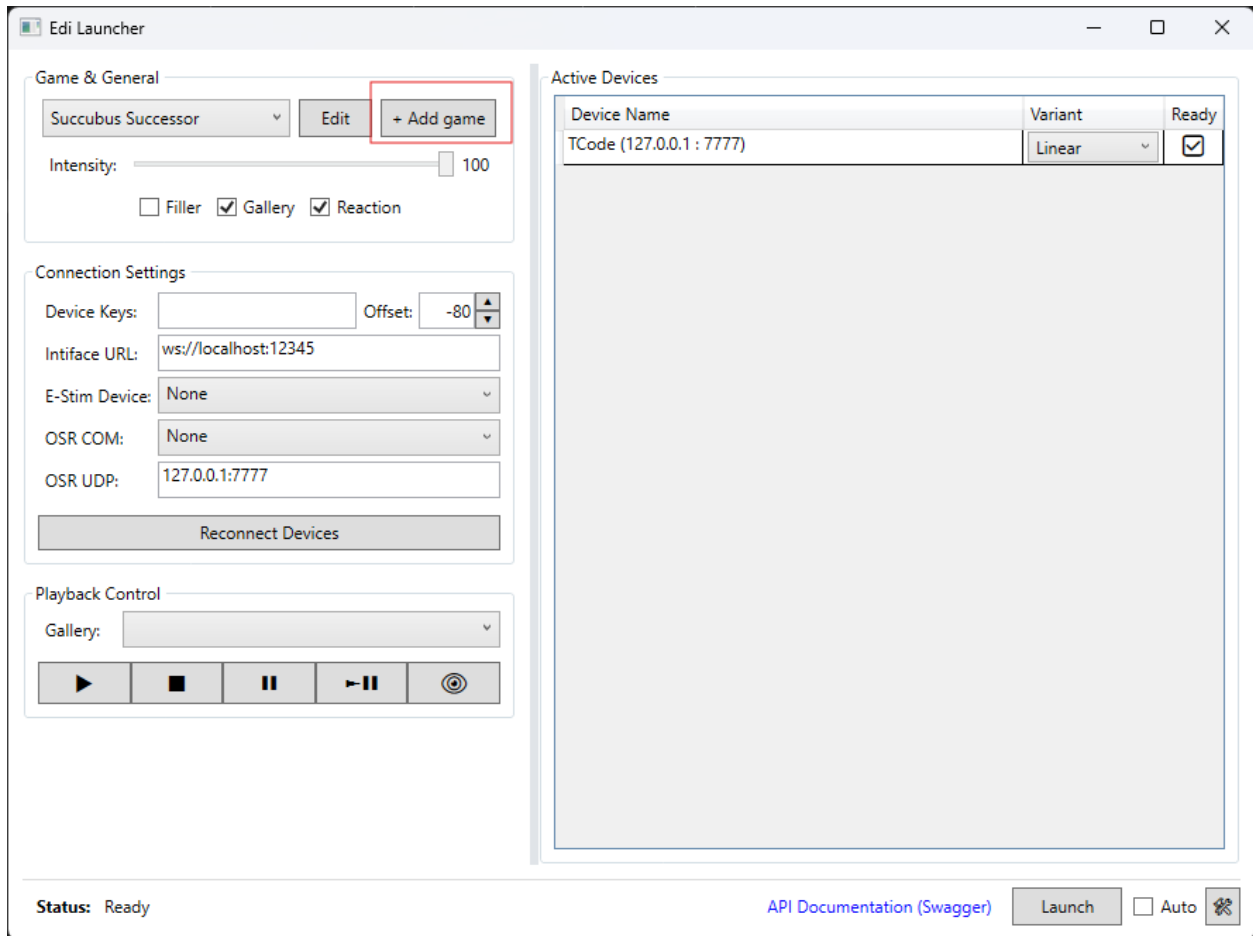
Configuration

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

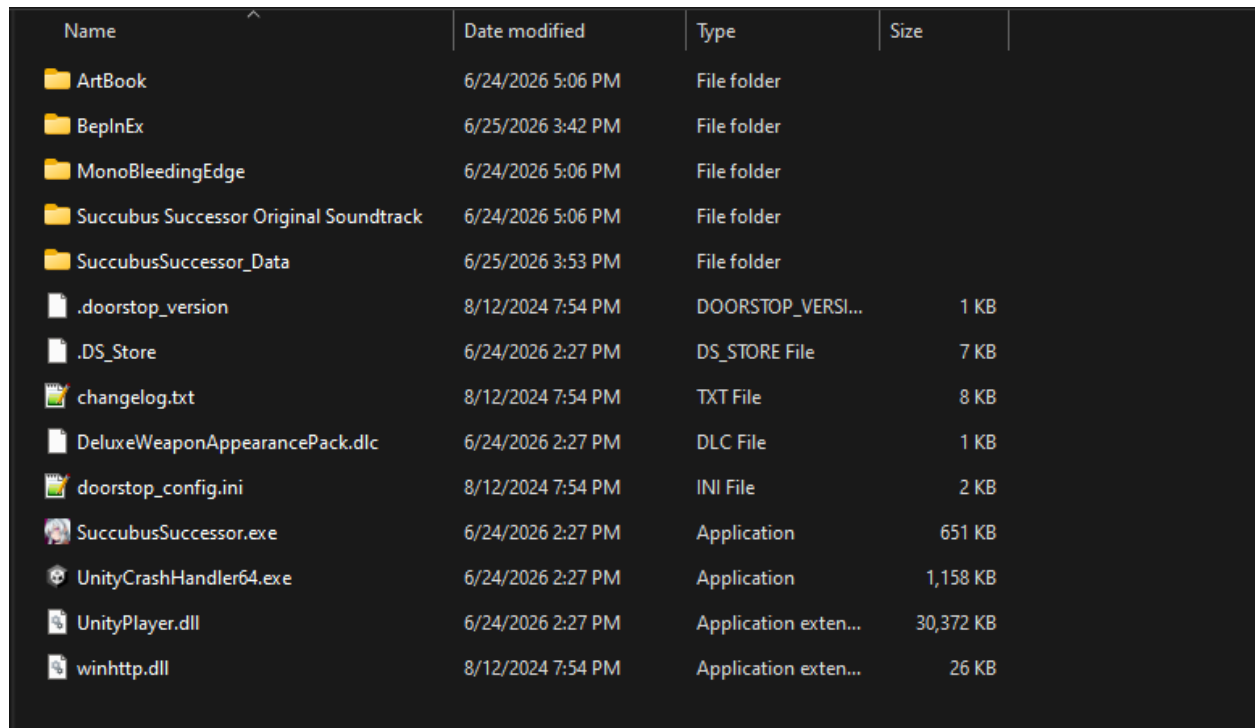
- Reactions
 - JumpScript: True/False
Play a reaction script when jumping.
 - DashScript: True/False
Play a reaction script when dashing.
 - DashImpactScript: True/False
Play a reaction script when colliding with an enemy during a dash.
 - HitScript: True/False
Play a reaction script when getting hit.
 - ShootScript: True/False
Play a reaction script when using a ranged attack.
 - AttackScript: True/False
Play a reaction script when attacking with a melee weapon.
 - Loop Scenes: True/False
If enabled, scenes won’t advance until the ‘z’ key is pressed.
- Scripts
 - NPCScripts: True/False
Play scripts for NPC scenes where the player character is not involved

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 “Succubus Successor” 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
ArtBook	6/24/2026 5:06 PM	File folder	
BepInEx	6/25/2026 3:42 PM	File folder	
MonoBleedingEdge	6/24/2026 5:06 PM	File folder	
Succubus Successor Original Soundtrack	6/24/2026 5:06 PM	File folder	
SuccubusSuccessor_Data	6/25/2026 3:53 PM	File folder	
.doorstop_version	8/12/2024 7:54 PM	DOORSTOP_VERSI...	1 KB
.DS_Store	6/24/2026 2:27 PM	DS_STORE File	7 KB
changelog.txt	8/12/2024 7:54 PM	TXT File	8 KB
DeluxeWeaponAppearancePack.dlc	6/24/2026 2:27 PM	DLC File	1 KB
doorstop_config.ini	8/12/2024 7:54 PM	INI File	2 KB
SuccubusSuccessor.exe	6/24/2026 2:27 PM	Application	651 KB
UnityCrashHandler64.exe	6/24/2026 2:27 PM	Application	1,158 KB
UnityPlayer.dll	6/24/2026 2:27 PM	Application exten...	30,372 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.