

# README

## Content Description

### Edi

A C# application created by dimnogro. <https://discuss.eroscripts.com/t/easy-device-integration-for-games-edi-osr-multi-axis-added-intensity-range-12-2024/108186>  
Connects to your devices and forwards commands from the game.

There are multiple “variants” included. One is intended for multi-axis devices and the other for linear stroke devices.

There’s also a simplified linear variant which should perform better on bluetooth devices.

The stroke range for the multi-axis variant is lower than the linear to accommodate for the pitch and rolls of the device.

### MtE v5.02 WINDOWS

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

Only the first two levels have been scripted.

The following elements are scripted:

- Caught Animations  
A script will play when the player is captured by an enemy.
- Reactions  
Quick reaction scripts will play whenever jumping, attacking, or sliding. Can be disabled in Edi by unticking the “Reactions” checkbox, or individually in the config file.

### Shortcut Keys

- 5: Pause script playback.
- 6: Resume script playback.
- 9: Set script playback range to 40%.
- 0: Set script playback range to 100%.

## Configuration

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

- Scripts
  - Jump: True/False  
Play reaction script when jumping.
  - Attack: True/False  
Play reaction script when attacking.
  - SpecialAttack: True/False  
Play reaction script when using special attack.
  - Slide: True/False  
Play reaction script when sliding.
  - FaeGalleryScript: True/False  
Play scripts for Fae in the gallery when no scripts are playing for Max.

## 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	11/30/2024 5:14 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	8/1/2024 4:34 PM	Application	171,844 KB
Edi.pdb	7/29/2024 6:23 AM	Program Debug D...	41 KB
EdiConfig.json	11/30/2024 2:28 PM	JSON File	2 KB
libman.json	6/5/2023 11:59 PM	JSON File	1 KB
Penlmc_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 “MtE v5.02 WINDOWS” folder, you’ll find the demo files pre-installed with the mod. Launch Edi to connect your device and then launch the game.