

README

Content Description

Corrupt Depths 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.

Corrupt Depths

The mod files with BepInEx to enable integration.

The following elements are scripted:

- Caught Animations
A script will play when the player is captured by an enemy.
- Reactions
Reaction scripts will play when running, jumping, or being dragged. Can be disabled in the config file.

Configuration

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

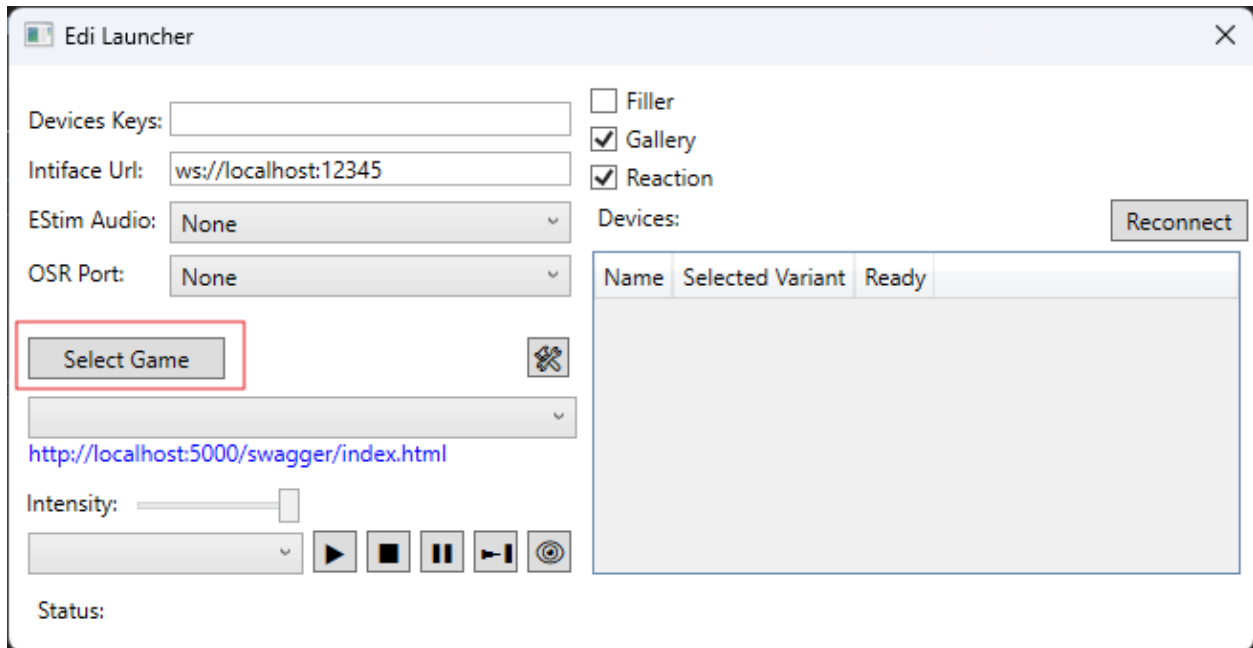
- Gameplay
 - Decensor: True/False
Remove the censoring from the characters.
- Scripts
 - RunScript: True/False
Play a script when running.
 - JumpScript: True/False
Play a script when jumping.

Shortcut Keys

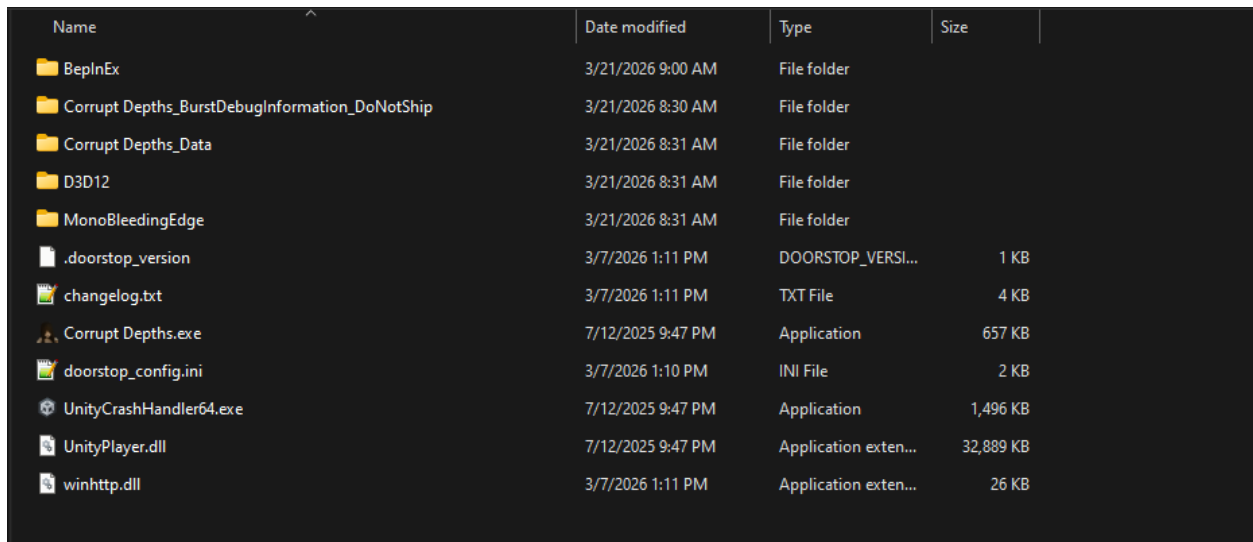
- 5: Pause script playback.
- 6: Resume script playback.
- 9: Set script playback range to 40%.
- 0: Set script playback range to 100%.

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 “Corrupt Depths” folder, copy the contents to where the game is installed. It should look like this:



Name	Date modified	Type	Size
BepInEx	3/21/2026 9:00 AM	File folder	
Corrupt Depths_BurstDebugInformation_DoNotShip	3/21/2026 8:30 AM	File folder	
Corrupt Depths_Data	3/21/2026 8:31 AM	File folder	
D3D12	3/21/2026 8:31 AM	File folder	
MonoBleedingEdge	3/21/2026 8:31 AM	File folder	
.doorstop_version	3/7/2026 1:11 PM	DOORSTOP_VERSI...	1 KB
changelog.txt	3/7/2026 1:11 PM	TXT File	4 KB
Corrupt Depths.exe	7/12/2025 9:47 PM	Application	657 KB
doorstop_config.ini	3/7/2026 1:10 PM	INI File	2 KB
UnityCrashHandler64.exe	7/12/2025 9:47 PM	Application	1,496 KB
UnityPlayer.dll	7/12/2025 9:47 PM	Application exten...	32,889 KB
winhttp.dll	3/7/2026 1:11 PM	Application exten...	26 KB

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