Unfinished Research note; not a complete mod implementation.

Read-only character flow capture

This independent MelonLoader probe targets the inspected BALL x PIT 1.301 build. It writes `ModdingResearch/character-slots.json` once after the character definitions and progression data load, pairing each `InfoDB.Chars` position with the same `CharHousing` and `MetaSaveData.Chars` position. It then logs changes in visible character selection, battle character identity and `LastChar` to `character-flow.jsonl`. It neither patches game methods nor modifies definitions, saves or UI.

The September 30, 2026 capture found 23 aligned character/progression type positions. Two housing positions were null (`kDefault` and `kInfluencer`). It also recorded selecting `kShade` / `char_shade` and entering battle with `BattleSaveData.CurChar.Type=kShade`. The position pairing and transition are observations, not proof of every game lookup rule or a recipe for registering a new character. Build with `build.ps1` and .NET 6 reference assemblies, passing `-Net6ReferenceDirectory` if needed. Install only while the game is closed. This probe is separate from Ball x Editor.

Sources / References

Local BALL x PIT 1.301 observations from the named probe, recorded in September 2026. The research ledger explains the captured evidence and its limits.

- Content registration research
- Locally inspected interop declarations