Unfinished Research note; not a complete mod implementation.

Read-only content flow capture

This independent MelonLoader probe targets the locally inspected BALL x PIT 1.301 build. It does not patch game methods, modify definitions, or read save files. Once per second on Unity's main thread, it compares the visible level-up choices with the in-memory battle ball/passive roster. On a change, it appends one JSON line to `ModdingResearch/content-flow.jsonl` in the installed game directory. It stops after 200 changes.

Two normal level-up captures were verified on September 30, 2026: Freeze appeared as `kHero:hupg_freeze` and the in-memory hero roster gained `kFreeze`; Eyeball appeared as `kPassive:pass_eyeball` and the in-memory passive roster gained `kEyeball`. Version 0.2 later observed 21 distinct upgrade screens and 57 displayed choices; none of those choices remained in the corresponding `_availNewHeroes` or `_availNewPassives` list at capture time. One screen had 18 remaining new-ball and 37 remaining new-passive slugs while three passive choices were visible. The available lists must not be presented as complete pre-draw candidate pools. A roster snapshot is **not** proof that a save file was written or reloadable, or that a new identity can be added.

Run `build.ps1` against the installed game's generated interop and .NET 6 reference assemblies. The script finds an installed .NET 6 targeting pack or accepts `-Net6ReferenceDirectory`; it does not depend on Ball x Editor. Install the built DLL into `Mods` only while BALL x PIT is closed, then restart the game. This probe does not install itself. Remove the DLL after collecting evidence.

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