**Unfinished** Research note; not a complete mod implementation.

# Read-only content inventory probe

This optional MelonLoader 0.7.3 research DLL is separate from Ball x Editor and its runtime DLL. It targets the locally inspected BALL x PIT 1.301 IL2CPP build. It performs no Harmony patches, scene modification, asset extraction or save inspection. Once `InfoDB.I` and its core arrays exist, it exports loaded character, hero/ball and passive definitions to `ModdingResearch/content-inventory.json` inside the game folder, then stops polling. It logs only a completion or changed error message.

Run `build.ps1` to compile against the user's installed game interop and .NET 6 references. The script finds an installed .NET 6 targeting pack or accepts `-Net6ReferenceDirectory`; it does not depend on Ball x Editor. To test it, copy the built DLL into the game's `Mods` folder while the game is closed, then launch through the installed MelonLoader. Its v2 main-menu capture was verified on September 30, 2026: 23 characters, 90 heroes/balls, 21 base heroes and 72 passives. It also records `HeroOrder`/`PassiveOrder` entries and `CharHousing` count. The v3 battle capture was also verified: the in-memory `MetaSaveData` arrays had 23 character, 90 hero-stat and 72 passive-stat slots. It reads only lengths, not save contents. Inspect the JSON and remove the DLL after collecting evidence. Array indices, type enum names, slugs, flags, entry counts and prefab/icon presence are observations, not proof of how to add new enum values, UI slots or save compatibility. The probe does not install itself.

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## 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