Unfinished Research note; not a complete mod implementation.

One-call registry roundtrip probe

This independent research DLL targets the locally inspected BALL x PIT 1.301 build. Once loaded definitions and order lists have the verified sizes, it clones one existing ball and passive definition, gives each the trailing `kNum` enum value, temporarily replaces the `InfoDB` arrays and order lists with expanded copies, reads the new slots, then restores the original references in the same Unity `OnUpdate` call. The clones are destroyed. It does not touch progression arrays or saves and does not try to make the entries selectable.

Its output is `ModdingResearch/registry-roundtrip.json` in the installed game directory. The September 30, 2026 main-menu run succeeded: the expanded array/order sizes and new slugs were read back, and the report confirmed restoration to the original sizes. This only proves that these registry fields accept expanded copies and can be restored; it does **not** prove a working new ball or passive. Install only while the game is closed. Build with `build.ps1` and .NET 6 reference assemblies, passing `-Net6ReferenceDirectory` if the targeting pack is not installed. 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