

Multiplayer Features

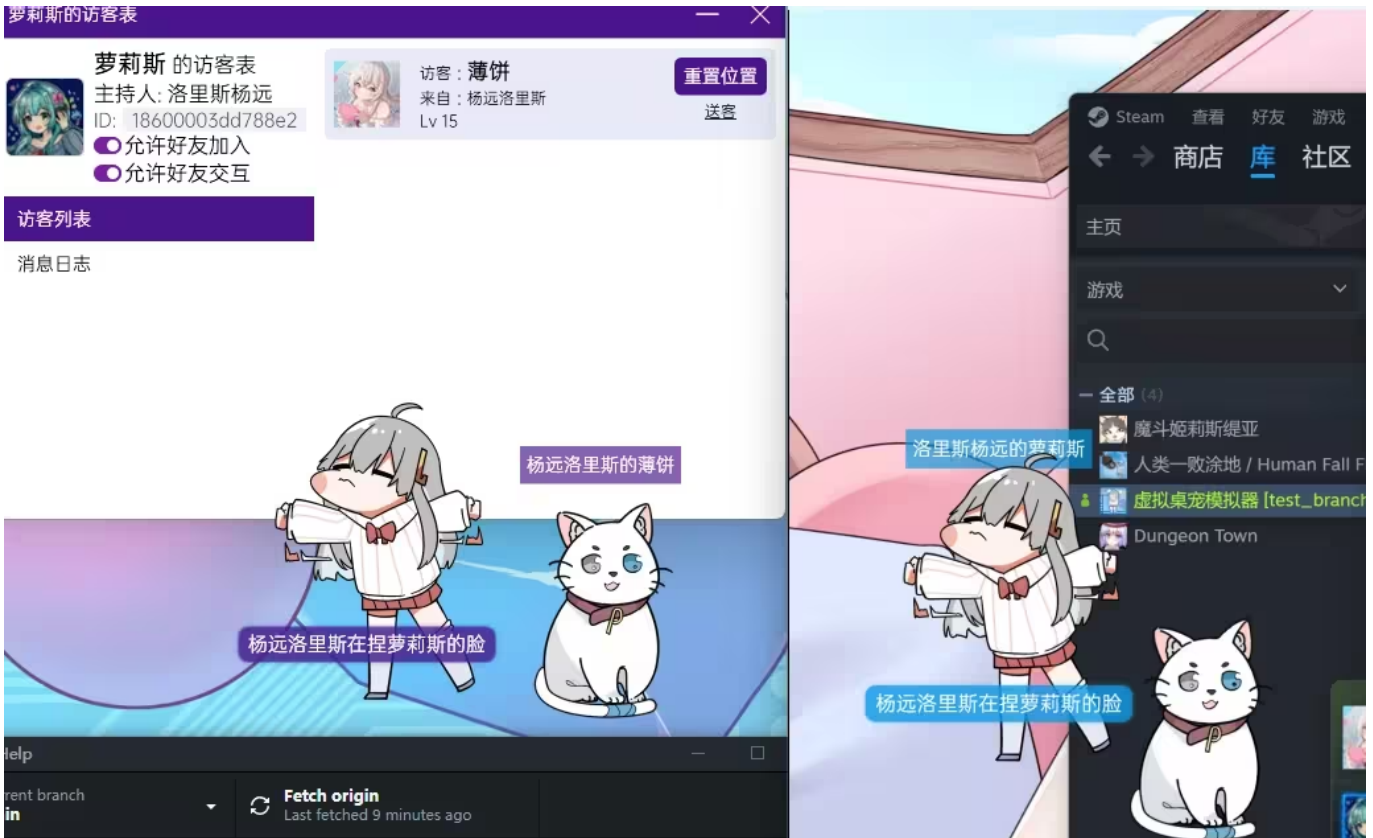
Introduction

Players can now freely create or join multiplayer rooms. Inside a room, you can interact with your friends' VPets in real time, synchronizing pet states and interaction behaviors to make your desktop feel less lonely.



Interactions and Settings

- **Real-time Interaction:** Supports **synchronized pet states** and **interaction actions** such as feeding, head pats, chatting, and more.



- **Privacy Settings:** Players can choose to **disable interaction options**. When enabled, other players will only be able to perform “Feed” and “Talk” interactions.
- **Visitor List:**
 - **Security:** Thoroughly tested to ensure multiplayer will not cause save corruption or other abnormal issues.
 - **Technical Architecture:** Fully implemented using **SteamAPI**, with no external servers involved, ensuring stable connections.
 - **Access Control:** Other players can only join your game when the Visitor List is enabled. If disabled, nobody can enter your session.

Multiplayer MOD Synchronization Rules

To ensure a consistent multiplayer experience, the system follows the synchronization rules below:

MOD Type	Synchronization Conditions	Behavior
Animated MODs	Enabled by the pet owner + subscribed by the other player	Displays normally and synchronizes related animation effects.
Food / Item MODs	Enabled by the pet owner + subscribed by the other player	Items display normally and support cross-player feeding interactions.
Code Plugin MODs	Both players have the corresponding plugin installed	If the other player lacks the plugin, special functions will not respond; however, basic commands such as animations and dialogue can still be triggered.
Work / Other MODs	Follows the same rules as Animated MODs	Specific work content is not synchronized; only the corresponding work animations are displayed.



Feeding Data Validation Rules

To maintain balance, food gifted to friends must pass the following “safety checks” before taking effect:

1. **Sender Qualification:**
The sender must possess the “**Badge**” status, indicating no cheating or overpowered stat MODs are being used.
2. **Food Attribute Requirements:** * All attributes must be **beneficial effects**. * Price range must satisfy: **\$1 < Price < \$1000**. * Must pass the system’s “**Overpowered Detection**” check.
3. **Recipient Limit:**
During a single multiplayer session, the total value of gifts received by a player cannot exceed **1000 Gold**.

Tip: If the feeding action succeeds, the system will display: > > “Your friend spent \$[Price] to buy you [Food Name].” > > If the item does not meet the requirements, the price information will not be displayed.

Future Plans

- **Official Example:** An official multiplayer MOD example — “**Lolis Racing**” — is coming soon.
- **DLC Integration:** Multiplayer support will be added to “**VPet House**” in the future. Friends will be able to enter the house and deeply interact with furniture, while the Visitor List system will also receive more detailed functionality.