

Graphics

The Graphics Settings are used to adjust features related to the VPet's display.

Always on Top

Place the VPet Always on Top



If you wish to keep the VPet visible at all times and prevent subsequently opened windows from covering it, you can enable this feature.

Note When using the full-screen mode of any software, the VPet will not be displayed. If you still wish to see the VPet, please set the full-screen window to a mode like “borderless windowed”.

Some software's full-screen settings might actually be “borderless windowed” rather than true exclusive full-screen, so the VPet will remain visible even in this “full-screen” mode.

Mouse Click-through



If you wish to avoid accidental clicks on the VPet that might interfere with normal operations, you can enable this feature.

When activated, clicks on the VPet will have no effect and will instead register on the window behind it.

Quick Switch



If you want to quickly switch the VPet between “Always on Top” and “Mouse Click-through” states, you can enable the Quick Switch indicator. This allows you to change states without opening the Settings.



Language

Used to switch the in-game text language.



Select a language from the dropdown menu. After restarting the game, the in-game text will switch to the corresponding language.



The game includes Simplified Chinese, Traditional Chinese, and English by default.

Higher Scaling, Scaling Level, Render Resolution.

Scaling Level

You can adjust the VPet's size by modifying the Scaling Level.

Higher Scaling

Enabling Higher Scaling allows you to adjust the game to a larger zoom level.

Render Resolution.

Adjusting the Render Resolution changes the clarity of the game's display. A higher resolution makes the VPet appear sharper.

设置

搜索设置

- 置于顶层
- 开机启动
- 宠物动画
- 隐藏窗口
- 自动保存频率
- 从备份中还原
- 聊天设置
- 游戏操作
- 桌宠多开
- 互动设置
- 计算间隔
- 桌宠移动
- 操作设置

图形 系统 互动 自定 诊断 MOD管理 关于

置于顶层 将桌宠置于顶层 鼠标穿透

快速切换 添加小标,快速切换顶层或穿透

Language

更高缩放 支持更大缩放倍率

缩放等级 0.90

渲染分辨率 200

主题

字体

启动位置 退出位置

消息框 将消息框置于外部

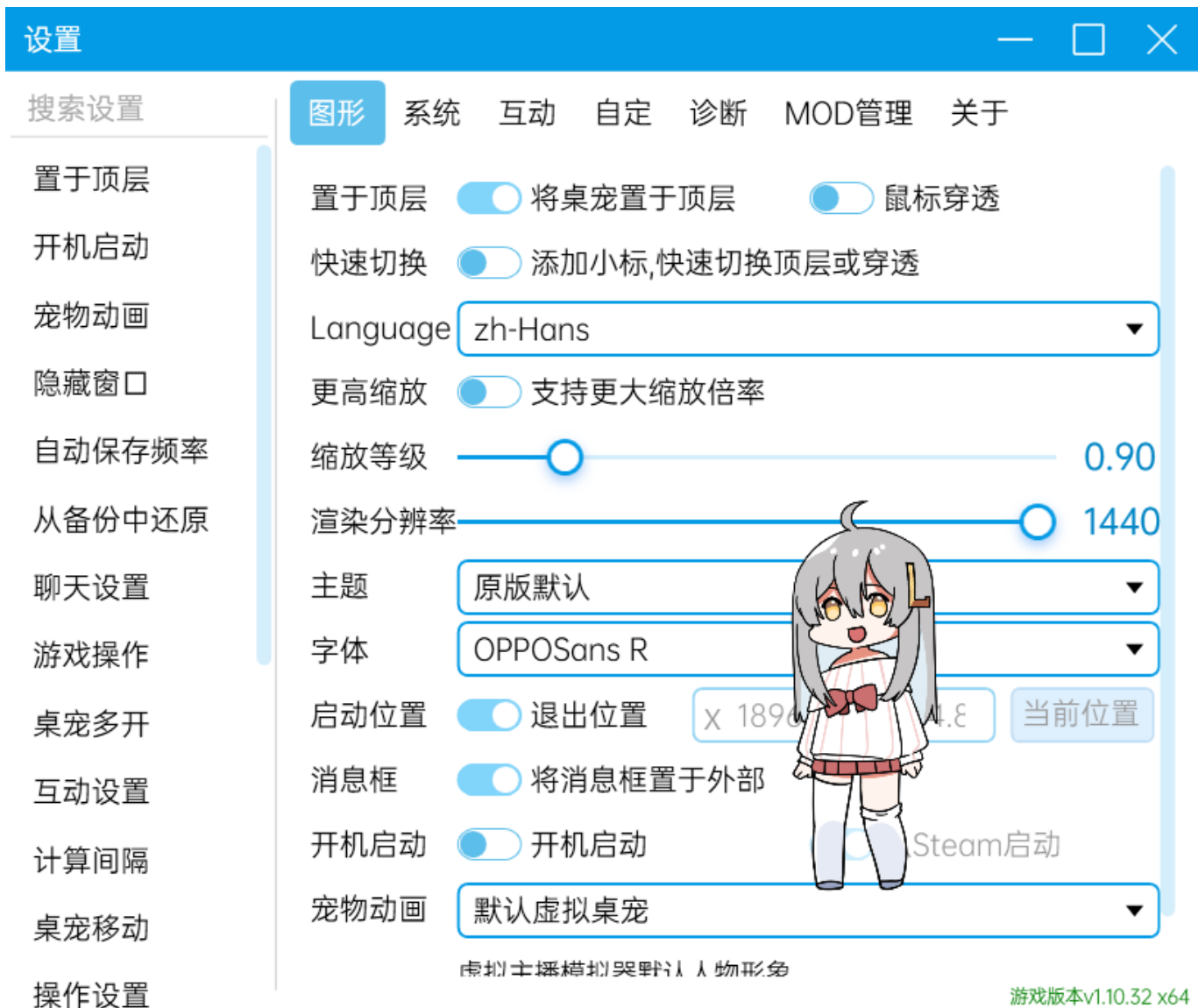
开机启动 开机启动 从Steam启动

宠物动画



虚拟主播模拟哭野人人物形象

游戏版本v1.10.32 x64



It is recommended to adjust these settings based on your actual needs for a better experience.

Theme, Font

Theme

Adjusting the Theme allows you to change the appearance of game windows (such as the work panel, settings, message boxes, etc.).

Font

Adjusting the Font allows you to change the typeface used for text that appears in the game.



The game comes with several built-in themes and fonts. You can adjust them according to your preference. Additionally, the Steam Workshop supports adding new themes and fonts.

Startup Position

You can specify the location where the VPet will appear the next time it starts.

If "Exit Position" is checked, the VPet will start at the location it was in when the game was last closed.

If unchecked, you can manually specify a startup position (by entering coordinates or clicking "Use Current Position"). The VPet will then start at this fixed, set location every time.

Message Box

The VPet's speech will be displayed through a message box.

If "Show Message Externally" is checked, the message box will appear below the VPet.



萝莉丝
人家想学计算机!
经验值+

If unchecked, the message box will appear inside the VPet, towards the bottom.



萝莉丝
我的口渴度是141哦主人~
口渴度+

Start with System

Allows the VPet to start automatically with your system to accompany you.

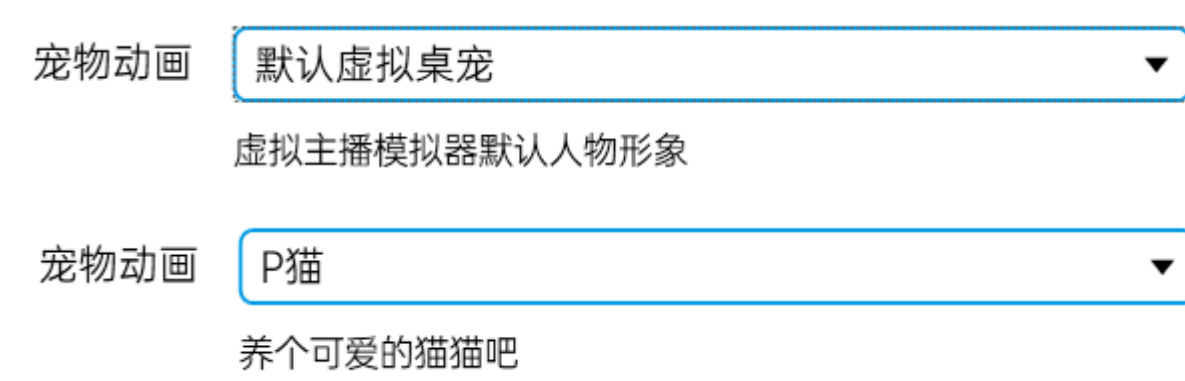
After checking “Start with System,” the VPet will launch **locally** on system startup.

If “Launch from Steam” is also checked, the VPet will launch through **Steam** instead of locally.

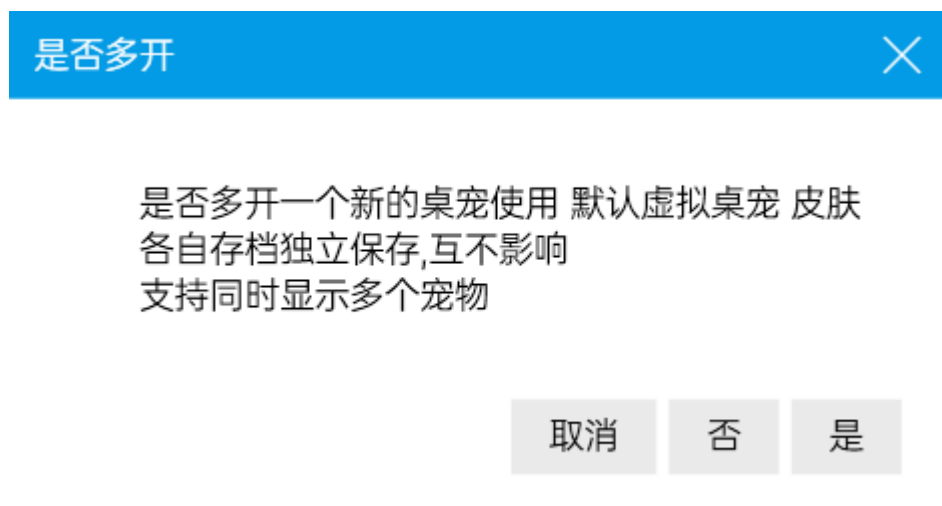
Note: Before uninstalling the game, please ensure that “Start with System” is unchecked. Otherwise, Steam may persistently prompt you to install the game.

VPet Animation.

The game includes a complete set of default VPet skins. You can also use other different skins (such as the official DLC Pancake Cat). An overview of the selected skin is displayed below.



After switching skins, the following prompt will appear:



After switching, the game will prompt you whether to create a new instance. If you choose “No,” the skin will be changed for the current VPet, and it will continue using the current save file.

If you choose “Yes,” the game will create a new save file (this does not affect the original save) and switch to the new save file and the new skin.

The changes will take effect after restarting the game.

For the specific save file mechanism, please refer to the *Settings* section under *System*.

Hide Window

If “Hide window in task switcher ” is checked, the VPet window will not be selectable when switching windows using methods like “Alt+Tab”.

(Image of VPet window during Alt+Tab)

