

Interaction

Used to configure the VPet's behavior logic.

Interaction Settings

Data Calculation

This feature is enabled by default. When on, the game continuously calculates the VPet's current state, and the VPet will exhibit different behaviors based on this state.

When turned off, the game's numerical calculations will stop, and no actions will cause any stat changes.

For example: In "Better Buy," if you attempt to purchase an item that costs more than your available funds (e.g., you have only \$50 but try to buy a \$100 item), the purchase action will proceed normally, and the VPet will perform the corresponding animation. However, your Money will not change, and none of the VPet's stats will be altered.

Show Status

When Data Calculation is turned off, you can select which state the VPet displays.

The current available states are:

Happy

Normal

Unwell

Sick



You can set different states as needed.

Calculation Interval

This slider determines how frequently the VPet's stats are calculated.

In general, a longer interval results in slower consumption and earning rates, while a shorter interval makes them faster.

You can adjust this based on your personal experience.

Interaction Cycle

This slider determines how often the VPet triggers an action.

A longer interval means the VPet triggers actions less frequently, typically displaying its default idle animation. A shorter interval results in the VPet triggering actions more often.

Triggered actions include idle animations, movement, etc.

animations.

By setting the Smart Movement Judgment Time Interval, you can adjust how long it takes before the VPet stops moving until the next interaction occurs.

If you want the VPet to move around on your screen, disable this feature.

Movement Area

Setting the Movement Area allows you to control in which areas your VPet can move.

Reset to Primary Monitor

After clicking, the VPet will move across your entire primary monitor and will not enter areas of other screens.

Set to Current Screen

If you have multiple monitors, you can move the VPet within a specific screen and click this button. After clicking, the VPet will move across the entire screen you set and will not enter areas of other screens.

Custom Movement Range

If you wish the VPet to move within a restricted area, click this button.

After clicking, you can use the left mouse button to drag and adjust the borders, defining the size of the movement area.



After clicking "Set Current Range as Movement Area," the VPet's movement will be confined within this defined box.

Action Settings

You can configure some of the game's actions here.

Long Press Interval

If you wish to adjust the time required to trigger a "pick up" action, you can adjust the slider to set the Long Press Interval.

A lower Long Press Interval requires a shorter press to trigger. It is recommended to adjust this based on your personal preference.

VPet Name

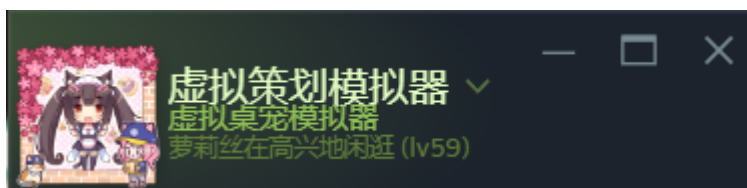
You can give your VPet a name. This name will be displayed in the message box when the VPet

speaks. 桌宠名字



The default is "Lolis". The name can also be left blank.

This name will be displayed in your Steam status.



Music Recognition Settings

The VPet will recognize the current volume level of the system's audio output and trigger corresponding dance animations.

Trigger Volume

When the audio level reaches the value set by the slider, the VPet will trigger dance animations. It will continue until the audio level falls below this value. **Note** The start and end of the dance animations require a brief amount of time.

Peak Volume.

The value for this setting cannot be lower than the Trigger Volume. When the audio level reaches this value, a different set of dance animations will be triggered, continuing until the audio level falls below this value.

Note If the audio level consistently remains above the Peak Volume, only one set of dance animations may be triggered.