

System

It is used to adjust system settings, primarily those related to saves.

Auto-save Frequency

This allows you to select the frequency at which the current save file is updated, ensuring the game's latest progress is stored at all times.



You can adjust this frequency according to your needs.

Restore from Backup



Backup Count: The number of save files retained during auto-save. If the current number of backups reaches the set limit, the oldest save file will be deleted before the current one is saved.

Load Save: You can select and load a previously backed-up save file. Generally, a larger numerical sequence indicates a newer save.

If an unexpected situation occurs with a save file, such as loss, corruption, or accidental operation, you can load a previously backed-up, functional save file.

Chat Settings

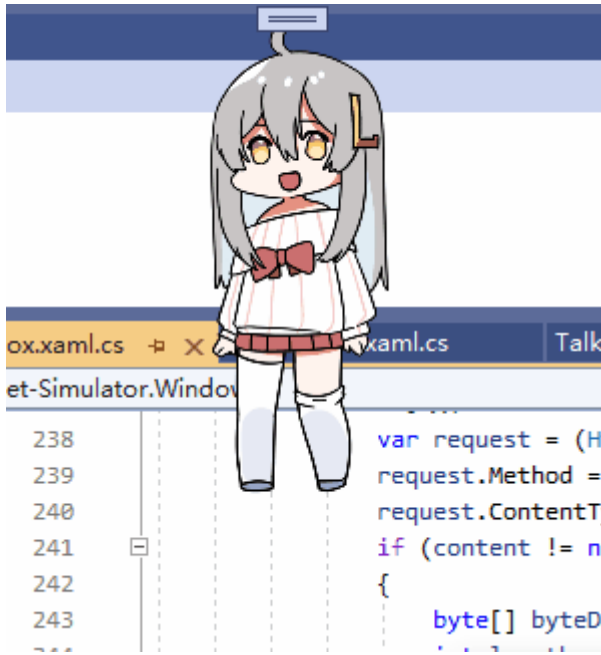
You can proactively initiate chats with the VPet.



The game offers several usage modes.

Use the VPet's option-based chat functionality.

After switching, the VPet chat window will change to the following state:



At this point, selecting an option and left-clicking to send it will cause the VPet to respond accordingly. New options related to the conversation may also appear.

Different options lead to different outcomes and result in varying stat changes.

Clicking the **Initialize VPet Chat Program** option under the related functions can reset to a new set of options.

Note: If you wish to refresh the options multiple times, it is recommended to first switch to a different usage mode, then switch back, and finally click Initialize VPet Chat Program.

Close Chat Window

The chat window will be hidden, and you will not be able to initiate chats during this time.

Customize Chat Interface

The game supports MOD integration with language models (such as ChatGPT, etc.).

If you have subscribed to such a MOD, you can select the corresponding language model from the dropdown menu:



At this point, you can directly input custom text into the chat box and send it to receive responses generated by the VPet through the language model.

Note Ensure your network can connect to the corresponding language model.

Clicking the **Open Settings** option under the related functions allows you to configure this MOD (the specific settings vary depending on the MOD).

Game Operations

Save Game

This allows you to immediately save your current game progress.

Generally, the game automatically saves once when you close it normally.

Start Over

This clears all data for that save file (such as level, money, etc.) and resets it to the game's initial state.

Even if activated by mistake, you can still restore to a previous save by using *Restore from Backup*.

Clear Cache

This clears the cache folder located in the game's root directory.

After clearing, the animations will be regenerated the next time the game starts.

Multiple VPet Instances

This feature allows the use of multiple save files, enabling multiple VPet instances to run simultaneously. Each save file has its own **independent** settings and data.

Create New Instance

You can create a new save file. Enter a save name in the input box and click “New” to generate it.

Note Save names cannot be duplicate, and once named, they cannot be modified.

Open Save File

The selection box displays all currently created save files.

“Current Save” represents the VPet save file that is currently open.

Clicking “Open” will load the save file selected in the option box. Opening a save file launches the VPet corresponding to that save (enabling multiple instances).

Clicking “Set as Default” configures the selected save file to be loaded when the game starts.

Clicking “Delete” will remove the selected save file.

Note In the current version, multiple VPet instances do not support code plugins. Please wait for a subsequent fix.