

Panel

This page provides a detailed introduction to the VPet's Panel function.

Basic Information

Hovering your cursor over this section will display a data panel. You can see the VPet's current stats, including Level, Money, Energy, Mood, Fullness, and Thirst.



Level represents the VPet's development; you can spend Money in the "Better Buy" interface to purchase items for the VPet.

Energy, Mood, Fullness, and Thirst represent different states of the VPet. These stats affect the VPet's performance and current development.

The small indicator that appears in the top-right corner signifies that during gameplay, you have not triggered any numerical changes that deviate from the game's intended design (such as jobs with extremely high rewards or extremely low costs).

Clicking on the detailed options allows you to view the statistics panel and statistical summary.

Advanced Information

Data

Level: The Level increases by gaining experience points (EXP).

Money: Money and EXP are obtained through Interactions.

Energy: Interactions like work and study consume Energy, which can be restored by sleeping or eating.

Mood: Interactions like work and study consume Mood, which can be restored by petting or eating, among other actions.

Fullness & Thirst: Fullness and Thirst are consumed over time and through Interactions, and can be restored by eating and drinking in Better Buy.

Hidden Stats

Health: Consuming foods that lower Health or remaining in a Sad mood state for extended periods will decrease Health. When Health drops below a certain value, the VPet will enter a Sick state.

Fondness: Happy chats, playing, and other Interactions will increase Fondness. Fondness can unlock VPet voice lines and photos, and also provides bonuses to development.

Statistics Panel



The screenshot shows a window titled "面板" (Panel) with a sub-tab "统计面板" (Statistics Panel) and "统计总结" (Statistics Summary). Below the tabs is a search bar labeled "搜索统计" (Search Statistics). The main content is a table with two columns: "名称" (Name) and "数量" (Quantity). The table lists the following items and their purchase counts:

名称	数量
购买次数_爆米花	2
购买次数_茶	22
购买次数_超级好的麦克风	2
购买次数_臭豆腐	3
购买次数_纯牛奶	19
购买次数_地球	1
购买次数_电解质水	14
购买次数_东坡肘子	6
购买次数_番茄意面	5
购买次数_非常好的麦克风	1

The Statistics Panel records detailed data for various items, including:[]

- Number of items purchased in Better Buy.
- Number of saves.
- Number of times all stats were maxed.

- Number of Auto Purchases.
- Total money spent / EXP gained / Fondness gained for each item type in Better Buy.
- Total number of purchases in Better Buy.
- VPet Level.
- Level greater than Money count.
- VPet Fondness.
- Number of times the Taskbar was opened.
- VPet Money.
- Distance traveled.
- Number of Music/Dance sessions.
- Number of game launches.
- Number of times speech resulted in changes to EXP/Fondness/Money.
- Number of VPet speech instances.
- EXP/Money gained per work session.
- Sleep/Study/Work duration.
- Total duration.
- Number of head/body pets.

Statistical Summary


Open the Statistical Summary section, check the desired options, and then click Generate Statistics.



Once the loading bar completes, it will generate a beautifully formatted statistical summary image of your VPet. You can click to save the image. The Statistical Summary generates data for various items and ranks them against other players. The data includes:

- The time when the VPet was first launched.
- Number of days since the VPet was first launched.
- Average daily time spent with the VPet.
- VPet Level.
- Total EXP gained.
- Total study time.
- Maximum EXP gained in a single study session.
- Total work time.
- Percentage of total time spent on work.
- Maximum Money earned from a single work session.
- Total number of purchases.
- Total money spent.
- Most frequently purchased item.
- Number of Auto Purchases.

- Percentage of purchases made via Auto Purchase.
- Number of subscribed MODs.
- Number of enabled MODs.
- Sleep duration.
- Distance traveled.
- Number of speech instances.
- Number of Music/Dance sessions.
- Number of head pets.
- Number of times the game was launched.
- Number of times all stats were full.
- Fondness (visualized).
- VPet Name.
- Player Name (Steam name).
- Statistical Summary generation date.

Example Image 

LOLIS LIST



2023年8月18日
你第一次遇到了这只可爱的小东西
初次见面，主人~

你和萝莉丝一共生活了 460.7 天
你陪伴她的时长是 545.0 小时
超过了全球 90.8% 的主人
“主人~感谢陪伴~”

平均一天有 1.2 小时在一起
相当于平均和 周学 在一起的时间
“学长~前辈~”



你的等级是 70 级
累计获得经验 962727
累计学习时间 4815 分钟
相当于桌前的博士学历哦
“大学生上课吃顿饭，人家和那个带兜兜的说关系哦”

单次学习最大获得 4505 经验
超过了全球 88.5% 的主人
“看数量才难说啦!”



累计工作时间为 10912 分钟
工作占总时间 33.4%
超过了全球 59.2% 的主人
“加班没有加班费不是基本常识吗?”

单次工作最大获得 6389 金钱
超过了全球 0.0% 的主人
“钱钱乃身外之物”



累计购买 771 次更好买商品
累计花费 81550 金钱
其中最常购买的是 普糖红茶 在分类 饮料
“多喝热水”

自动购买 698 次
占全部购买 90.5%
超过了全球 88.9% 的主人
“感谢保姆,工资密谈”



你订阅了 36 个mod
启用的其中的 32 个mod
你订阅mod数超过了全球 96.4% 的主人
“主人已经是mod大师了哦,要不要试试mod制作
赛,给我做mod吧!”

睡了 19.1 小时的觉
移动了 70511.2cm 的距离
说了 396 句话
跳了 711 次舞蹈
摸了 261 次头
“吃喝玩乐睡,惨了养成猪了”



打开游戏次数是 124 次
你照顾的萝莉丝满状态次数是 8024 次

萝莉丝对你的好感度是
♥♥♥♥♥♥♥♥♥♥

超过了全球 86.9% 的主人
“最喜欢你了主人~新的一年请多多关照吧~”



To 萝莉丝
By 虚拟策划模拟器
@虚拟策划模拟器 (2024/11/20)