

Operation Methods

This page provides a detailed introduction to the operation methods and basic gameplay of a desktop pet game. From launching the game and understanding the VPet interface and its features, to interacting with the VPet, feeding it, and executing various activities, it fully showcases the charm of this game. Additionally, it explains how to customize settings and obtain further assistance, helping you get started easily and enjoy the fun of nurturing your virtual companion!

Basic Operations

Upon startup

When launching the game, it will load subscribed MODs (double-click to skip).

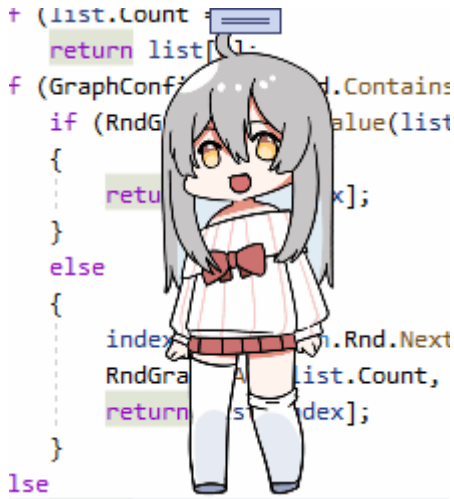
```
<summary>  
将图片重命名并转换成 名字_序号_持续时间 :  
</summary>  
引用 | ZouJin, 11 天前 | 1 名作者, 2 项更  
ic void Animation()  
  
Console. 尝试加载 Steam Workshop 片的持续  
string timestr = Console.ReadLine();  
if(!int.TryParse(timestr,out int time)  
{  
    time = 125;  
}  
Console.WriteLine("请输入图片位置");  
DirectoryInfo directoryInfo = new Dire
```

and load VPet animations (this may take a moment, please wait patiently).



After startup is complete, your VPet will appear on your screen.

VPet Interface



This is your VPet, which resides on your desktop. You can interact with it in various ways, and also watch it perform different activities on your desktop.

Main Window

This is also the main window of the VPet. You can use the mouse to interact with it, and the VPet will respond with corresponding feedback. General operations for the VPet are performed within the main window.

Chat



If the dialogue function is enabled, right-click on the VPet to bring up the chat box above it, allowing you to converse with the VPet.

For details, please see the [System-Chat Settings](#) entry in the [Settings](#) section.

Toolbar

Right-click on the VPet to see a toolbar appear below it:



The toolbar contains many items. You can refer to the detailed documentation for each item as needed:

[Feeding](#)

[Panel](#)

[Interaction](#)

[Customize](#)

[Settings](#)

[Online \(Guest List\)](#)

Feeding

Left-click to see several options:

Left-click on different options to open the corresponding purchase interface. In this interface, you can perform actions such as feeding or giving water to the VPet:



For specific functions of this panel, refer to the [Feeding](#) in the [Tutorial](#).

Panel

Move the cursor to this bar to bring up the data panel, where you can view the VPet's current status, including values for level, money, stamina, mood, satiety, and thirst.



Level represents the VPet's growth; spending money allows you to purchase items for the VPet in the shopping interface.

Stamina, mood, satiety, and thirst represent different states of the VPet. These states affect its performance and current nurturing progress.

The small icon that appears in the upper-right corner indicates that no value changes inconsistent with the game's design (such as extremely high-profit or extremely low-cost work) were triggered during your gameplay.

For detailed information, refer to: [Panel](#)

Click on Details in the upper-right corner to view the statistics panel, which records the VPet's related statistical information. You can also view a statistical summary. For specific details, refer to Statistics.

Interaction

Left-click on Interaction to see several options. Different options allow the VPet to perform different actions:



Sleep Allows your VPet to rest and sleep on the desktop.

Study/Play/Work The main components of nurturing. For related nurturing information, refer to: [Develop](#)

Click on any entry to open the work panel:



For specific usage, refer to the [Interaction](#) in the [Operation Methods](#).

Customization

It needs to be configured in the settings panel. For example, opening a webpage can be used to launch a website, start Steam, input shortcuts, and so on.



For specific operational methods, refer to the *Customize* in the *Settings*.

System



Left-click on System to see several options. You can configure various settings for the VPet:

Exit Exits the game.

Photo Gallery The photo gallery for the VPet. For specific usage, refer to: [Development](#)

How to Tutoria Learn how to play with the VPet.

Feedback Provide feedback and suggestions for this game.

Settings Configure your game settings for a better experience.

MOD Settings If you have subscribed to any MODs, move the cursor to this section to configure the MODs or manage your subscribed MODs.

For detailed settings and usage, refer to the [MOD Settings](#) in the [Settings](#).

Settings The game offers extensive settings. For specific settings and usage, refer to: [Settings](#)

Operation Methods

This section will explain how to perform specific operations with the VPet.

Interaction

You can perform the following interactions:

Idle Actions When the VPet is idle or in similar states, it will randomly trigger various actions.

For example:

```

imulation()
{
    WriteLine("请输入每张图片的显示时间 (单位: 毫秒)");
    string timestr = Console.ReadLine();
    int time = int.Parse(timestr, CultureInfo.InvariantCulture);

    if (time < 0)
    {
        WriteLine("请输入正数");
        return;
    }


    if (time > 125)
    {
        WriteLine("请输入小于125的数");
        return;
    }

    DirectoryInfo directoryInfo = new DirectoryInfo(Console.ReadLine());
    if (!directoryInfo.Exists)
    {
        WriteLine("目录不存在");
        return;
    }

    DirectoryInfo[] files = directoryInfo.GetDirectories();
    if (files.Length == 0)
    {
        WriteLine("目录中没有子目录");
        return;
    }

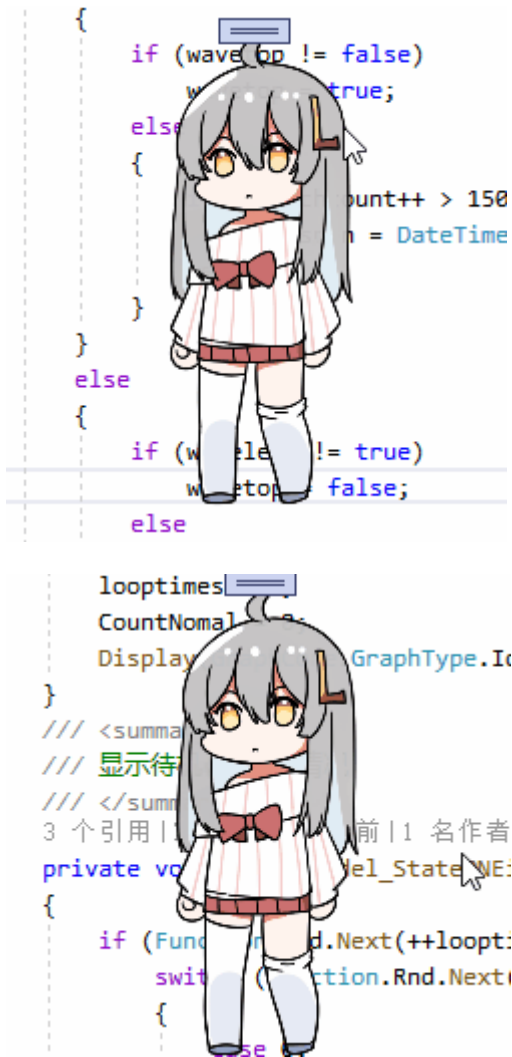
    DirectoryInfo fileDir = files[0];
    string fileName = fileDir.Name;
    string newFileName = fileName + "_" + time + ".jpg";
    fileDir.CreateFile(newFileName);
    WriteLine("文件创建成功");
}
}

```



The VPet will trigger different actions depending on its state, allowing you to enjoy the varied interactions.

Touch You can left-click or move the mouse to interact with parts of the VPet such as its head or body. The VPet will trigger different actions in response.



After being touched, the VPet will lose some stamina and gain an increase in mood.

Pinch Cheek □ Long-press the VPet's right cheek (as shown in the image) to pinch its face. This will also trigger corresponding actions, reduce stamina, and increase mood.

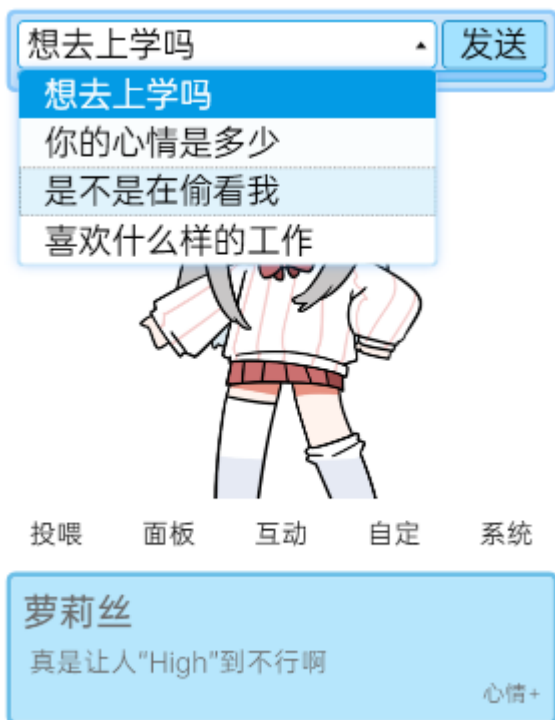


Speaking □ The VPet's speech is divided into **dialogues** with the VPet and the VPet **talking** on its own.

Dialogue: Right-click on any part of the VPet to bring up the dialogue box. If the VPet's optional chat function is enabled, dialogue options will also appear.

Talk: Click on parts of the VPet other than its body or head, and the VPet will speak to you. Speaking may trigger special effects, which will be displayed in the bottom-right corner of the message box (such as increasing stamina or mood).

Note: This VPet does not include any sound effects or music.



Pick Up & Put Down If you wish to move the VPet, left-click and hold on the upper part of the VPet. After a short time, it will be picked up by the mouse. You can then keep the left button pressed and move the mouse to reposition the VPet.

When you release the left mouse button to put the VPet down, it will move to the location where the cursor is placed.

If you wish to adjust the time required to trigger the pick-up action, you can modify the **Long Press Interval** in the settings. For specific operational instructions, please refer to the [Settings](#) .



Movement: The VPet may move randomly on your desktop.

```

53     grid.Children.Add(MsgBar);
54     MsgBar = new MessageBar(this);
55     MsgBar.Visibility = Visibility.Collapsed;
56     grid.Children.Add(MsgBar);
57
58
59
70
71     (loadtouchevent)
72
73     LoadTouchEvent();
74
75     (!core.Controller.EnableFunction)
76     Core.Save.Mode = NoFunctionMOD;
77     use is = Core.Graph FindGraph/GraphCore GraphType StartID core Sav

```

The VPet has four modes of movement:

Walking: The VPet walks to the left or right.

Crawling: The VPet crawls to the left or right.

Climbing: The VPet climbs up or down along the edges of the screen or windows.

Floating Down: The VPet drifts down from top to bottom, moving to the left or right while descending.

If you wish to adjust the VPet's movement logic, you can modify the relevant parameters in the settings. For specific operational instructions, refer to the [Interaction](#) in the [Settings](#).

Dancing: When sound is played on the computer, the VPet will trigger corresponding dance movements based on the volume level.

If you wish to adjust the volume levels required to trigger dancing, you can modify the **Trigger Volume** and **Peak Volume** in the settings—refer to the [Interaction](#) in the [Settings](#).



备份数量

加载存档

聊天设置

使用ChatGPT进行聊天等相关设置

使用模式 使用桌宠开发者提供的免费API 使用从ChatGPT申请的API

关闭聊天框 自定义聊天接口

相关功能

音乐识别设置

设置识别音乐播放特殊动作阈值

当前播放音量大小: 100.00%

触发音量 30%

高潮音量 70%