

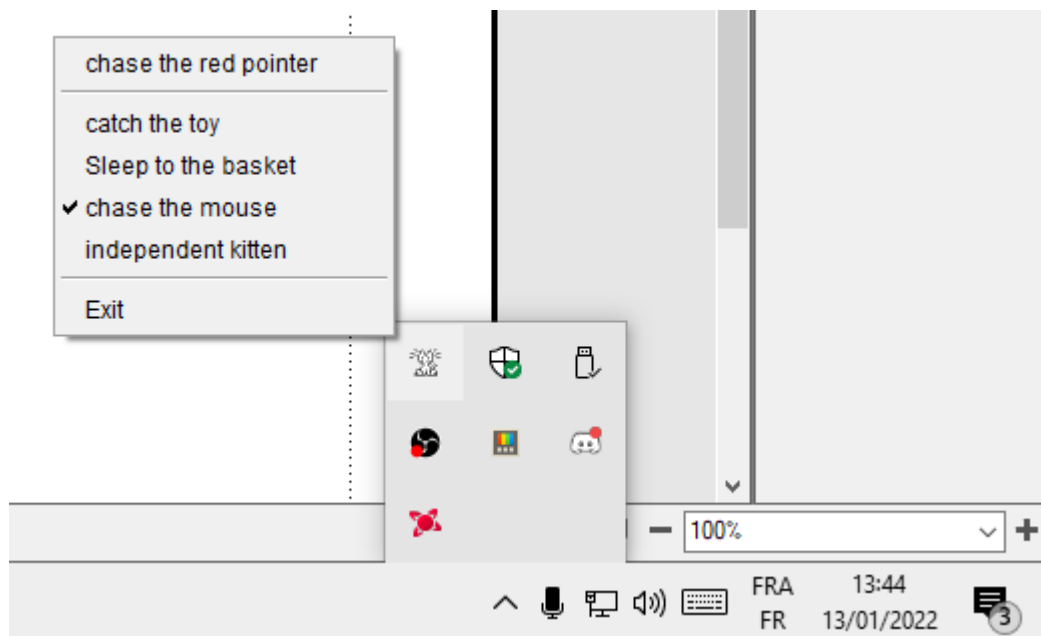
Dev Neko manual

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Quick presentation

Neko is a desktop toy, a kitten with some advanced fonctionnalities (sleep, cursor chase, free and play mode).



When he is running, the app create a system tray icon where you can switch Neko behavior (see [modes](#))

Neko Modes

Neko come with different modes that you can access with a right click on the Neko system tray icon

Independent kitten: Neko will move in your desktop freely and take a nap occasionally.

Chase the mouse: the historical mode, Neko will try to capture the mouse pointer and sleep beside it if he catch it.

Sleep to the basket: Neko wil rush in the system tray icon and convert it to a basket to sleep in it. You can later wake up by switching to another mode. This mode is particularely usefull if you want to get a free desktop without killing Neko.



Catch the toy: launch a bouncy ball of yarn that Neko will try to catch.

Chase the red pointer: if you have set a twitch account in the source code before compiling Neko, you can then use the [heat twitch extension](#) to let your viewers play with Neko.

Neko class reference

A description of the methods of the Neko class

Neko Class constructor

The Neko constructor take the assets for the ressource class NekoAssets to manage the animation and start a timer to move neko fluently.

moveCatToPosition method

parameters : (X coordinates, Y coordinates)

Simply move Neko in the given position with coherent timer and animation.

If neko reach his destination, the method will return True, else it return False.

moveCatToPosition method

parameter : (theta orientation angle)

Choose with animation to display depending on the orientation of the neko move.

It just set kittySprites to one or the other asset defined in the NekoAsset class.

animateScratch method

parameter : (Kitty position)

Let Neko scratch itself for an amount of time.

animatePrepareToSleep method

Let Neko prepare to sleep by yawning.

animateSleep method

Let Neko sleep.

loopIndex method

parameter : (Kitty sprites)

Loop through the sprites to make the final animation

main method

Create an instance of the system tray icon and of Neko

Toy class reference

A description of the methods of the Toy class

animateToy method

Animate the toy by switching images in a loop with folder content.

startBounceToy method

Bounce the toy with an independent timer to get a good flexibility between neko and the toy.

moveTopRight method

Move the toy the top right.

moveTopLeft method

Move the toy the top left.

moveBottomRight method

Move the toy the bottom right.

moveBottomLeft method

Move the toy the bottom left.

MySystemTray class reference

A description of the methods of MySystemTray class

the constructor

Create the Swing hierarchy with the buttons to switch the neko modes (see [modes](#))

When the sleep to the basket mode is triggered, the system tray icon become a basket with Neko sleeping inside.

buttons listener

A listener for the system tray. It contains the method itemStateChanged wich manage the modes of Neko.

TwitchListen class reference

A description of the methods of the TwitchListen class

onOpen method

Send a connect signal to the server.

onMessage method

Get the coordinates wished from the json response and translate it to coordinate to send to Neko.

onClose method

Print a close resume to the console output.

onError method

Print out the error stack trace.

twitchListen method

Create a websocket instance to listen to the heat extension (<https://devpost.com/software/heat>).

The response is used by the onMessage method to move Neko.