Outline

Pokefetch

Dependencies

- neofetch
- ▶ jp2a
- bash, shuf

Neofetch Directory

- Contains all pokemon sprites in separate folders.
 - Pokemon: contains all regular sprites
 - shiny: contains the shiny ones
 - Unknown: contains only Unknown
 - shiny_{unknown}: contains the shiny Unknown

Add to bashrc script Drop in

All pokemon with 5% shiny chance.

```
# Remember to change ~/Path/to/neofetch below to make this POKEFETCH_PATH=~/Path/to/neofetch
POKE=$([$(( RANDOM % (101) )) -gt 95] && echo $POKEFETCH_neofetch --jp2a $POKE
```

Only the Unknown with 5% shiny chance.

```
# Remember to change ~/Path/to/neofetch below to make this to POKEFETCH_PATH=~/Path/to/neofetch
POKE=$([$((RANDOM % (101))) -gt 95] && echo $POKEFETCH_neofetch --jp2a $POKE --colors 10 12 0 12 15
```

Wrapper for neofetch

```
# This is to wrap the function of Pokefetch to work a little
# Assumes the user gives a directory that contains Pokemon/
# %d as percentage of normal
pokefetch()
POKEFETCH PATH=$1
NORMAL='1s $POKEFETCH PATH/Pokemon|shuf -n 1'
SHINY='ls $POKEFETCH_PATH/shiny|shuf -n 1'
   POKE=$( [ $(( RANDOM % (101) )) -gt $2 ] && echo $POKEFE
   neofetch -- jp2a $POKE -- colors 10 12 0 12 15
   echo $NORMAL $SHINY
```

Examples

```
OS: Linux Mint 21.1 x86 64
                                                                     Kernel: 5.15.0-71-generic
                                                                     Uptime: 1 day, 20 hours, 5 mins
                                                                     Packages: 3642 (dpkg)
                                                                     Shell: bash 5.1.16
                                                                     Resolution: 1080x1920, 1080x1920, 2560x1440
                                                                     DE: Cinnamon 5.6.8
                                                                     WM: Mutter (Muffin)
                                                                     WM Theme: Mint-Y-Legacy-Dark-Grey (Mint-Y)
                                                                     Theme: Mint-Y-Dark-Grey [GTK2/3]
                                                                     Icons: Yaru-sage-dark [GTK2/3]
                                                                     Terminal: gnome-terminal
                                                                     CPU: AMD Ryzen 9 5950X (32) @ 4.000GHz
                       1000000koooooc
                                                                     GPU: NVIDIA GeForce RTX 3080 Lite Hash Rate
                      dkkd,c00o,:odxkl;d000K0k
                                                                     Memory: 6428MiB / 64199MiB
                          00K0000ll:oc:lkkkl
                           odc ckk:.c:
pokefetch (main) [?﴿]
```

Figure: This is an example showing mudkip