FILE STRUCTURE

```
home
   |__(username)
          |__Otakon
                 |__bin__
                 |       |__ (compiled binaries)
                 |       |__ (data generated by the executable, don't alter)
                 |__config
                 |       |__ config.txt (configuration file)
                 |__docs__
                 |       |__ otakon_docs.md (this documentation)
                 |__images
                 |       |__ *.png (images to be referenced in config list)
                 |__src__
                         |__ otakon.cpp (main source code)
                         |__ (other dependencies if needed)
```

CONFIG FILE

In the config file, the user can specify the image selection mode and the list of images to select from.

Defining the selection mode

Write MODE XXX anywhere in the file (except in the middle of another command), where XXX can be either of these modes:

- `RANDOM` (choose a random image from the list)
- `FIRST` (always choose the first image from the list)
- `ORDER` (choose the image in an increasing order)
- `REVERSE` (choose the image in a decreasing order) Default mode is `RANDOM`. NOTE: when this command is written two or more times, only the last command is taken into consideration, whilst the others are ignored.

Defining the list

Write

LIST {
aaa
bbb
ccc
...
}

anywhere in the file (except in the middle of another command), where aaa, bbb, ccc are the

names of the image files to be put into the list (.png extension is excluded as it's the only file format currently supported), and ... means that any amount of names can be specified before the curly brackets are closed, marking the end of the list. NOTE: filenames must not include spaces, as spaces and commas (,) are considered a way to separate filenames. Failing to define a list causes an error, and the program to fallsback to a default texture. NOTE: when two or more lists are defined, only the one defined last is taken into consideration, whilst the others are ignored.

Setting alpha color

The alpha (background) color can be set by using the ALPHA command, followed by the three colors in the order: red, green, blue. Every color must be in range 0 to 255 (both included). For example:

ALPHA 255,128,0

Setting an edge

It's possible to set an edge (that will be filled with the alpha color) by writing the EDGE command, followed by a number in range 0 to 99 (both included). For example:

EDGE 2

Preventing Otakon from running

The user can prevent the program from printing anything by writing the KILL command anywhere in the program (except in the middle of another command).

Additional notes

Please note that commands must be separated from one another with at least one space or newline character. For example KILLMODE REVERSE is invalid, but KILL MODE REVERSE and

KILL
MODE REVERSE
are valid.