

# GetEmBernie Documentation

**1. Introduction** GetEmBernie is designed to automate interaction with graphical interfaces using Java's Robot library. It is tailored for testing purposes and is capable of capturing screenshots, comparing images, and performing UI automation tasks.

## 2. Features

- **Screenshot Capture:** Captures screenshots of specified areas on the screen.
- **Image Comparison:** Compares captured images with reference images to find matches.
- **UI Automation:** Interacts with the graphical user interface by simulating mouse clicks and keyboard inputs.

## 3. Prerequisites

- **Operating System:** Tested on Windows 10.
- **Resolution:** Requires a resolution of 1920x1080 in fullscreen mode.
- **Game:** Designed to work with Don't Starve Together (DST).

## 4. Main Components

- **Robot:** The primary class for handling automated interactions with the screen.
- **CatchInput:** Manages user input from the console.
- **SteamOverlayManager:** Handles operations related to Steam overlay interactions.
- **ClipboardUtils:** Provides methods for clipboard operations.
- **FileUtils:** Manages file operations, including loading and saving lists.
- **ScreenManager:** Contains utility methods for interacting with the screen.
- **ImageUtils:** Provides image comparison and manipulation functionalities.

## 5. Functionality

- **Starting Don't Starve Together:**
  - The application can optionally start the Don't Starve Together game if needed.
- **Analyzing Players:**
  - **From Server List:** Captures and analyzes the player list from a server.

- **From Connected Server:** Captures and analyzes the player list from the server to which the user is currently connected.
- **Scrolling and Clicking:**
  - Detects and interacts with UI elements by scrolling and clicking on icons.
- **Handling UI Elements:**
  - Checks for the presence of specific UI elements (e.g., buttons) and interacts with them as needed.

## 6. Troubleshooting

- **Common Issues:**
  - Ensure that the game is running in fullscreen mode with the specified resolution.
  - Verify that all required files and images are in the correct directories.
  - If the program is not being able to exit Steam Overlay before analyzing other players, check if the window restore button is clickable

