

KSuse
FortuneTeller

v 0.1.7

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System requirements

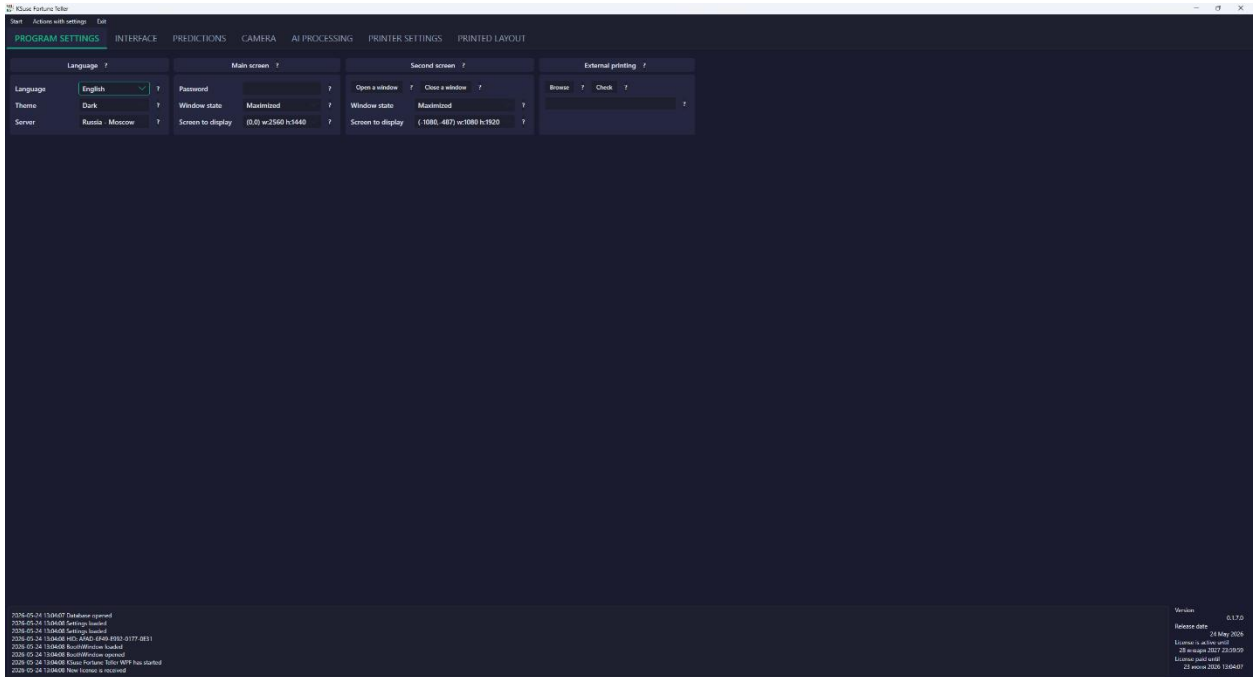
Compatibility: Windows 11 x64.

Required software:

1. .NET 8.0 Desktop Runtime - Windows x64

<https://dotnet.microsoft.com/en-us/download/dotnet/thank-you/runtime-desktop-8.0.27-windows-x64-installer>

Program settings



The «Program settings» tab contains the basic parameters of the application, set once at install time and rarely changed in everyday use.

- Interface language. Switch between Russian, English, German, Spanish, French and Portuguese. Applied instantly — no restart needed.
- Theme. Light or dark. Affects only the settings/editor window; the visitor screen is styled separately in the «Interface» tab.
- Main window state. Normal / maximized / full-screen. Full-screen is recommended for a booth in a public space.
- Screen for the fortune-telling window. If two monitors are connected (one for the operator, one for the guest), choose which monitor displays the visitor window. The window opens automatically at startup.
- License server. The regional server used for online license verification, settings sync and cloud services (including AI processing). Available regions: Moscow, Novosibirsk, Germany (Nuremberg), USA (Dallas), Singapore, Brazil (São Paulo) — pick the closest geographically for minimal latency.
- Password. Protects against accidental exit from presentation mode. If set, leaving full-screen and accessing settings requires the password. Useful for unattended booths.

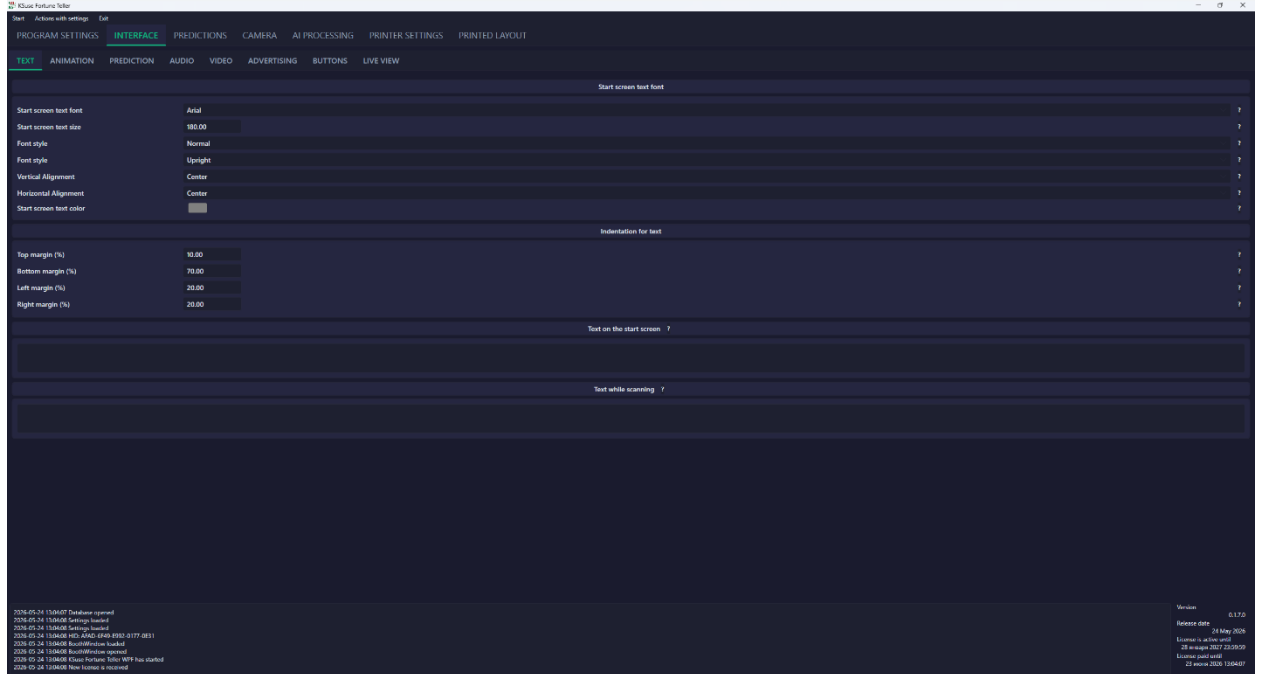
The «Settings actions» section lets you transfer the configuration between installs:

- «Save backup to file» — exports all settings into a single file you can carry on a USB stick.
- «Restore from file» — loads settings from a previously saved file.

- «Make a backup on the server» / «Restore from server» — same, but via your cloud account; handy when you set up several identical booths.

Interface

Text

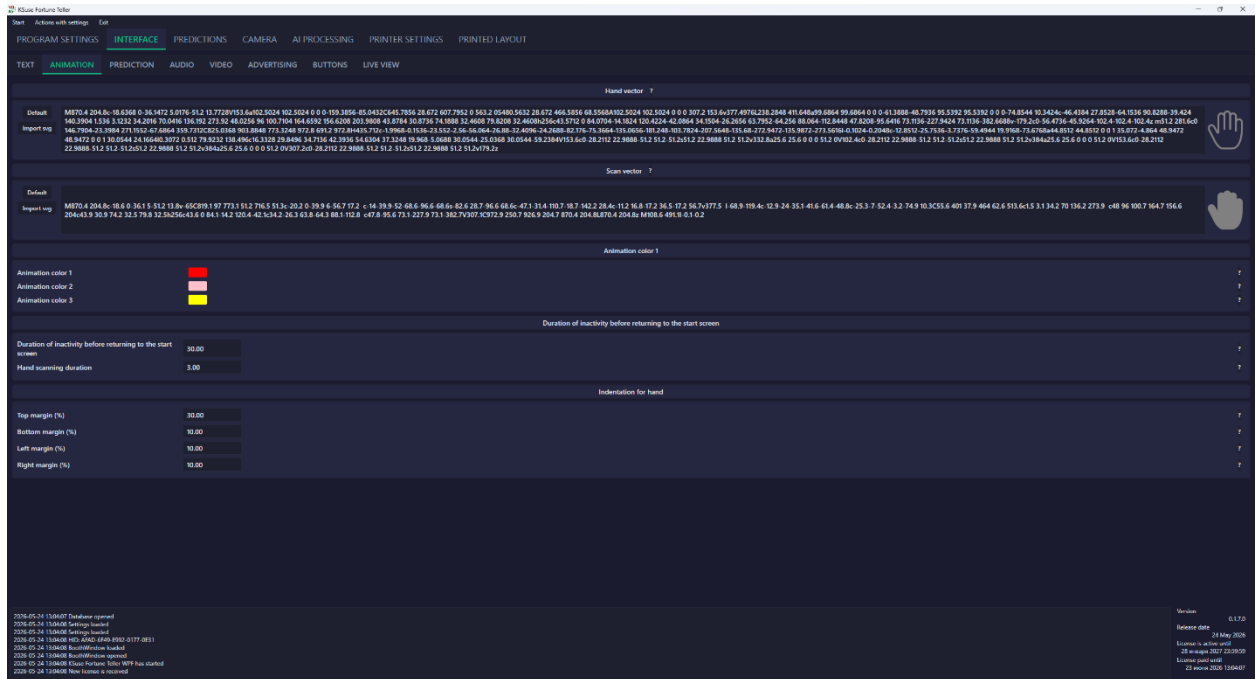


The «Text» sub-tab manages the captions the guest sees at every stage of the booth.

- Welcome text on the start screen. Something like «Place your hand to discover your fortune». This text gently pulses to draw attention.
- Text while scanning. Appears the moment the guest touches the hand sensor — for example, «Reading the lines of fate...».
- Each text independently configures font (any system-installed), size, weight (regular / bold / italic), color and horizontal/vertical alignment.
- Pulse effect — soft opacity shimmer; can be disabled if you prefer static text.

All changes apply instantly — the visitor window updates immediately without restart or save, which is convenient for tweaking the visual style «live».

Animation

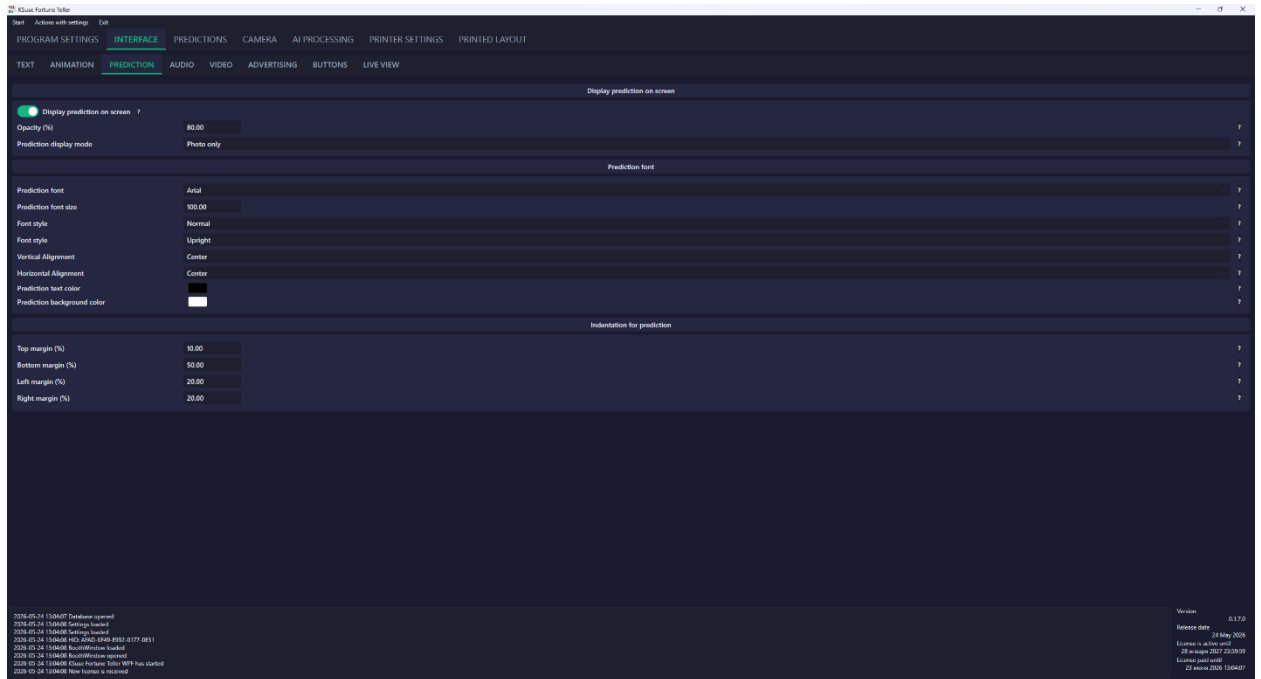


The scan animation — a pulsing hand icon and shifting backlight — is displayed the whole time the guest keeps their hand on the sensor. It's the «magic» stage that sets the atmosphere.

- Scan duration (seconds). After this time the photo is taken and/or the fortune is shown. Typically 3–7 seconds — long enough to intrigue, short enough not to bore.
- Three gradient colors of the backlight and the smooth cyclic transition between them. Tune to match the overall palette of the event.
- Pulse and color-cycle speed.
- Size and position of the hand icon on screen.

SVG import. The default hand icon is a stylised palm, but it can be replaced with any vector image: the «Import SVG» button lets you load an arbitrary SVG file. The program automatically extracts its geometry (path), stores it internally and applies it to the animation. The vector shape scales without quality loss and inherits the current color/gradient settings. Useful when you want the event's signature symbol instead of a generic hand (a heart silhouette, a star, a logo).

Predictions



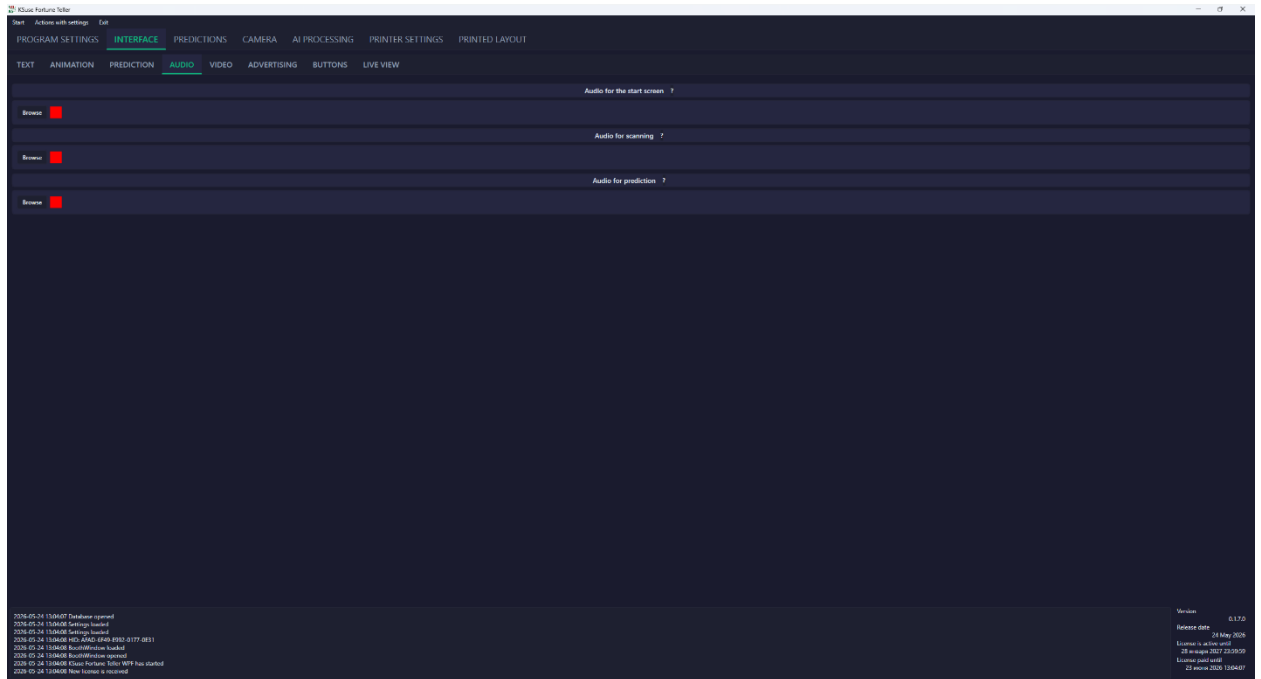
The «Predictions» sub-tab in «Interface» controls how the fortune text appears on the visitor screen.

- Font, size and color of the main text.
- Auto-fit size. Fortunes vary in length — from 5-word lines to multi-paragraph essays.

When auto-fit is on, the program automatically shrinks the font so the text fits the allotted area without clipping or overflowing. You can set a maximum (starting) size — it's used as long as the text fits; short fortunes keep the large font.

- Text plate. A semi-transparent rectangle behind the letters — needed for legibility over video or photo. Color, opacity and padding are adjustable.
- Typewriter effect. The text appears one character at a time at a configurable speed, creating the impression that the fortune is «arriving right now», not pre-loaded.

Audio



Audio accompaniment for the booth's three key stages. Well-picked sound noticeably boosts guest engagement.

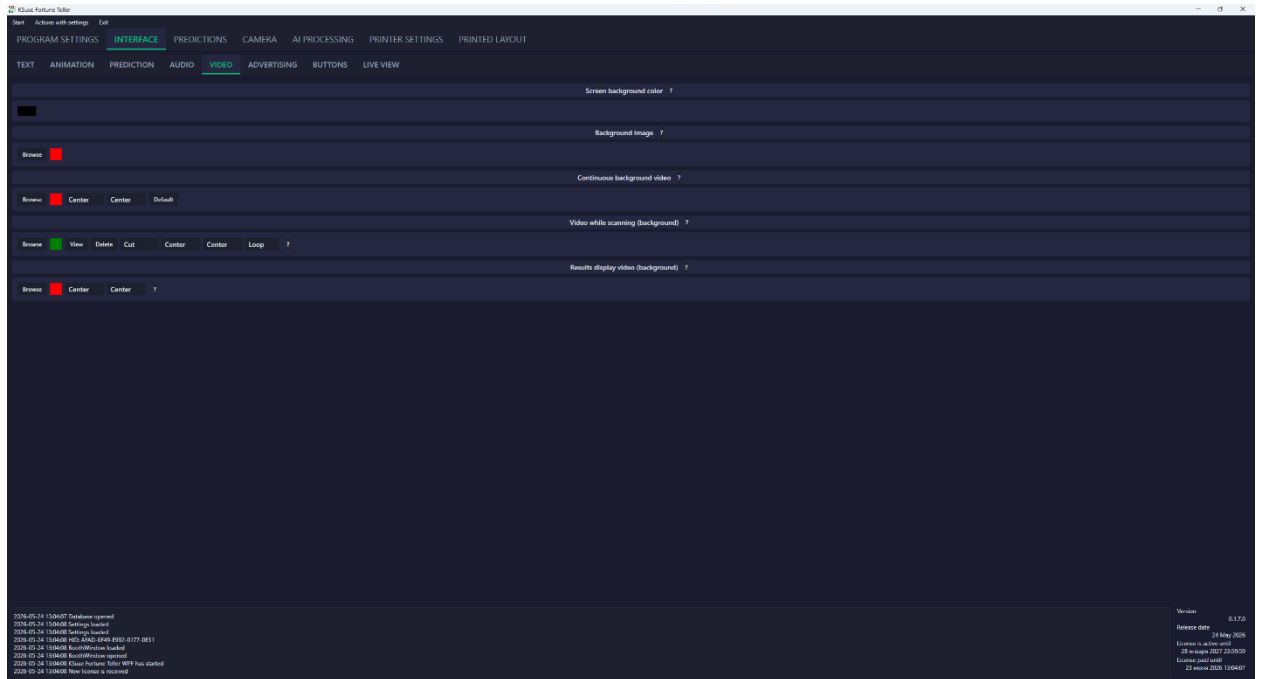
- Start-screen sound. Background music/ambient that sets a mood of anticipation (mystical, festive, etc.).
- Sound while scanning. Building tension — a hum, ticking, heartbeat. Lasts as long as the scan animation.
- Sound on the fortune screen. Climax — a brief gong, chimes, fanfare.

For each stage you can:

- Pick a file (mp3, wav and other common formats).
- Set volume from 0 to 100%.
- Choose playback mode — once (plays once and stops) or looped (repeats until the next screen).

Audio plays in sync with the video set in the «Video» sub-tab.

Video



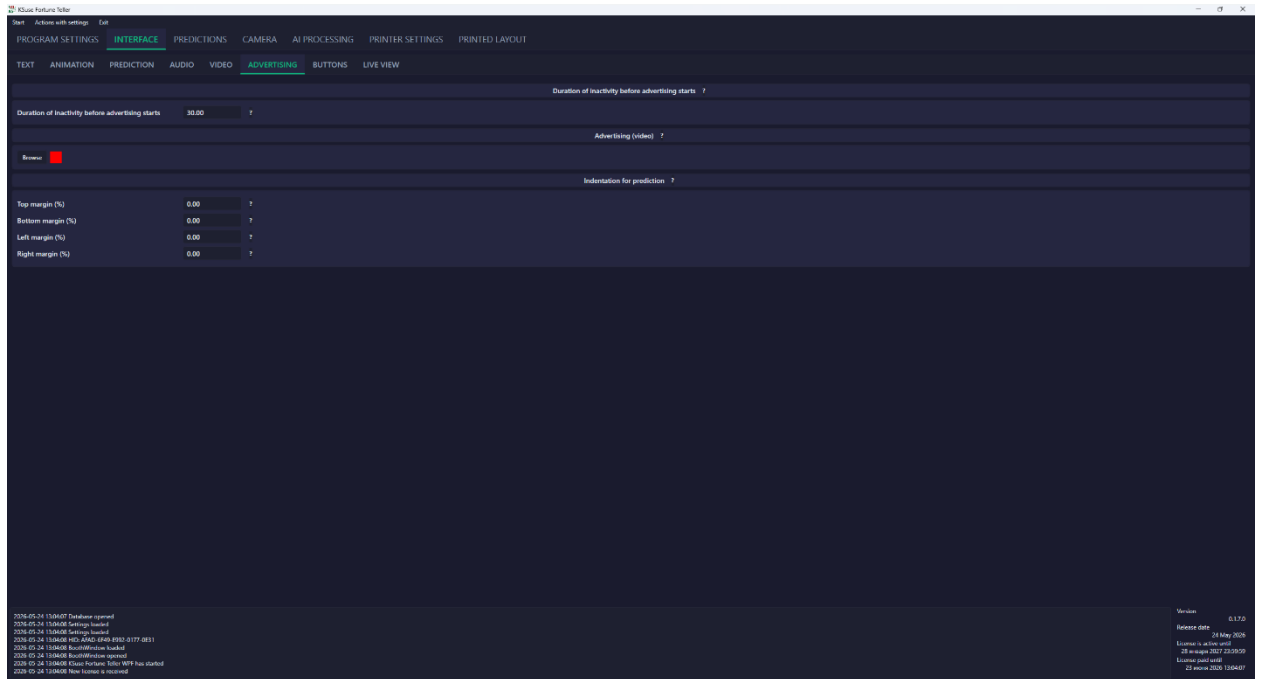
Video backgrounds for the three key screens: start, while scanning, and the fortune reveal. Good video makes the booth eye-catching and noticeable in a noisy venue.

For each video you configure:

- File — .mp4, .mov, .avi and other common formats. H.264 is recommended for max compatibility and smooth playback.
- Stretch mode — «Fit» (letterboxed), «Crop to fill» (fills the screen, edges clipped) or «Center» (shown at native size).
- Horizontal and vertical alignment.
- Repeat mode — «Once» or «Loop». With «Once» the program waits for playback to finish before moving on — the video will not be cut off abruptly.

Tip: for the long-running start screen use a seamlessly looped video with no obvious seams; for scanning, use a short one-shot clip whose length matches the scan duration.

Advertising

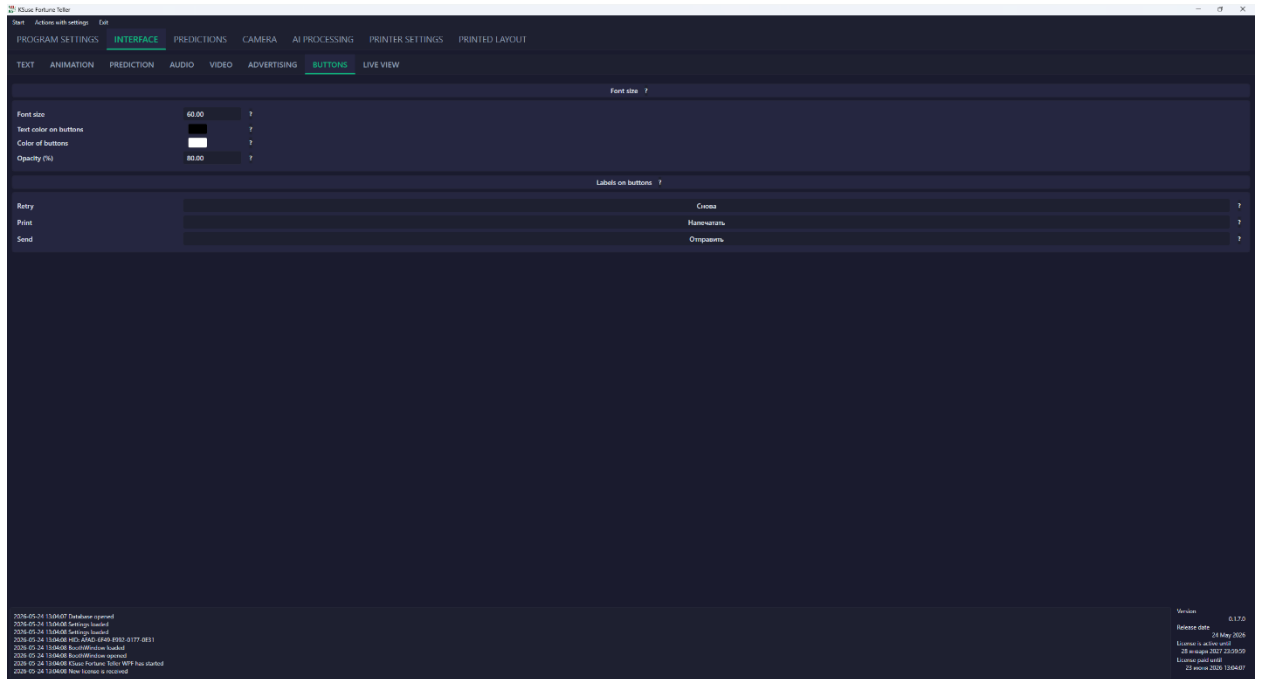


Advertising mode — the materials shown on the start screen to attract visitors when no one is at the booth.

- Splash image — a static picture, e.g. with an invitation «Step up and learn your fortune».
- Splash video — a short clip demonstrating the booth or branding the event.
- Timeouts: after how many seconds to show the splash, how long to keep it on screen.

When the booth is idle, the configured materials rotate — turning the downtime into a marketing tool. As soon as a guest touches the sensor (or the screen on a touch model), the ad closes and the regular fortune-telling flow begins.

Buttons

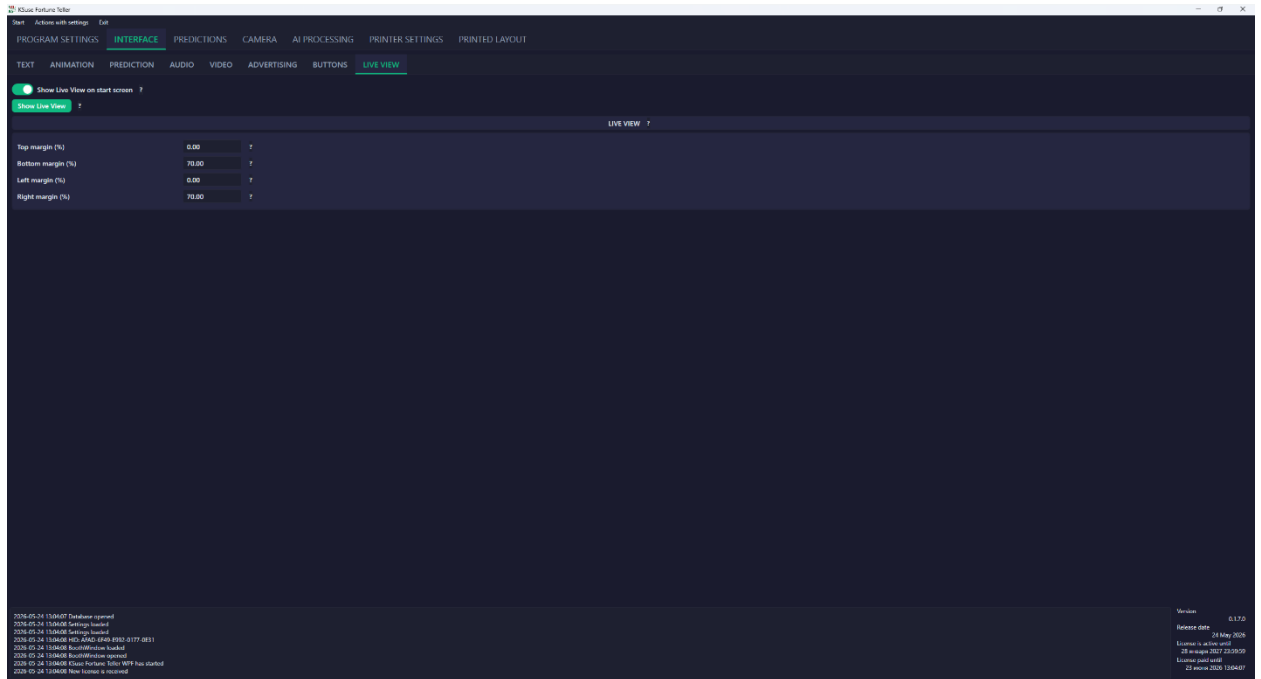


Look and labels of the buttons the guest uses during the flow: «Start», «Print», «Retry», «Send», «Next».

- Each button's label. Defaults come from the selected language dictionary but can be overridden manually.
- Button icon. An image shown next to or instead of the text. Both raster and vector formats are supported.
- Padding/margins around the text.
- Additional overlays for various screens: waiting, printing, sending, ready. These are large semi-transparent images that briefly appear over the main background — for example «Printing...» with a printer icon, «Sending...» with an envelope icon.

Button colors (background, text) are configured in the «Text» sub-tab (overall UI palette).

Live View

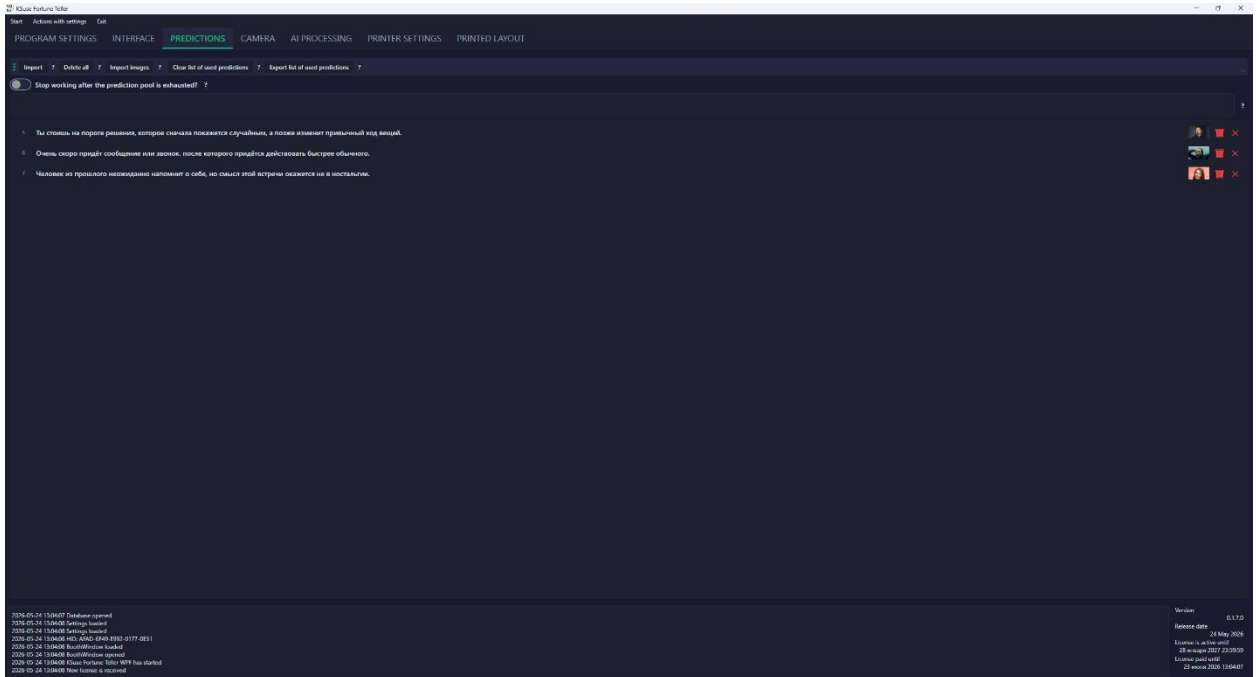


Live View — display of the «live» camera feed in the visitor window.

- Whether to show the camera preview on the start screen. When enabled, the guest sees themselves even before they start using the booth — a great attention grabber (the «mirror» effect).
- Whether to show the preview while scanning. The guest can see how they are being framed and adjust the pose.
- Position, size and effects of the preview (e.g. rounded corners, frame, semi-transparent mask overlay).

If the camera is disabled in the «Camera» tab, the options here have no effect — there is nothing to preview.

Predictions



The main fortune database — the list of texts the program randomly picks and shows to guests.

- Add, edit and delete entries. Each entry is one fortune text (from a single phrase to several paragraphs). Every entry has a numeric ID — it's used by the bulk image import (see below).
- Attaching a photo. You can attach a picture to any fortune. When present, it automatically goes onto the printed layout in the «Fortune photo» slot (see the «Printed layout» tab). Perfect for themed booths (Tarot cards, horoscopes, botany).
- Photo thumbnail. The thumbnail is shown directly in the list row — you instantly see which fortunes have a picture and which don't. Click on the thumbnail to open a full-size preview.
- Delete photo and delete fortune are separate buttons on the right of each row.
- Search, sort, filter — useful for large databases (hundreds of entries).

Bulk text import («Import» button). When you already have a ready list of fortunes in a file, notepad or Excel, there's no need to type them in one by one. Clicking the button opens a large input field. Paste your texts — each fortune on its own line (Enter between them). The program adds every non-empty line as a new fortune; IDs are assigned automatically. Before saving, the texts are automatically stripped of service invisible characters (BOM, zero-width, RTL markers, non-breaking spaces converted to regular ones) — this removes typical issues when copying from Word or from the web.

Bulk image import («Import images» button). If you have hundreds of fortunes and want to attach a separate photo to each, doing it by hand is painful. The program supports bulk import from a folder:

1. Prepare a folder of images.
2. Each file's name must be a number equal to the corresponding fortune's ID. For example, files 1.jpg, 2.jpg, 3.png, 17.heic will be attached to fortunes with ID = 1, 2, 3 and 17.
3. Click «Import images», pick this folder — the program walks all files and attaches each to the right fortune.

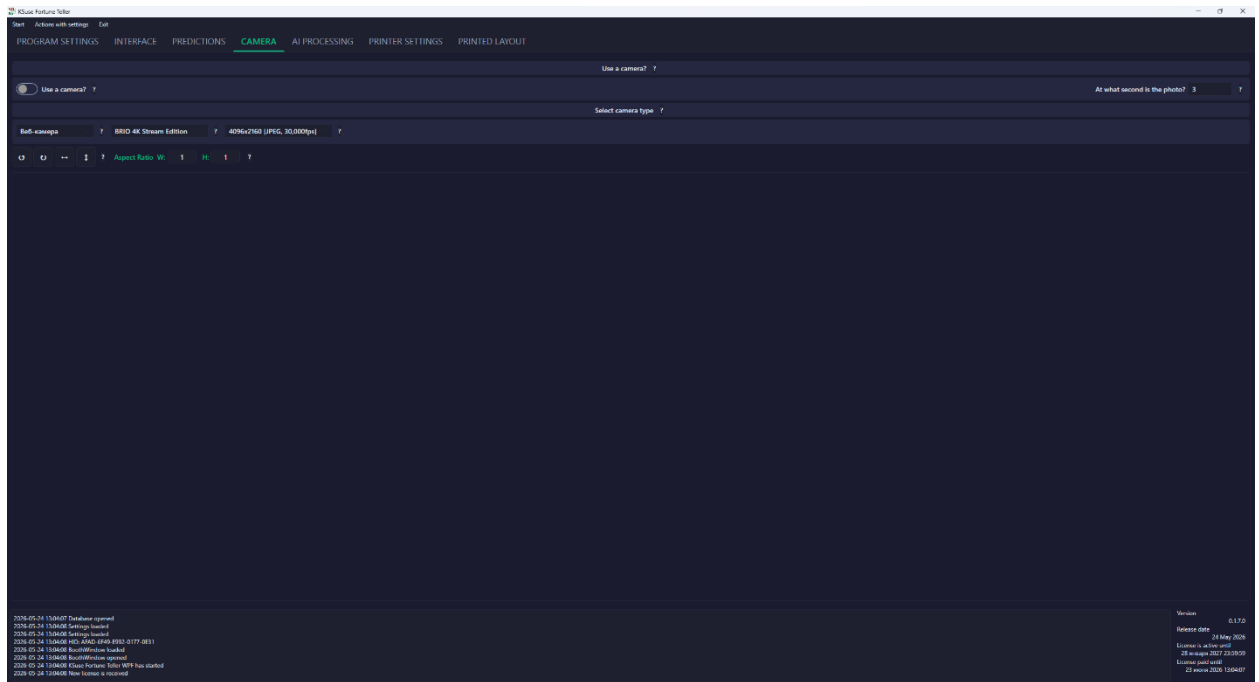
Supported formats: png, jpg, jpeg, bmp, crw, cr3, exr, hdr, heic, jp2, tif, tiff, jfif. Files whose name is not a number or doesn't match any ID are silently skipped. If the fortune already had a photo, it is replaced with the new one.

Drag-and-drop. Image files can be dragged onto the list directly from File Explorer:

- Drop one file on a specific row — it's attached to that fortune.
- Drop several files on one row at once — they're spread down the rows starting with the target one (a quick way to fill multiple consecutive fortunes without renaming the files).

Important: Drag-and-drop works only when the program is launched in the normal way — from the desktop shortcut or the Start menu. If the app was launched from the TakeACup Manager or «As administrator», drag-and-drop from File Explorer will not work — this is a Windows security restriction (UIPI). A process with elevated rights does not accept drag-and-drop from a regular-rights process. In this case use «Import images» (for bulk import) or the regular file picker (for individual attachments).

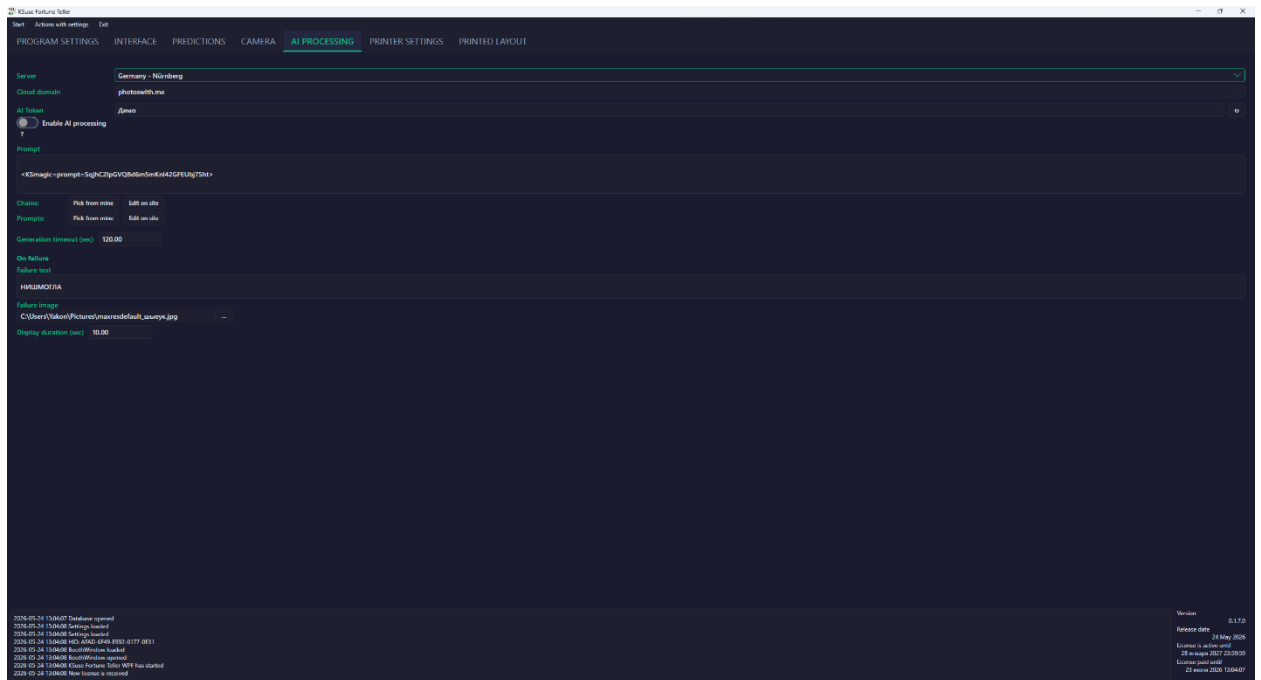
Camera



Source-image settings — what to shoot and how.

- Use camera. The main switch. When off, the program runs without taking photos (only the fortune text and any pre-attached pictures).
- Camera type. Two options:
 - USB webcam via the FlashCap library. Any standard USB camera works — Logitech Brio, built-in laptop webcams, etc.
 - DSLR Canon camera via EDSDK. All EOS models that EDSDK supports. Requires USB (tethered) connection and Canon's drivers installed.
- Device picker. A drop-down with every camera the system can see; the chosen camera is saved in settings and auto-selected on next launches.
- Webcam characteristics. Resolution and frame rate (e.g. 1920×1080 @ 30 fps).
- Canon capture parameters: aperture (Av), shutter (Tv), ISO, white balance (WB), quality and shooting mode (PS — P/Tv/Av/M).
- «Reconnect Canon camera» button — emergency restart if the camera hangs, gets unplugged or stops responding.
- Orientation. 90/180/270° rotation and horizontal/vertical flip — for non-standard camera mounts.
- Frame aspect ratio. E.g. 16:9, 4:3, 1:1. Affects photo cropping.
- Time to second shot (sec). Delay between the first hand touch and the actual capture — gives the guest time to pose.

AI processing



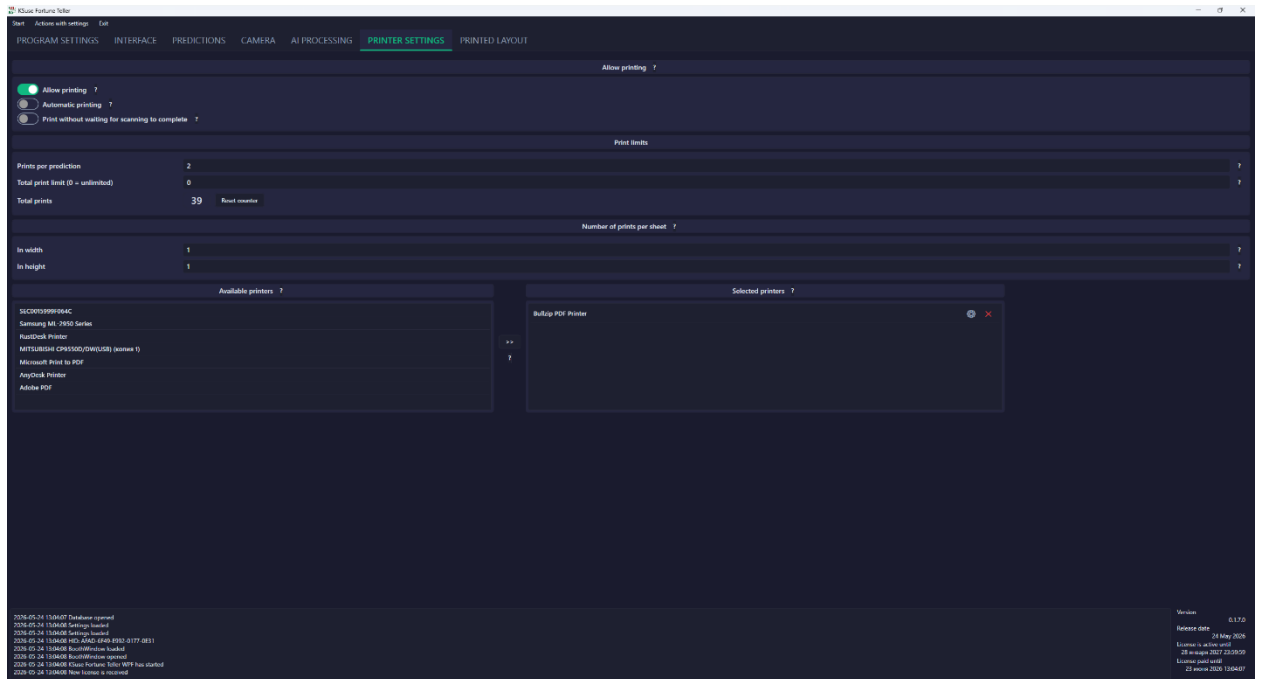
Integration with the ksmagic.art AI service for real-time guest-photo stylisation: an ordinary photo becomes an artistic portrait (painting, pop-art, fantasy, etc.) depending on the chosen chain or prompt.

- Server and cloud domain selection. The server is the geographical region (msk / de / nsk / us / sg / br) — pick the closest one for minimal latency. The cloud domain is a technical setting for traffic distribution (usually photoswith.me).
- AI Token selection. A drop-down with your tokens from the server; tokens are created on ksmagic.art in the AI Tokens section. The «↻» button refreshes the list (use it after creating a new token on the site). If the list is empty or no token is selected, a red warning appears above and AI processing won't start.
- Prompt. The textual instruction for the AI. Either insert a ready-made tag through one of the picker buttons (opens «My chains» or «My prompts» windows with thumbnails and name search of all your saved chains/prompts), or type a tag like <KSmagic=preset=GID> or <KSmagic=prompt=GID> manually. The «Edit on site» buttons open the management page of your personal account on ksmagic.art in the browser.
- Generation timeout. How many seconds to wait for the AI reply. Default 120; large models and a busy server may need more.
- Failure screen. Text and/or image shown to the guest when AI generation fails, times out or is rejected by content rules. Display duration — how many seconds to keep the failure screen before returning to the start screen.

Important requirements:

- AI processing works only with the camera enabled (the photo source) and with «Print without waiting for scan» enabled in the «Printer settings» tab. Otherwise each new guest would launch their own processing and instantly overload the server. If these conditions are not met, yellow warnings appear in the tab.
- Authentication — via TakeACup Manager (KSuseManager). If it is not installed on the PC or you haven't logged in, the entire tab is blocked and a red banner with a hint appears at the top.
- While AI is processing (typically 20–60 seconds), the scan animation keeps playing on the guest's screen — the guest sees no «freeze».

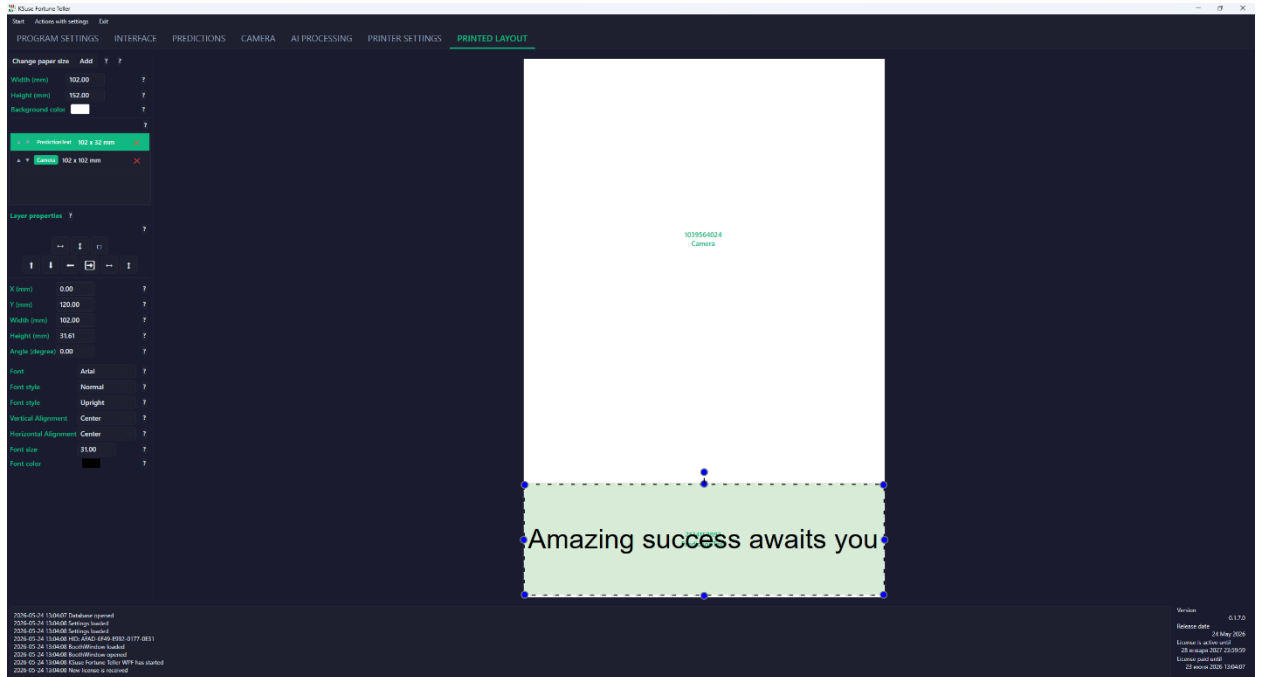
Printer settings



Print parameters and the list of printers in use.

- **Allow printing.** The main switch: is printing enabled at all. When off — the program just shows the fortune on screen without sending to a printer.
- **Automatic printing.** When on, printing starts on its own after the fortune is shown. When off, a «Print» button appears that the guest must press themselves (useful when not every fortune should be printed).
- **Print without waiting for scan.** Printing starts in parallel with the scan animation, not after it finishes. This significantly speeds up the queue: by the time the next guest walks up, the previous one's result is already printed. This option is also required for AI processing to work.
- **Available printers / Selected printers.** A two-list selector: on the left — all printers Windows can see, on the right — those the program will use. If several printers are picked, they are used in rotation (load balancing) — this lets you serve large traffic without printer queues.
- **Print limit per fortune.** How many times the guest may re-print the same fortune (protects against accidental «looping»).
- **Total session limit.** How many prints in total are allowed per shift — useful for controlling paper/ribbon consumption.

Printed layout



The printed-layout editor — what exactly ends up on the printed slip.

- Paper size and orientation. Taken from the selected printer's settings (see the «Printer settings» tab); the layout shows the real paper proportions.
- Layout layers. Each layer is one object placed on the page. The layer list is on the left; the preview with real data is on the right (you see immediately how the layout will look after printing). Available layer types:
 - Image — a static picture or event logo (PNG with transparency, JPG).
 - Camera photo — the snapshot taken at the moment of fortune-telling. If AI processing is enabled, the AI-processed image automatically goes here.
 - Fortune photo — the picture attached to the current fortune in the «Predictions» tab (if attached).
 - Fortune text — the text itself. Font, color, alignment and auto-fit (so long texts fit) are configured right here.
 - Rectangle — a background fill, frame, separator.
- Layer properties: position (X, Y from the top-left corner of the page), size (W, H), rotation angle, stroke, opacity.
- Drag-and-drop on the preview. A layer can be dragged with the mouse directly on the preview, and resized by its corners — changes are reflected in the properties on the right immediately.

Drag-and-drop of image files from File Explorer onto the preview or layer list also works —

the file instantly becomes a new «Image» layer. But: if the app was launched from TakeACup Manager or «As administrator», dragging files from Explorer will not work (Windows UIPI restriction on drag-and-drop between processes with different privilege levels). In that case add images via the «Browse» button in the layer properties.

Layout tip. The camera photo is usually placed as a large background; the fortune text on top with auto-fit font sizing (so both short and long texts look equally tidy); the event logo / date / name in a corner at a small size.

Used libraries

Icons made by Freepik from www.flaticon.com is licensed by CC 3.0 BY

<https://www.flaticon.com/authors/freepik>

<http://creativecommons.org/licenses/by/3.0/>

System.Data.SQLite - <https://system.data.sqlite.org>

Microsoft - <https://dotnet.microsoft.com/>

The MIT License:

Newtonsoft.Json - <https://www.newtonsoft.com/json>

BouncyCastle.NetCore - <https://github.com/chrishaly/bc-csharp>

SharpZipLib - <https://github.com/icsharpcode/SharpZipLib>

sqlite-net-pcl - <https://github.com/praeclarum/sqlite-net>

SkiaSharp - <https://github.com/mono/SkiaSharp>

SQLiteNetExtensions - <https://bitbucket.org/twincoders/sqlite-net-extensions/src/master/>

SvgToXaml - <https://github.com/BerndK/SvgToXaml>

Apache License:

Magick.NET - <https://github.com/dlemstra/Magick.NET>

NPOI - <https://github.com/tonyqus/npoi>

FlashCap - <https://github.com/kekyo/FlashCap>

BSD 3-Clause License:

NLog - <https://nlog-project.org/>