

Desktop Character Layout User Guide

V1.2.2

Thank you very much for your purchase. This guide explains how to use the application.

1. Installation

(1) Unzip the downloaded ZIP file into any folder of your choice.

(2) Double-click Desktop Character Layout (DCL.exe) to launch.

Run Desktop Character Layout (DCL.exe) from within its folder. If you want an icon on the desktop, please create a shortcut rather than moving the executable itself.

* On first launch:

- A data folder named “Ekako” will be created automatically under your user folder.
- You will be asked to review and accept the End User License Agreement (EULA).

2. Screen Layout

(1) Display modes:

The screen is divided into a “Work Area” and a “Character Display Area.”

- Three-pane layout: left and right = Character Display, center = Work Area
- Two-pane layout: left or right = Character Display, the other side = Work Area

(2) Work Area:

Documents and browsers are automatically fitted to the height/width of the Work Area.

- Files: Word / Excel / PowerPoint / PDF
- Browsers: Microsoft Edge / Chrome / Google Docs, etc.

* Other general applications are not supported by the auto-fit feature.

You can set a background image for the Work Area (On/Off).

(3) Character Display Area:

A character image is shown always-on-top.

You can set a background image for the Character Display Area (On/Off).

3. Operation

(1) Tray icons:

The following control icons appear in the system tray at the bottom right of the screen (near the clock).

- Green icon: Opens the main menu (UI items).
- Blue icon: Opens the pop-up window for conversations.
- Yellow icon: Fits the Work Area. (Re-fits files/browsers that were moved or resized back to the Work Area with one click.)
- Red icon: Opens the Desktop folder. (Quickly shows items on the desktop that may be hidden by character/background images.)

⎓ * Depending on your PC settings, these icons may be inside the ^ overflow area. In that case, drag the icons out to keep them visible. ⎓

(2) Main menu (UI items) guide

Layout

- Three-pane (Left/Right + Work Area): Switch to the three-pane layout.
- Two-pane (Left + Work Area): Switch to the two-pane layout (character on the left).
- Two-pane (Work Area + Right): Switch to the two-pane layout (character on the right).

Character images

- Choose Character (Left): Select the character image to show on the left.
- Choose Character (Right): Select the character image to show on the right.

Flip image

- Left: ON/OFF — Flip the left character image.
- Right: ON/OFF — Flip the right character image.

Position adjustment (Left)

- $\leftarrow \uparrow \rightarrow \downarrow$: Adjust the display position of the left character image.
- Reset : Reset the left character image position.

Position adjustment (Right)

- $\leftarrow \uparrow \rightarrow \downarrow$: Adjust the display position of the right character image.
- Reset : Reset the right character image position.

Scale

- Scale (Left): Adjust the scale of the left character image.
- Scale (Right): Adjust the scale of the right character image.
- Reset scale (Left): Reset the left character image scale.
- Reset scale (Right): Reset the right character image scale.
- Clear (Left): Unset the left character (return to “Not set”).
- Clear (Right): Unset the right character (return to “Not set”).

Character background images

- Left: Show ON/OFF — Toggle the background image (left character area).

- Left: Choose image (3-pane): Choose the left character background for the three-pane layout.
 - Left: Choose image (2-pane): Choose the left character background for the two-pane layout.
 - Right: Show ON/OFF — Toggle the background image (right character area).
 - Right: Choose image (3-pane): Choose the right character background for the three-pane layout.
 - Right: Choose image (2-pane): Choose the right character background for the two-pane layout.
- * Image sizes differ between the three-pane and two-pane layouts, so set them separately. The left and right images in the three-pane layout can be different.

Work Area background image

- Show ON/OFF: Toggle the Work Area background image.
 - Choose image (3-pane): Choose the Work Area background for the three-pane layout.
 - Choose image (2-pane): Choose the Work Area background for the two-pane layout.
- * Image sizes differ between the three-pane and two-pane layouts, so set them separately.

Full background image

- Show ON/OFF: Toggle the full-screen desktop background image.
 - Choose image: Select the image for the full-screen desktop background.
- * The full-screen background is drawn at the very back. You can layer Character Background and Work Area background images in front of it. The recommended image size is your monitor's desktop resolution.

Export image requirements

- Character image: Export the recommended conditions for character images.
- Character background image: Export the recommended conditions for character background images.

- Work Area background image: Export the recommended conditions for Work Area background images.
- * Recommended image size and file format tailored to your PC are exported as a .txt file into the Image Requirements Export folder (see “4. Folder structure”).
- * If you change your monitor resolution or display scaling, and for the Work Area background if you change the taskbar position, please re-export the conditions.

Data save folders

- Ekako (top): Open the Ekako folder.
- Character images: Open /images/base.
- Character background (3-pane): Open /wallpapers/chara_space_3pane.
- Character background (2-pane): Open /wallpapers/chara_space_2pane.
- Work Area background (3-pane): Open /wallpapers/work_space_3pane.
- Work Area background (2-pane): Open /wallpapers/work_space_2pane.
- Full background: Open /wallpapers/full_space.
- Image requirements export: Open /exports/ conditions.
- Log output: Open /exports/logs.
- * The save folders created on first launch are shown here as shortcuts. Save the images you’ll use into these folders and select them from the UI items.

Show Desktop folder: Same action as the red icon.

Align Work Area: Same action as the yellow icon.

- * Ctrl + Alt + F performs the same alignment.

Settings

- Language: Manually switch the UI language (Japanese or English). The change is applied after restart.
- * Additional languages can be added (see below).

- Save: Save the current display settings (up to 10 slots).
- Load: Load a saved display setting to restore the layout.
- About: Show product name, version, and author.

Conversation Settings

You can configure the conversation feature here.

Two types of connections are available:

Local Mode (LM Studio + Local LLM)

Download LM Studio and a local LLM model onto your PC.

This mode allows conversations without any API fees.

LM Studio can be downloaded from: <https://lmstudio.ai/>

OpenAI API Mode

Use OpenAI's cloud-based API for conversations.

An OpenAI account and API usage fees are required.

You can register at: <https://platform.openai.com/>

Configuration Items

Local Mode

Backend: Select local

API Base URL: Enter the URL shown in LM Studio (e.g., <http://127.0.0.1:1234>)

Model name: Enter the name of the model you downloaded
(e.g., qwen/qwen3-8b)

OpenAI API Mode

Backend: Select openai

Model name: Enter the model name (e.g., gpt-4.1-mini)

API Key: Enter your secret API key (begins with sk-)

Common Settings

Enable conversation feature: ON / OFF

Timeout: Time limit (seconds) for character replies

History pairs: Sets the number of conversation history pairs stored internally. (No need to change this setting.)

System prompts: Enter system prompts for Common, Left character, Right character

* Name, personality, tone, and how the character addresses the user are pre-filled. You may overwrite them. Up to ~1000 characters recommended.

How to Use

Local Mode

1. Download and install LM Studio.
2. In LM Studio, open the Custom tab, select the LLM model you want to use, and download it.
3. In Desktop Character Layout, enter the required settings described above (Backend, API Base URL, Model Name).
4. Keep LM Studio running in the background. While LM Studio is active, the conversation feature can be used in Local Mode.

OpenAI API Mode

1. Register for the OpenAI API.

2. In Desktop Character Layout, enter the settings described above (Backend, Model Name, API Key).
3. After entering the settings, you can start using the conversation feature immediately.

Notes

In Local Mode (LLM), both the response time and the quality of conversation depend on the performance of the LLM model used.

Higher-performance models generally require more powerful PC specifications (especially RAM).

If system resources are insufficient, responses may take longer than usual or the model may fail to respond.

Open Conversation Window

This performs the same action as the blue tray icon.

A dedicated conversation window pops up.

Type your message into the input field and press Enter or click Send to talk with the character.

* Ctrl + Alt + O – Opens the conversation window.

You can switch between two display modes:

Speech-bubble mode: Character replies appear as speech bubbles. (Default)

List view mode: Shows the conversation as a chronological list.

* Use the “Switch” button in the conversation window to toggle modes.

Exit: Quit the UI.

4. Folder structure

```
Ekako/
├─ images/
│   └─ base/                # Save character image files
├─ wallpapers/
│   ├── chara_space_3pane    # Save character background images (three-pane)
│   ├── chara_space_2pane    # Save character background images (two-pane)
│   ├── work_space_3pane     # Save Work Area background images (three-pane)
│   ├── work_space_2pane     # Save Work Area background images (two-pane)
│   └─ full_space           # Save Full background images
├─ exports/
│   ├── conditions/         # Output folder for image-requirements .txt files
│   └─ logs/                # Output folder for log .txt files
├─ memories/                # Save conversation memories
├─ profiles/
│   ├── presets/            # Save the display presets (applied on next launch)
│   └─ saves/               # Save the user "Save/Load" display data
├─ docs/                   # Save the user manual
├─ config/                 # Save configuration files
└─ languages/              # UI language files
    ├── Japanese.lang       # Japanese
    ├── English.lang        # English
    └─ users/               # Optional user translations / overrides
```

5. Adding languages

Japanese and English are bundled by default. You can add other languages as follows:

To add a new language, copy 'English.lang' or 'Japanese.lang', translate the text, and save the copy as a new ".lang" file.

Place the file in the folder named 'languages' so that its LANG_NAME (defined at the top of the file) appears in the language selection UI.

Alternatively, place it in 'languages/users' to have it applied automatically with higher priority.

You can also use this mechanism to customize UI labels for your personal display

6. Conversation Memory: Settings & Editing

You can define keywords that are easy to remember from conversations in the z_5 section of the .lang files under the languages folder, and you can add or remove them.

Conversation memories are saved in code/data form as JSON files in the memories folder, and you can edit them if needed.

7. For trial version users

Usage time is 90 minutes of cumulative use from the first launch. After the time expires, the app will close automatically and cannot be relaunched.

A sample shop-advertisement scene is pre-saved so that you can verify the app's behavior. If the recommended image size for your PC differs from the bundled samples, the display may be scaled or stretched.

After use, please delete the Ekako folder (this functions as uninstallation).

8. Error logs

If an exception occurs and expected behavior does not happen, please check whether logs (WARNING/ERROR) have been output in the folder below.

Log folder: Ekako/exports/logs

(* Note: General applications are not supported by the Work Area auto-fit feature.)

9. Support / Contact

For bug reports or requests, please contact us via the support channel of the shop where you purchased the product. When reporting a bug, attaching the output log (.txt) is helpful.

10. Notices

- If you use the product in violation of laws or contracts (including copyright or public order violations, or infringement of others' rights), the license will be terminated.
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