

Pokémon Upgrader (Unofficial Custom Mod for PaF)

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**Table of contents**

Description	2
New Features	2
Requirements	3
OBS	3
Lioranboard	3
Other	3
Installation.....	4
Important notes about the installation	4
Creating a Discord Webhook (optional)	4
Installation steps.....	4
Functions	5
Spawn Mechanic.....	5
Runaway Mechanic	5
Catch Mechanic.....	5
Broadcaster Commands.....	6
Viewer Commands.....	6
Channel Point Rewards	7
Changing Settings.....	7
Potential Fixes	8
Final notes	8
Special Thanks	8
Support me	9

Description

This upgrader lets you change your base installation of Pokémon and Friends so that you have more features available.

New Features

- HD Graphics
- Support for all 898 Pokémon, Generation I – Generation VIII
- Shiny's enabled for all 898 Pokémon
- Time-based Ball Upgrades.
- **Masterball** as additional channel point reward
- **Mystery Pokémon** Channel Point Reward to Summon a Random Pokémon
- **Give a Gift** Channel Point Reward to reduce the current runaway rate
- New Commands (**!catchrate**, **!escaperate**, **!mypokemon**, **!top10**, **!rank**, **!summon**, **!poke-stop**)
- Change of the spawn & runaway mechanic
- Loading Screen when a new Pokémon spawns
- Discord Webhook to post the caught Pokémon
- **Variables all in one place!** Change the experience to best suit your channel!
- Automatic refund if a player already caught a Pokémon
- Multi Language Support (German and English)
- many more to come in future updates

Requirements

In order to install this project, you must have the following software installed properly. Please refer to the installation guide/steps that are provided by the creators of the software.

OBS

[OBS Studio](#)

[OBS WebSocket - OBS Plugin](#)

[Move Transition - OBS Plugin](#)

Lioranboard

[LioranBoard - 1.43 or newer](#)

[Web request LB Extension - 1.1 or newer](#)

[Timer LB Extension¹](#)

[Channel Point reward API LB extension¹](#)

[SendDiscordWebhook LB Extension¹](#)

[Pokémon and Friends Extension](#) (check out [Andilippis Video](#) if you need help)

Other

[Maximum of 46 Channel Point Rewards](#) (this app needs to be able to create 3 new rewards)

[.Net Framework 3.5](#)

[Pokémon Font²](#)

¹ This extension can be downloaded from the [LioranBoard Discord](#). If the link doesn't work, you'll need to join that Discord.

² Install fonts while OBS is closed. If you install fonts while OBS is open it won't recognize it until you re-launch OBS.

Installation

Important notes about the installation

Do NOT create a Channel Point reward yourself in Twitch, this reward is created automatically in the installation process.

If this doesn't happen try running the **!poke-upgrade** command again.

Feel free to customize the color, picture, description, and even the reward cost.

Changing the reward's name will break the game. You need to update your LioranBoard Deck with the new channel point reward name to fix this.

Creating a Discord Webhook (optional)

To create a discord webhook you need to go to your discord server settings → Integrations → Webhooks → Create a new WebHook → And make sure to save the WebHook URL & the Name of the Bot.

*This is necessary if you would like the game to automatically post your viewer's Pokémon Catches in Discord and the **!mypokemon** command to work properly.*

Installation steps

1. Make sure you've installed or updated all prerequisites properly.
2. Delete the **SI - WaldoAndFriends – Pokemon Scene** from OBS.
3. Close OBS and LioranBoard and leave them closed.
4. Launch the Pokémon and Friends Upgrader and choose your LioranBoard Receiver(PC) Folder. The Upgrader will automatically choose the correct board.
5. Set your Values! You can hover your mouse over each variable to see a description.
6. Hit Install.
7. Open OBS and LioranBoard and ensure they are connected.
8. Type **!poke-upgrade** in your chat. This command will do the following:
 - Update your LioranBoard Deck from the original Install of Pokémon and Friends.
 - Install the new Pokémon scene into your OBS
 - Create the new Pokémon commands
 - Create the necessary channel point rewards
9. (Adjust the volume of the sounds and add pictures to the channel point rewards)
10. Add the newly generated scene to the scenes where you want to use it as a nested scene.

Functions

Spawn Mechanic

The Spawn Mechanic has been updated in this version. As long as no Pokémon is currently on the screen, a timer is running in the background. After X amount of time has passed (default 5mins), a new Pokémon is spawned.

The viewers can also redeem the "**Mystery Pokémon**" Channel Point Reward to immediately spawn a new Pokémon or the broadcaster can summon one with **!poke-start** / **!summon <number>**.

Runaway Mechanic

For the runaway mechanic there are 2 new changes.

To avoid having a Pokémon stay on screen for too long, there is a timer running (default 3mins) in the background. This timer is reset whenever a ball is thrown. If there is no ball thrown or a "**Give a Gift**" redemption is redeemed for the duration of the timer, the Pokémon will Run away.

The 2nd change is about the Pokémon running away after it breaks out. In the original Game this is after 3 break outs. For this version a new variable called runaway chance is used. Every time a Pokémon breaks out, this runaway value is increased by a random number between 2 values (default 7% and 20%). This value shows the chance of the Pokémon running away after a successful breakout.

The viewers can check the current runaway chance with **!escaperate** and use the "**Give a Gift**" Channel Point reward to reduce this chance back to 0%.

Catch Mechanic

In this version, the Pokéball you use will change!

As soon as a ball becomes available, it starts out with a Pokeball. After X Seconds (default 30s) where no ball is thrown, the ball gets upgraded into a Greatball and after another X seconds (default 30s) it gets upgraded into an Ultraball.

The current ball is shown in the lower right corner of the Pokémon and is triggered by the "**Catch Pokémon**" Channel Point Reward.

The viewers can check the catch rate of the current Pokémon with the **!catchrate** command. This command will show the catch rate for all 3 types of Pokéballs.

If 2 balls get redeemed at the exact same time, they are queued up and if the Pokémon gets caught / runs away, the rest in the queue is refunded.

When a viewer tries to catch a Pokémon which they already have, the channel points are also refunded automatically.

Broadcaster Commands

!poke-upgrade - Starts the Installation of the modified version

!poke-init - Reset the game and loads the settings / language keys (needed after changing the settings)

!poke-start - Spawn a new Pokémon manually

!poke-end - Reset/end the current catch game

!summon <number> - Summons a specific Pokémon with the entered number

!poke-stop - Disables extension until the next **!poke-start** / **!poke-init**

Viewer Commands

!poke-commands - Shows a list of the available commands

!pokedex - Shows information about the current on-screen Pokémon and if the user already caught it.

!pokedex * - Shows information about the Pokémon and if the user already caught it, where ***** refers to the English Pokémon's name or Pokédex number

!catchrate - Shows the catch rate of the current Pokémon with all 3 types of Pokéballs.

!escaperate - Shows the current runaway chance of the Pokémon

!top10 / **!top10shiny** - Shows the top 10 Leaderboard

!rank / **!rankshiny** - Shows the current rank

!mypokemon - Sends a list of the users Pokémon to the specified discord channel. ¹

!credits - Shows the creators

¹ This command requires Discord Webhook to be setup correctly. If you did not setup a Discord Webhook, you can edit the "Settings" panel with your Webhook information or Re-Run the Upgrader to setup a Webhook.

Channel Point Rewards

Catch Pokemon - Throws a Ball to try to catch the Pokémon (only available when a Pokémon is on screen)

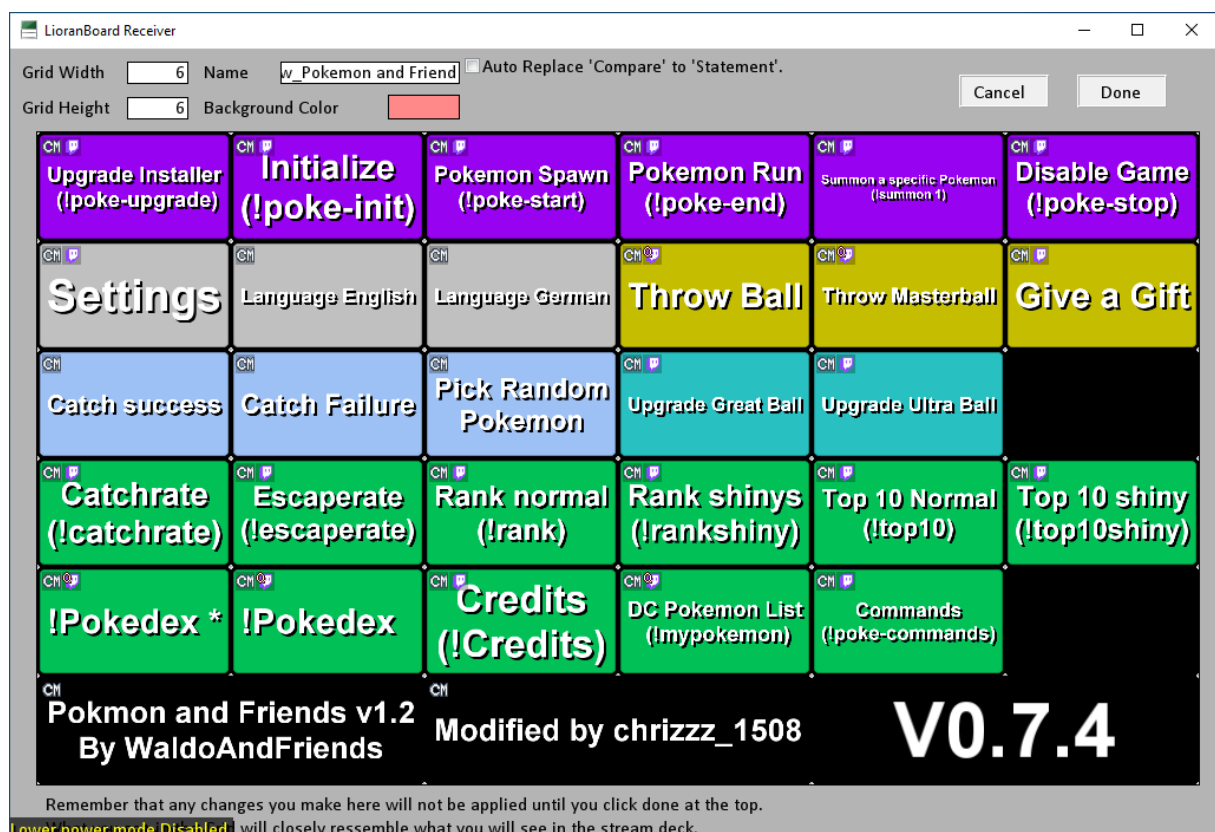
Throw Masterball - Throws a Masterball to catch the Pokémon. This ball has a 100% catch Rate (only available when a Pokémon is on screen)

Mystery Pokemon - Spawns a new random Pokémon (only available when there currently is no Pokémon on-screen)

Give a Gift - Resets the runaway rate of the current Pokémon back to 0% (only available if the runaway rate is higher than 0%)

Changing Settings

You can easily change the settings in LioranBoard directly by right clicking the Settings Button in the new_Pokemon and Friends Board and selecting "Edit Command"



After making any changes to the settings, make sure to type: **!poke-init** into your chat to load the new settings.

Potential Fixes

The following commands might cause Problems:

!top10 / !top10shiny / !rank / !rankshiny / !mypokemon

This might happen because they use 2 separate C# programs.

- CreateTop10.exe
- PokeWhisper.exe

These programs are both copied into your LioranBoard Receiver(PC) folder and are used to generate the data for the commands for LioranBoard to relay.

For unknown reasons some antivirus programs flag them as a potential threat. I have already submitted a false virus report to Avast and they have already marked these programs as "Not Harmful"

You can also use [VirusTotal](#) to confirm that these files are not harmful.

If these commands don't work you can try to add these 2 programs as exception to your antivirus program.

Also, if your LioranBoard is installed in the APPDATA Folder you might consider moving it to some other place since programs might not start properly from the APPDATA Folder.

Final notes

If any problems occur during the installation, please make sure that you've followed all steps correctly and all prerequisites were installed / updated accordingly.

If the problem still persists you can get support on my Discord Server.
Thanks for downloading!

Special Thanks

[WaldoAndFriends](#) - Developing of the original Game

[Tempest](#) - Beta Testing

[Kefiren](#) - Beta Testing

[MurtherX](#) - Beta Testing

[Pox4eveR](#) - Beta Testing

[JokerStreamOk](#) - Beta Testing

[SiidNey](#) - Beta Testing

[Anni](#) - The best fiancée I could wish for



Support me

Hey everyone,

my name is Chrizzz and I'm a C# developer that loves to create fun stuff.

This content is completely free. But if you feel like you want to leave me a tip, I would really appreciate it!

You can tip me via PayPal here:



I'm also a streamer on Twitch! Please feel free to also drop by in my stream over at twitch and hang out with me.



I would love to meet you!

Thank you for using this modified version of Pokémon and Friends!

I truly hope you love it!