

Twitch Console Setup Guide

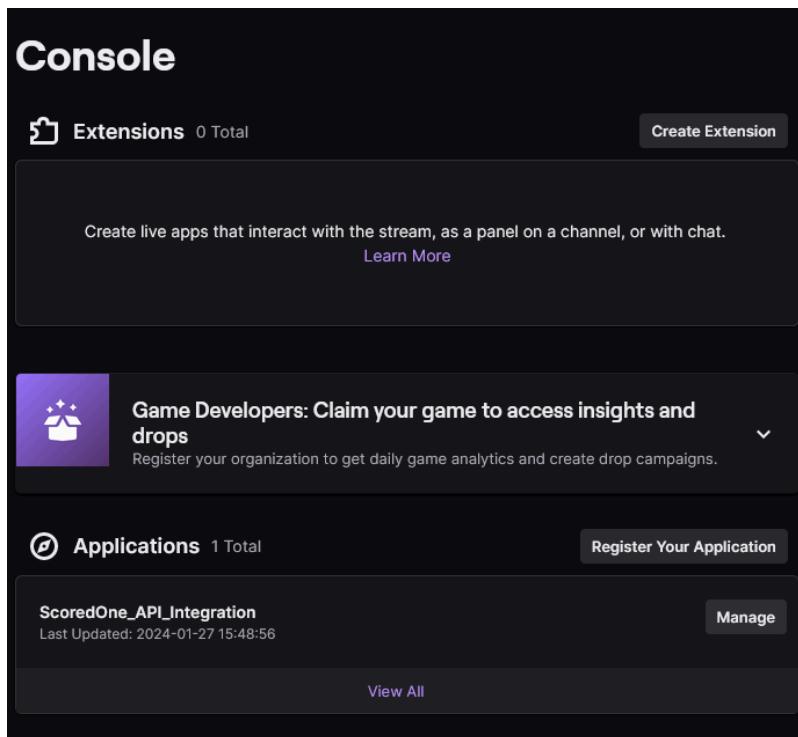
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This guide is for if this is your first time connecting to Twitch for the purposes of setting up a bot or making requests. These credentials can be required when trying to use any application with regards to Twitch API and StreamLinked is no exception.

Twitch Console website

The place to go to get your developer credentials is at <https://dev.twitch.tv/console>. From here, you can login with your Twitch account or if you don't possess one, create one. If you do want to create a bot to post messages as not your own personal account, you will need to create a separate Twitch account for them.

You should see something like this once you are logged in.



Screenshot 06/05/2024

This is my page for reference, when you first login, you will NOT have an active application

Understanding the page

There are 2 sections of the Twitch developer console, Extensions and Applications;

- Extensions are live applications that are displayed on a Twitch users channel that they are subscribed to. They are created as either a display panel in the users information section or as an interactive overlay on the Twitch stream itself. **This is not required by StreamLinked.**

- Applications are programs created that send and receive information from Twitch into user host apps. The use case of this category is essentially if the program can connect with the internet and send and receive requests, thus the login credentials for it to use. **This is the required credentials to make StreamLinked work (Or any bot ext).**

Create your first App

To create the credentials needed, press the ‘Register Your Application’ button on the home page (or the apps page [here](#))

On this page; (All info on this page can be changed later)

- Enter the name of your application or bot
- Enter a redirect address for users to go to when a OAuth token is sent back from Twitch. (This is done automatically) If you do not have a website to redirect people to, you can use a local host address. For example StreamLinked uses [http://localhost:3000/] by default.
- Select a category your application will apply to.
- Choose your client type between Confidential and Public (An explanation and help is provided under each option)
- Prove you're not a robot... *you're not a robot right?*
- Hit save and you're good to go.

Once you have created an application, a Client ID will be generated for you. You can take this and add it to your apps.

Also available is to create a Secret, this is not required in all instances and should not be shared around as it can compromise your account if shared. if you create a Secret you must store this yourself off the website, for if you lose or forget it, your only option is to generate a new Secret invalidating the last one.

Structure of your credentials

There are 2 preferred methods of setting up for this when authenticating your bot with Twitch;

- This first is that the bot can use its own Client ID and Secret to make and manage requests to Twitch API. (One to one email, account, application)
- The second is to use your own personal Client ID and Secret generated when you create an application as the credentials for the bot. (One to many email, accounts and applications)

How you wish to structure your credentials is to your own personal preference, there may be more ways than this however I am not aware of such so I can't include them.

It's important to remember, the application that you use to authenticate with Twitch, be it Unity or otherwise is your Twitch Application, your Twitch bot account that it works under to read and send messages to Twitch chat for example is only a front for the application itself.