

Getting Started with the EventSub

Created with reference to version 2.0.0

Authentication

TwitchEventSubClient is dependent on TwitchAPIClient for authentication and managing subscriptions. Before trying to run the EventSub please make sure you have read the Getting Started with StreamLinked guide so you have an instance of TwitchEventSubClient in your scene.

Setup

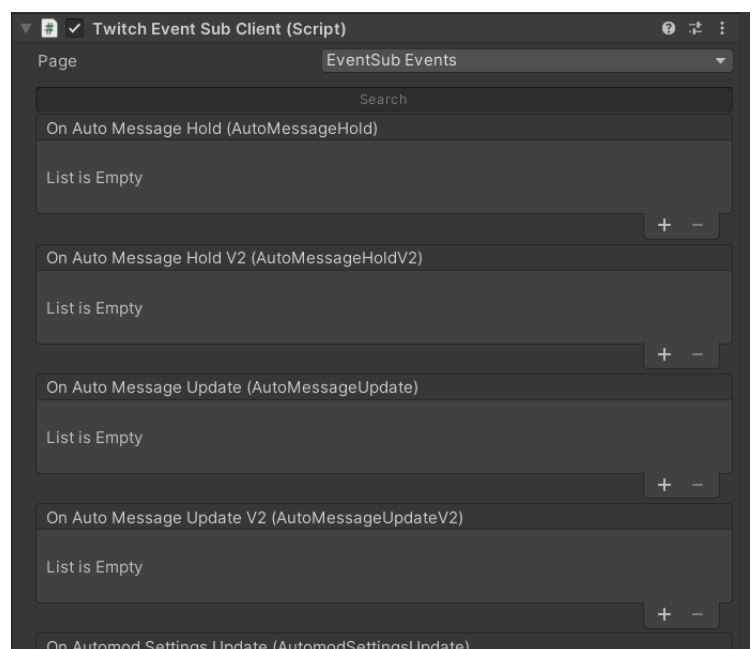
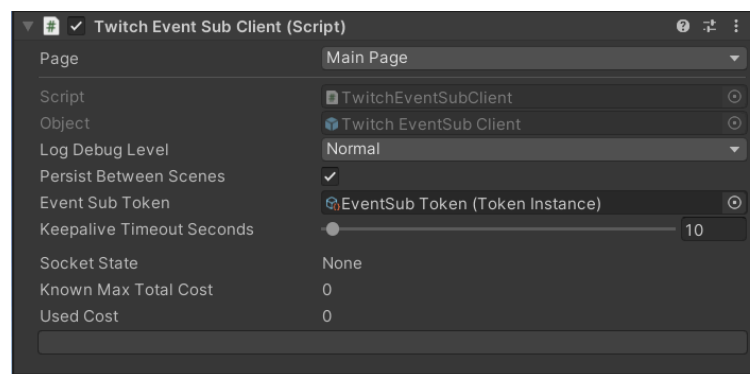
The EventSub is built into the GameObject TwitchEventSubClient. A gameobject is provided with the script attached.

The client is set to receive all known subscriptions that can be set. Subscriptions are set either by the included function SubscribeToEvent() which includes managing of the application ID and subscribed to events or it can be done manually with the TwitchAPIClient using the IEventSub classes. **(EventSub will not know if you have done subscriptions manually)**

To receive the results of these subscriptions, you just need to add a receiving function to the relevant UnityEvent named On(event). These events are found on the 'EventSub Events' page of the inspector.

To start the EventSub, it must be done programmatically. To start a session, you call the function BeginConnectionSession(), immediately afterwards you must make a subscription. If you don't, Twitch will close the connection and you will need to restart it. Twitch only maintains connections to sockets that have active subscriptions.

You can find the reference page for Twitch EventSub [here](#).



Example Scene

Provided is a simple scene of using the eventsub called EventSub Example which includes the TwitchAPIClient, TwitchEventSubClient and an example script to run the EventSub named 'Twitch EventSub Startup Button'.

To start the EventSub, on the example object called 'Twitch EventSub Startup Button', there is a button labelled 'Subscribe to Channel Polling Events' which becomes available when playing the scene.

The example script is set up to subscribe to the authenticators channel for Polls (The account the Client ID belongs to). Once running, open the authenticators twitch channel and start a poll. Once a poll is started a message will appear in the console stating the subscription has been triggered and the ID of the event will be displayed next to it. All the request bodies will be posted as text into the scene as well.

The EventSub has a lot of power behind it allowing the user to subscribe across channels potentially waiting for a multitude of events to occur on Twitch, just be mindful of subscription limits. With enough work you could replace the IRC entirely with just EventSub subscriptions using and not even limited to the ChannelChatMessage subscription.

Unfortunately work has not been done to process Emotes and Badges from the EventSub into the appropriate builders, if you wish to generate these you will need to request them manually from the builders.