

Example Scenes Explanations

Created with reference to version 2.2.0

API test scene

A basic scene to ping Twitch using the GetUsers endpoint. The request will get the user information for the user provided in the text box in the scene, once the token automatically gets itself, press the provided button and it will perform the request. The response text will then be shown behind the elements. A basic scene to make sure your Unity project can perform the most basic request.

Chatbox Example

This is a complex scene providing a twitch chat box compatible with displaying Twitch chat badges and emotes for chatting users via the TwitchIRCClient. Simply add a username to the inspector for the gameobject 'Twitch IRC Client' in the field labeled 'Current channel target' pressing the button next to it to confirm. Once done, just play the scene and the gameobjects will connect to twitch and the twitch channel, download the required images into memory and begin processing chat messages from when it connects.

EventSub Channel Point Example

Another more complex scene demonstrating how to create custom channel rewards, store its ID, update the reward and listen for event subscriptions linked to the reward ID. On the gameobject 'Twitch EventSub Startup Button' there will be a bunch of settings to change for the reward, when the scene is playing press the button in the inspector and it will connect to the EventSub and create the reward. When the reward is redeemed, the resulting EventSub message will be displayed onto the scene.

EventSub Polls Example

This scene works the same as the prior scene for connecting and starting up. This scene however will connect to the EventSub for listening to channel polls. The scene will receive messages for creating polls, votes cast on the poll and when the poll closes. When connected, it will not create its own poll, this will need to be done on the connected channel (The login for the OAuth token).

Manual Token Scene

This scene works the same as the 'API test scene' with some small changes, such as requiring the user to manually acquire the token using the provided buttons. This example is for learning how to code to manage token state without automatic interference, such examples are for optional logins and manual refresh of Twitch login credentials.

Message Test Scene

This scene is a smaller example of the scene 'Chatbox Example', instead of working to provide messages for a list, the displayer works to show each message one at a time. Some additional options added to this scene included on the gameobject 'Twitch Chat Message Displayer' is a field for filtering by username and a value to delay text message display rate. Good for showing a way to control the display of individual users.