INSTALLATION

download python 3 and highter



install dependences (pynput, obs-websocket-py, inputs)

```
C:\Users\user>python -m pip install pynput
Requirement already satisfied: pynput in c:\python313\lib\si
kages (1.8.1)
Requirement already satisfied: six in c:\python313\lib\site-
es (from pynput) (1.17.0)

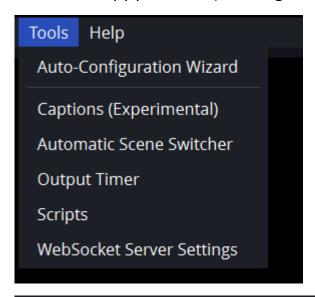
C:\Users\user>python -m pip install inputs
Requirement already satisfied: inputs in c:\python313\lib\si
kages (0.5)

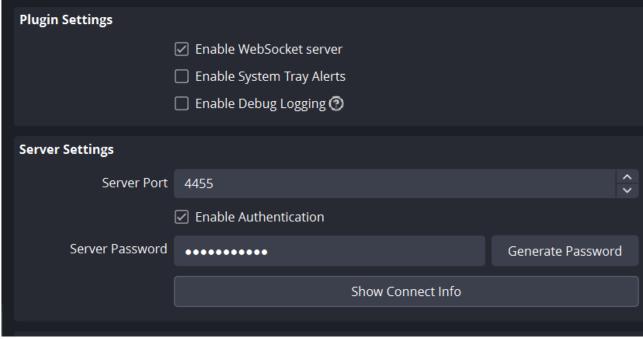
C:\Users\user>python -m pip install obs-websocket-py
Requirement already satisfied: obs-websocket-py in c:\python
b\site-packages (1.0)
Requirement already satisfied: websocket-client in c:\python
b\site-packages (from obs-websocket-py) (1.8.0)

C:\Users\user>
```

SETUP

 open OBS -> Tools -> websocket server settings -> enable WebSocket server, and copy password (or change it if you want)







 open config.cfg and paste password and enable obs (you can also change other settings if you want)

```
# enable obs websocket connection. otherwise, program will work without obs
OBS_ENABLED=true

# websocket address. default is localhost
OBS_HOST=localhost

# default is 4455
OBS_PORT=4455

# you can find them in obs
OBS_PASSWORD=pswrd_exmpl

[input type]

#select, use gamepad or keyboard
INPUT_TYPE=keyboard

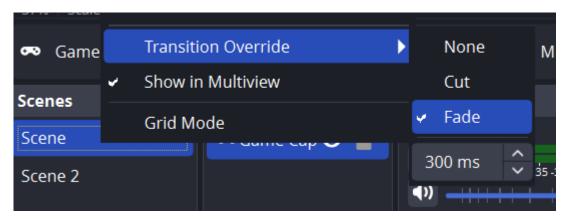
[keyboard bind]

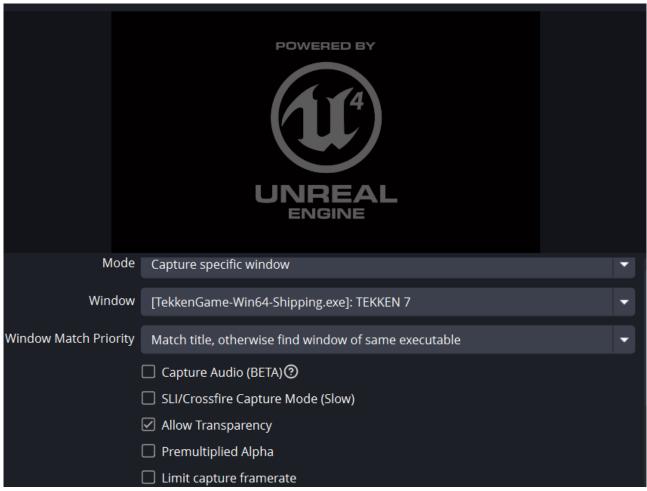
# which key is closing app. default is Key.esc. not working when gamepad
EXIT_KEY=Key.esc
```

 next, create 2 Scenes in OBS: Scene and Scene 2 (like in pack "im not gonna sugarcoat it")

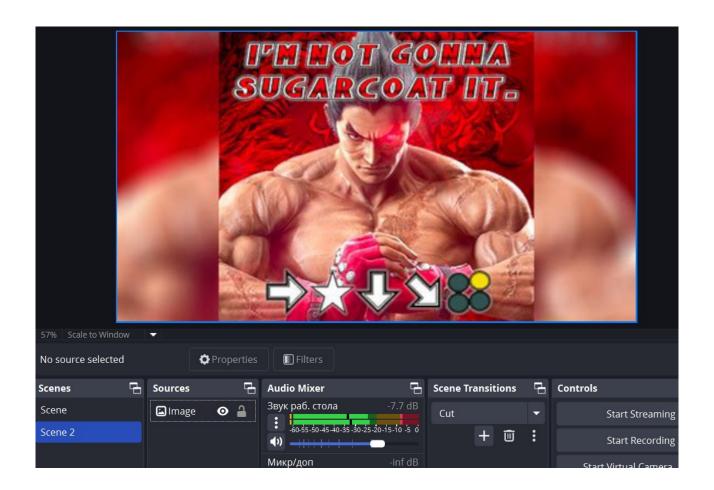
```
"originalScene":"Scene",
    "combos":[
        "scene":"Scene 2",
        "combo":
        ["f","d","df","2"],
        "soundName":"daaamn.mp3"
}
]
Scene 2
```

- set scene transitions to Cut, override it for "Scene" to fade 300ms
- recommended setting for Scene:





recommended settings for Scene 2:



LAUNCH

now, run sugarcoater.exe and try to make EWGF (f,d,df,2)



• (if not work - turn on DEBUG_MODE and run sugarcoater from cmd)