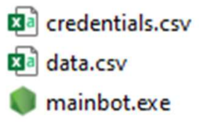
Welcome to Urgableh's Scuffed-Twitch-Channel-Point-Redemption-OBS Bot.

Last update: 03/07/2020 with OBS 25.0.8

The following guide is a high-level usage of the bot. Source code is attached in the appendix for your perusal if you don't trust me (I wouldn't trust me).



credentials.csv
data.csv
mainbot.exe

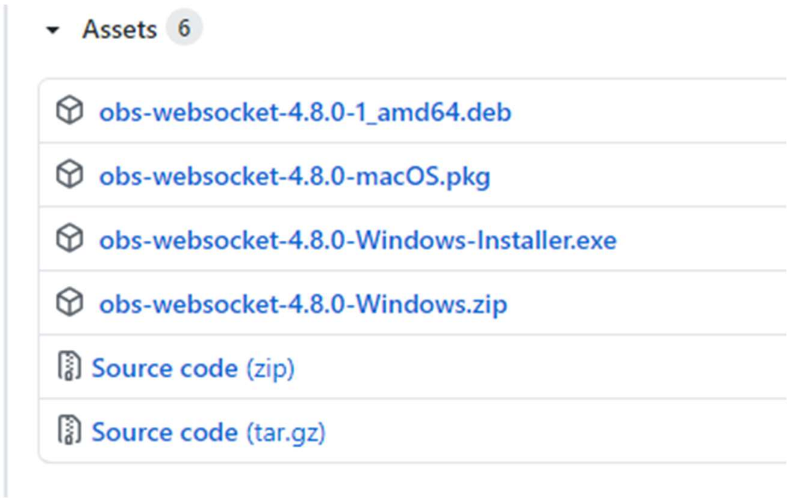
credentials.csv contains the twitch access keys for your channel and your bot.

data.csv contains the channel point redemption to OBS source linkages and timing/activation commands.

mainbot.exe is the packaged executable running the source code attached at the appendix.

Setup

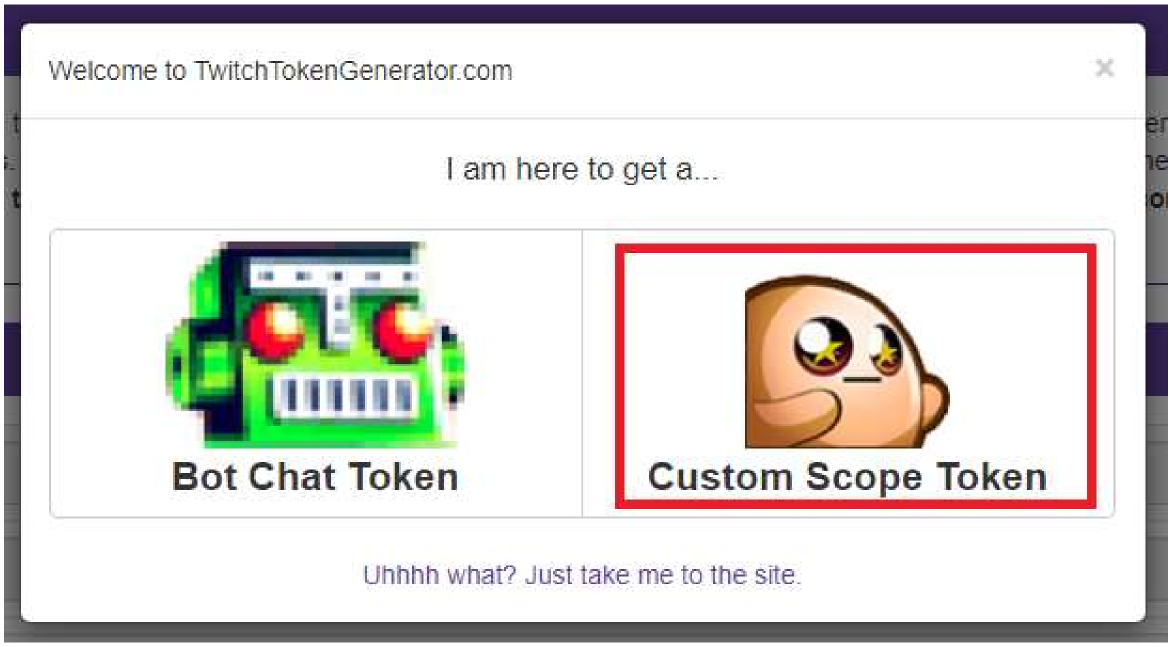
1. **If you haven't already, download and install obs-websocket.**
    a. Go to https://github.com/Palakis/obs-websocket/releases/tag/4.8.0
    b. Download and install depending on your operating system



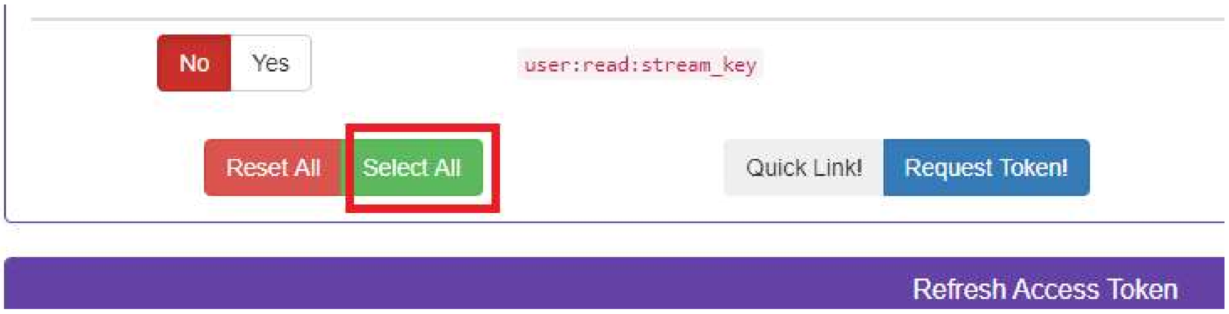
Assets 6

obs-websocket-4.8.0-1_amd64.deb
obs-websocket-4.8.0-macOS.pkg
obs-websocket-4.8.0-Windows-Installer.exe
obs-websocket-4.8.0-Windows.zip
Source code (zip)
Source code (tar.gz)

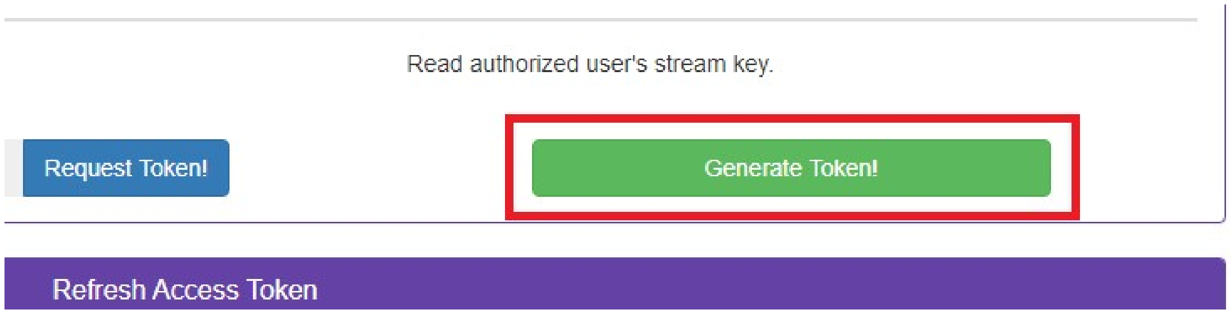
2. **Inputting credentials.csv values.**
    a. Go to https://twitchtokengenerator.com/ and click Custom Scope Token


Welcome to TwitchTokenGenerator.com
I am here to get a...
Bot Chat Token
Custom Scope Token
Uhhhh what? Just take me to the site.

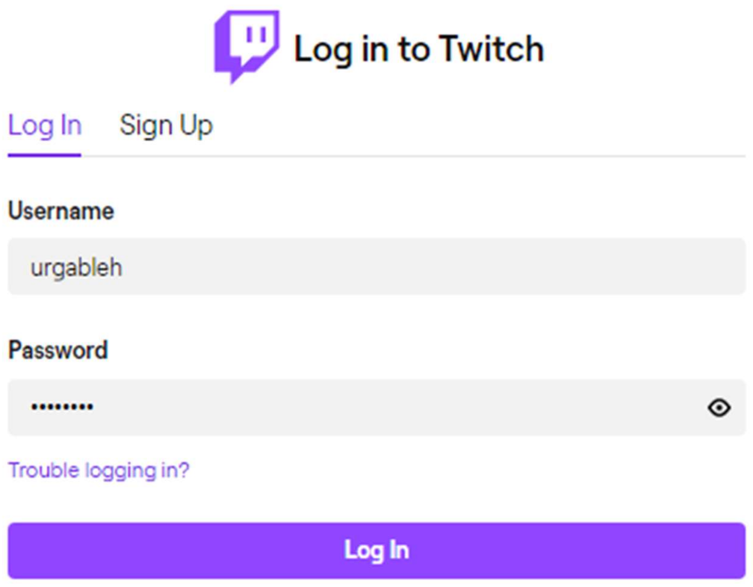
b. Scroll to the bottom and Select All



c. Click Generate Token!



d. Login with your channel information as prompted


Log in to Twitch

Log In Sign Up

Username

urgableh

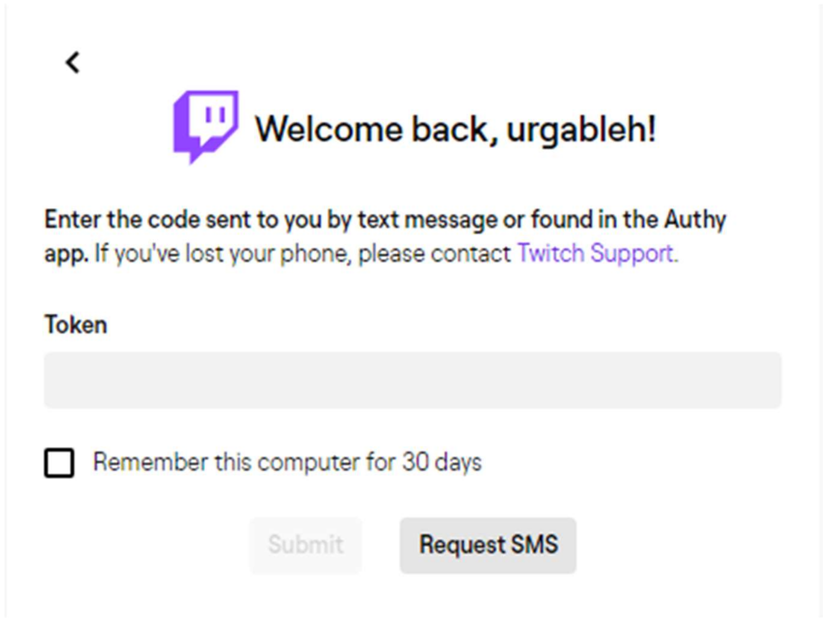
Password

••••••••

Trouble logging in?

Log In

e. It may prompt you for 2FA if you have it activated


Welcome back, urgableh!

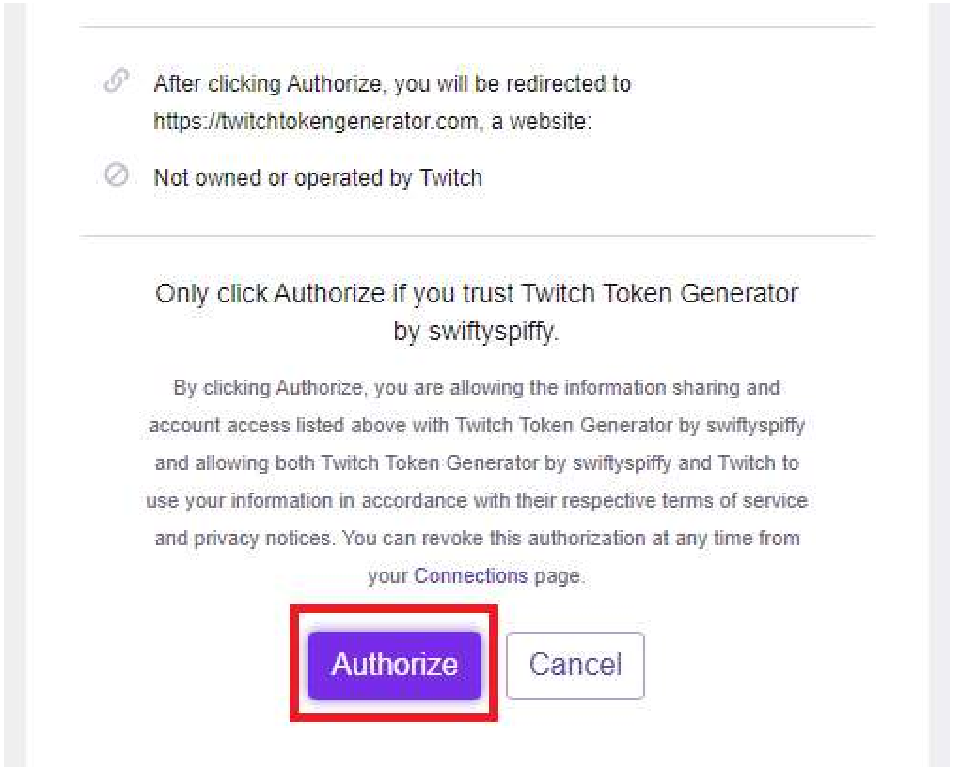
Enter the code sent to you by text message or found in the Authy app. If you've lost your phone, please contact Twitch Support.

Token

☐ Remember this computer for 30 days

Submit Request SMS

f. Click Authorize.

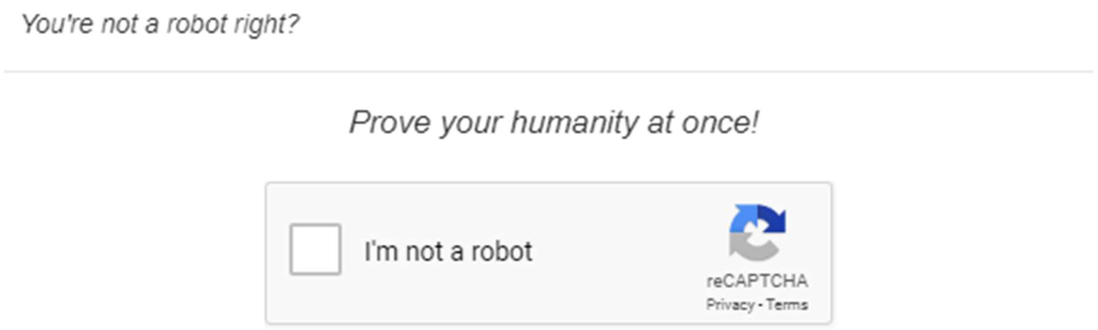

After clicking Authorize, you will be redirected to https://twitchtokengenerator.com, a website:

Not owned or operated by Twitch

Only click Authorize if you trust Twitch Token Generator by swiftyspiffy.

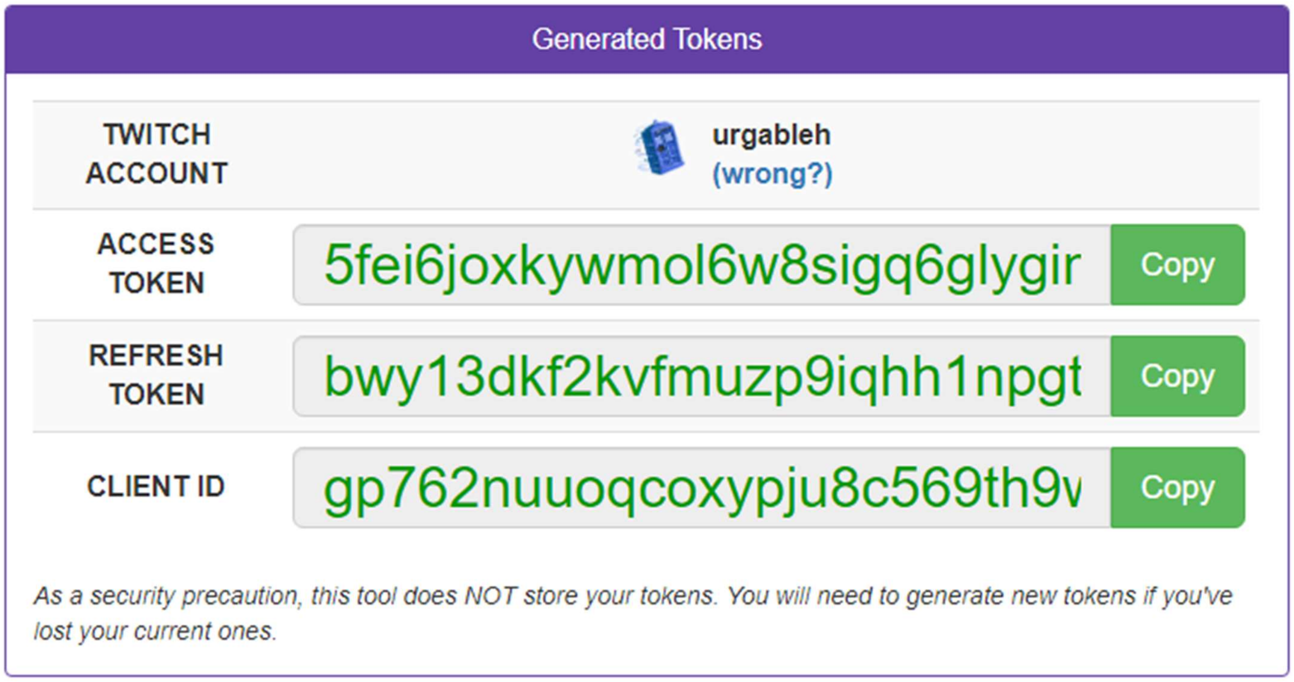
By clicking Authorize, you are allowing the information sharing and account access listed above with Twitch Token Generator by swiftyspiffy and allowing both Twitch Token Generator by swiftyspiffy and Twitch to use your information in accordance with their respective terms of service and privacy notices. You can revoke this authorization at any time from your Connections page.

g. Fill out the Captcha


You're not a robot right?

Prove your humanity at once!

h. The generated tokens will then be displayed.

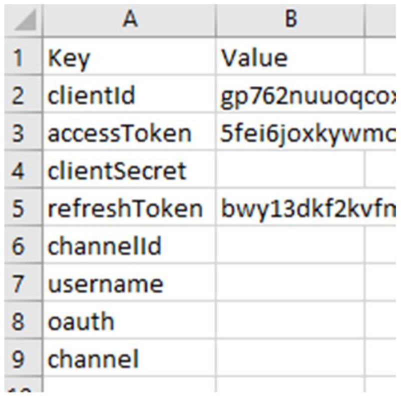


Generated Tokens

TWITCH ACCOUNT	urgableh (wrong?)
ACCESS TOKEN	5fei6joxkywmol6w8sigq6glygir
REFRESH TOKEN	bwy13dkf2kvfmuzp9iqhh1npgt
CLIENT ID	gp762nuuoqcoxypju8c569th9v

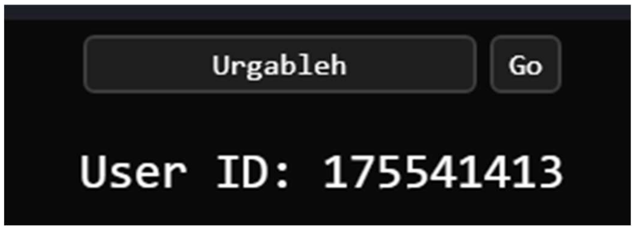
As a security precaution, this tool does NOT store your tokens. You will need to generate new tokens if you've lost your current ones.

i. Locate credentials.csv and copy + paste these values into their associated columns.



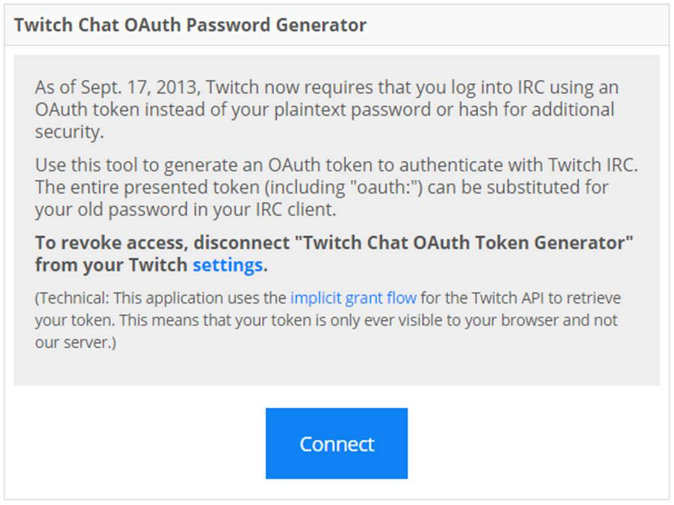
	A	B
1	Key	Value
2	clientId	gp762nuuoqco:
3	accessToken	5fei6joxkywmc
4	clientSecret	
5	refreshToken	bwy13dkf2kvfn
6	channelId	
7	username	
8	oauth	
9	channel	

j. Retrieve your channelId by going to https://codepen.io/Alca/pen/yLBdjyb developed by Alca. Add this to the credentials.csv as well as your channel.



```
User ID: 175541413
```

k. To generate an oauth password for you bot account, go to https://twitchapps.com/tmi/ (Ensure that this is NOT the same account as your channel account, unless you want the bot to also be the same account as the channel account.) (You could use an incognito window for a separate login. It may need extra verification.)



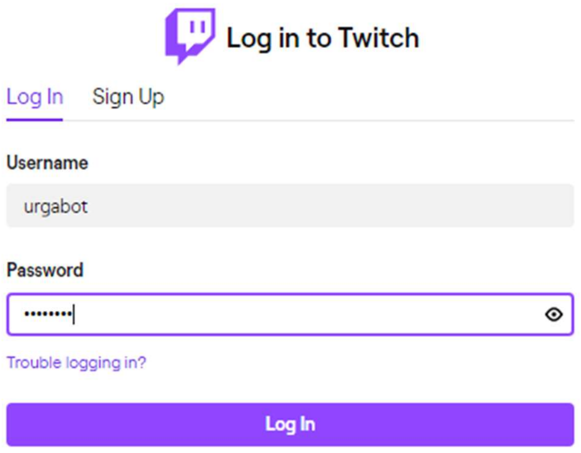
Twitch Chat OAuth Password Generator

As of Sept. 17, 2013, Twitch now requires that you log into IRC using an OAuth token instead of your plaintext password or hash for additional security.

Use this tool to generate an OAuth token to authenticate with Twitch IRC. The entire presented token (including "oauth:") can be substituted for your old password in your IRC client.

To revoke access, disconnect "Twitch Chat OAuth Token Generator" from your Twitch settings.

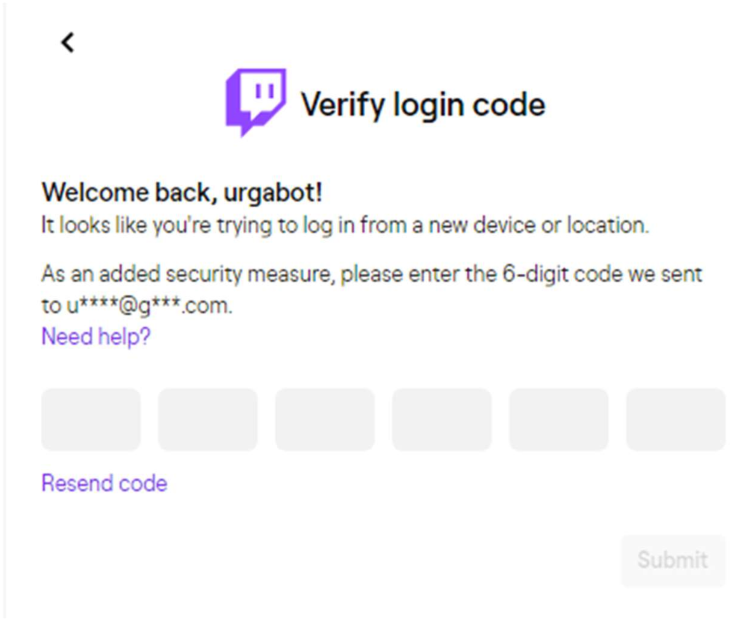
(Technical: This application uses the implicit grant flow for the Twitch API to retrieve your token. This means that your token is only ever visible to your browser and not our server.)



Log in to Twitch

Username: urgabot

Password: ••••••••

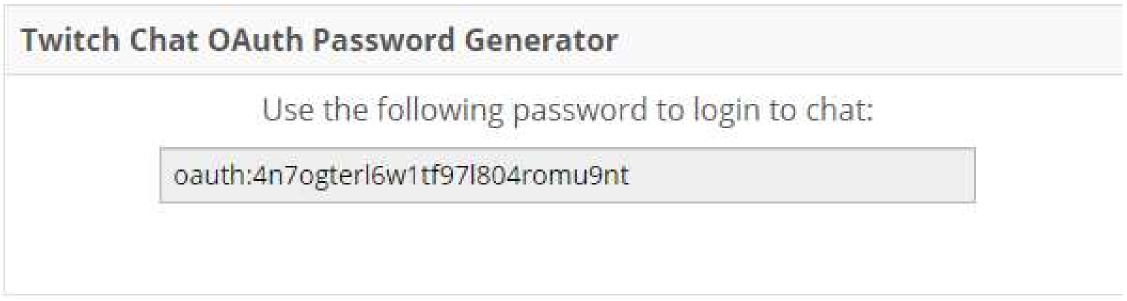


Verify login code

Welcome back, urgabot!

It looks like you're trying to log in from a new device or location.

As an added security measure, please enter the 6-digit code we sent to u****@g***.com.

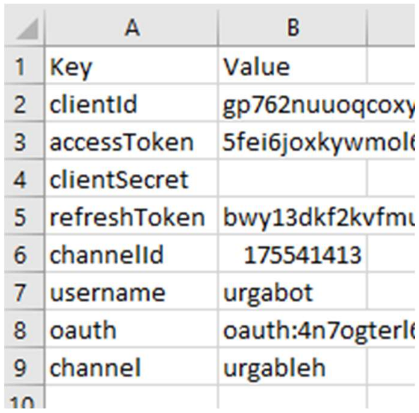


Twitch Chat OAuth Password Generator

Use the following password to login to chat:

```
oauth:4n7ogterl6w1tf97l804romu9nt
```

l. Copy the entire string (including oauth) into the credentials.csv file along with the bot username.



	A	B
1	Key	Value
2	clientId	gp762nuuoqcoxy
3	accessToken	5fei6joxkywmol
4	clientSecret	
5	refreshToken	bwy13dkf2kvfmu
6	channelId	175541413
7	username	urgabot
8	oauth	oauth:4n7ogterl
9	channel	urgableh
10		

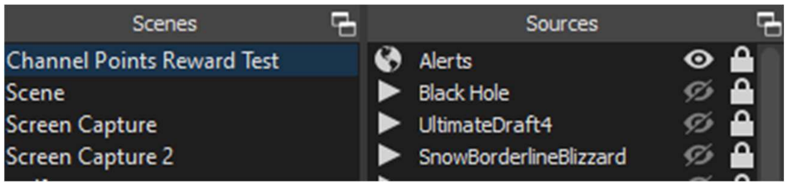
3. **Inputting data.csv values.**

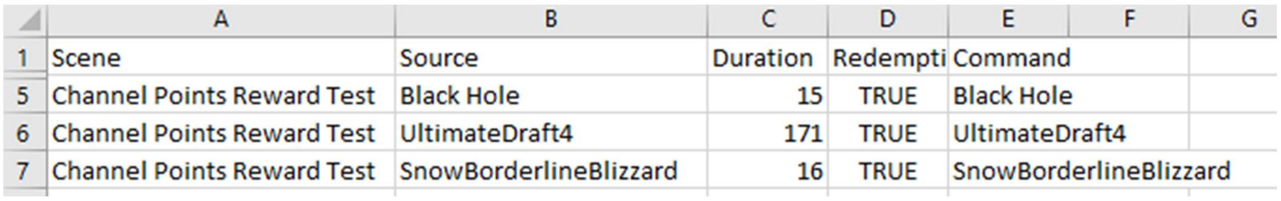
a. Values vary depending on the alert needing to be activated by channel point redemptions.

If OBS Scenes are included as sources of other scenes, the bot will detect this. It is important to include the scene that it originates from in data.csv.

Scene: OBS Scene
Source: OBS Media Source
Duration: Duration of full Media Source
Redemption: TRUE or FALSE (different features are implemented, but the focus is channel points)
Command: Channel point redemption reward name

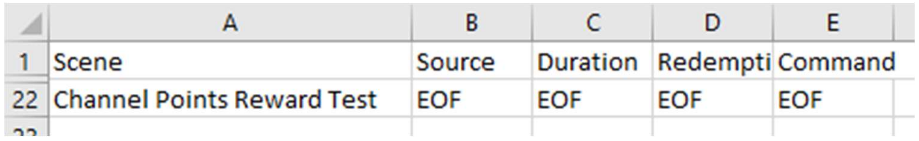
For example, the following sources may be entered as:





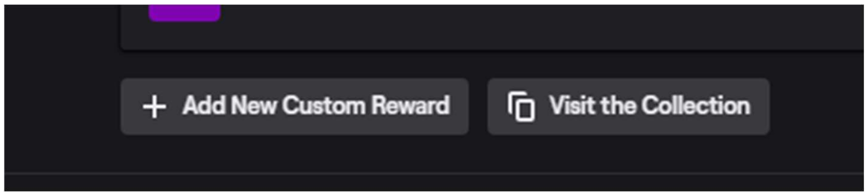
	A	B	C	D	E	F	G
1	Scene	Source	Duration	Redempti	Command		
5	Channel Points Reward Test	Black Hole	15	TRUE	Black Hole		
6	Channel Points Reward Test	UltimateDraft4	171	TRUE	UltimateDraft4		
7	Channel Points Reward Test	SnowBorderlineBlizzard	16	TRUE	SnowBorderlineBlizzard		

b. Ensure the final line is an End of File line for an existing scene (current bug >.<):

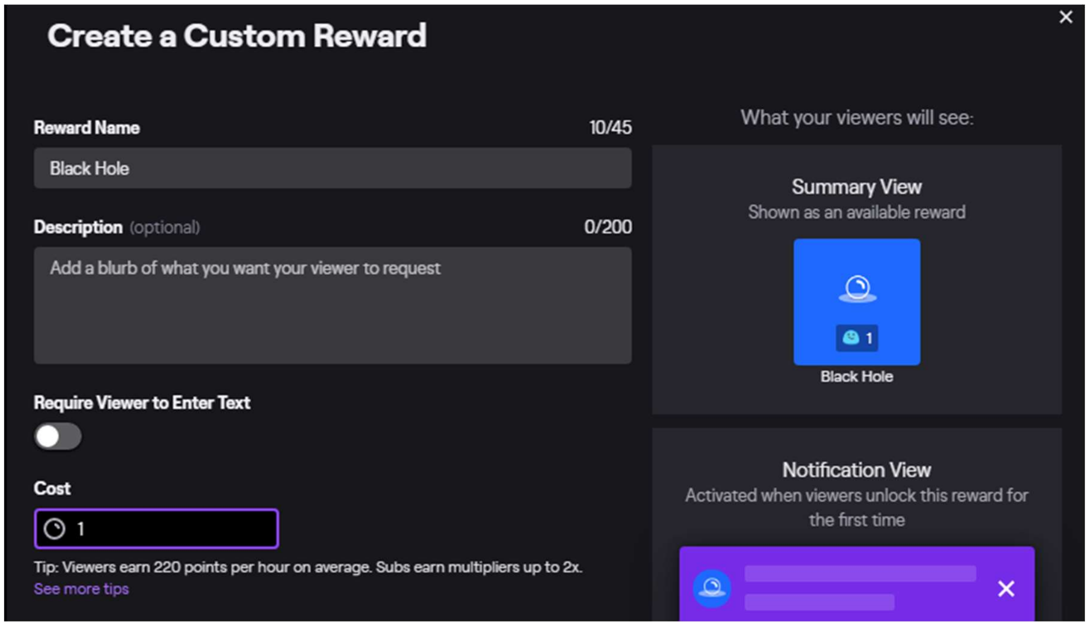


	A	B	C	D	E
1	Scene	Source	Duration	Redempti	Command
22	Channel Points Reward Test	EOF	EOF	EOF	EOF

4. **Twitch channel point redemption rewards.**
   a. Navigate to your Channel Points > Manage Rewards & Challenges on Twitch (e.g. https://dashboard.twitch.tv/u/urgableh/community/channel-points/rewards)
   b. Click Add Custom Reward



   c. Enter a Reward Name (**which will be the same as the Command value in data.csv**) and a Cost.
   d. Ensure that it does NOT require viewer to enter text.
   e. Click Create.



Create a Custom Reward

Reward Name 10/45

Black Hole

Description (optional) 0/200

Add a blurb of what you want your viewer to request

Require Viewer to Enter Text

Cost

1

Tip: Viewers earn 220 points per hour on average. Subs earn multipliers up to 2x.
See more tips

What your viewers will see:

Summary View
Shown as an available reward

1
Black Hole

Notification View
Activated when viewers unlock this reward for the first time

Operation

1. Open OBS.
2. Ensure credentials.csv and data.csv are in the same file directory as mainbot.exe.
3. Open mainbot.exe.

Appendix

```
/*
In cmd, install the following packages:
npm install tmi.js
npm install obs-websocket-js
npm install --save twitch twitch-pubsub-client

Twitch chatbot followed this guide: https://dev.twitch.tv/docs/irc

package using 'pkg mainbot.js --targets node10-win-x64'
*/

const fs = require('fs');
const util = require('util');
const tmi = require('tmi.js');
const OBSWebSocket = require('obs-websocket-js');
const PubSubClient = require('twitch-pubsub-client').default;
const request = require("request");
const TwitchClient = require('twitch').default;

var obsData = [];
var credentialsData = [];

function readData() {
// Reads a file in the same directory
  var text1 = fs.readFileSync('data.csv', 'utf8');
  processData(text1, obsData);
  var text2 = fs.readFileSync('credentials.csv', 'utf8');
  processData(text2, credentialsData);
}

// Processes a csv into "lines" variable by splitting
function processData(allText, lines) {
  allText = allText + '';
  var allTextLines = allText.split(/\r\n|\n/);
  var headers = allTextLines[0].split(',');

  for (var i=1; i<allTextLines.length; i++) {
      var data = allTextLines[i].split(',');
      if (data.length == headers.length) {

          var tarr = [];
          for (var j=0; j<headers.length; j++) {
              tarr.push([headers[j],data[j]]);
          }
          lines.push(tarr);
      }
  }
  //console.log(lines);
}
```

```
// Execute data reading and storage
readData();

// Define keys for pubsub
const clientId = credentialsData[0][1][1];    //https://twitchtokengenerator.com/
const accessToken = credentialsData[1][1][1]; //https://twitchtokengenerator.com/
const clientSecret = credentialsData[2][1][1];
const refreshToken = credentialsData[3][1][1];  //https://twitchtokengenerator.com/
const channelId = credentialsData[4][1][1];      // https://codepen.io/Alca/pen/yLBdjyb

// Define configuration options
const opts = {
  identity: {
    username: credentialsData[5][1][1],
    password: credentialsData[6][1][1]    //from https://twitchapps.com/tmi/
  },
  channels: [
    credentialsData[7][1][1]
  ],
  connection: {
    server: 'irc-ws.chat.twitch.tv',
    port: 80
  }
};

// Initiate Queue features
var queue = require('queue');
var q = queue();
var results = [];
var temp1 = [], j = 0, temp2;

// Redemption obs function
function runningQueue(redemptionName, sceneName, timeS, redeemerName) {
  var sceneMatch = false, sourceMatch = false;
  q.stop();
  q.timeout = 99999;
  console.log(redemptionName);
  obs.send('GetSceneList')
  .then(data => {
    // If the alert scene collection is implanted in the current scene
    for (i=0; i<data.scenes.length - 1; i++) {
      if (data.scenes[i].name == sceneName) {
        sceneMatch = true;
        for (j=0; j<data.scenes[i].sources.length; j++) {
          if (data.scenes[i].sources[j].name == redemptionName) {
            sourceMatch = true;
          }
        }
      }
    }
    obs.send('GetCurrentScene')
    .then(data => {
        // If the alert scene is in the current scene
        if (data.name == sceneName) {
          sceneMatch = true;
        }
        for (i=0; i< data.sources.length - 1; i++) {
          if (data.sources[i].name == redemptionName) {
            sourceMatch = true;
          }
        }
    })
    .then(data => {
      if (sceneMatch == true && sourceMatch == true) {
        redeemChat(redemptionName, redeemerName);
        obs.send('SetSceneItemRender', {
          source: redemptionName,
          render: false,          // Disable visibility
          "scene-name": sceneName
        })
        .catch(err => {
          console.log(err);
        });
        wait(100);  // Necessary to wait between setting attributes
        // It was found that it would ignore one of the requests if it was too fast.
        obs.send('SetSceneItemRender', {
          source: redemptionName,
          render: true,           // Enable visibility
          "scene-name": sceneName
        })
        .catch(err => {
          console.log(err);
        });

        temp1[j] = setTimeout(function() {
          obs.send('GetSceneList')
          .then(data => {
            //console.log(data);
            obs.send('SetSceneItemRender', {
              source: redemptionName,
              render: false,          // Disable visibility
              "scene-name": sceneName
            })
            .catch(err => {
              console.log(err);
            });
          })
        }, (timeS + 3)*1000);
        if (temp2) {
          clearTimeout(temp2);
        }
        temp2 = setTimeout(startqueue, (timeS+3)*1000);
        j++;
      }
      else {
        console.log(redemptionName + " is not a recognised alert redemption in the current
scene.");
        startqueue();
      }
    })
    //console.log(data);
  })
}

// Chatbot to say who's redemption is being fulfilled atm
function redeemChat(redemptionName, redeemerName) {
  client.say(opts.channels[0],`Playing ${redeemerName}'s ${redemptionName}`);
}

// Start queue
function startqueue() {
  q.start();
}

// Redemption internal function
function inRedemption(channelId, message) {
  var timeS;
  var redemptionName = null;
  var redeemerName = message.userDisplayName;
  var sceneName = null;
  var i;
  for (i=0; i < obsData.length - 1; i++) {
    if (message.rewardName == obsData[i][4][1]) {
      redemptionName = obsData[i][1][1];
      sceneName = obsData[i][0][1];
      timeS = (parseFloat(obsData[i][2][1]));
    }
  }
  return [redemptionName, sceneName, timeS, redeemerName];
}

// Redemption from pubsub client
const runRedemption = async () => {
  const twitchClient = TwitchClient.withCredentials(clientId, accessToken, undefined, {cli
entSecret, refreshToken, onRefresh: async (t) => {

  }});

  const pubSubClient = new PubSubClient();
  await pubSubClient.registerUserListener(twitchClient);
  var temp = false;

  pubSubClient.onRedemption(channelId, (message) => {
    console.log(message);
    if ( q.length == 0 ) {
      temp = true;
    }
    else {
      temp = false;
    }
    console.log("Redemption received");
    var redeemed = inRedemption(channelId, message);
    q.push(function (run) {
      results.push(runningQueue(redeemed[0], redeemed[1], redeemed[2], redeemed[3]))
      run();
    })
    q.push(function (run) {
      results.push(console.log("Redemption complete"));
      run();
    })
    if (temp){
      q.start();
    }
  })
}

// Run redemption bot
runRedemption();

// Scene and source constants
const sceneMain = 'Screen Capture 2'
const sceneMain2 = 'AndthenScene'
const sourceMain = 'Andthen'
const sourceMainEx = 'NoAndthen'
const waitPeriod = 15           // Global cooldown (s) when triggering alerts to disable a
gain

// Create a client with our options
const client = new tmi.client(opts);
const obs = new OBSWebSocket();

obs.connect()
.then(() => {
    console.log(`Success! We're connected & authenticated to OBS.`);
    return obs.send('GetSceneList');
})
.then(data => {
    //console.log(data);
    console.log(`${data.scenes.length} Available Scenes!`);
})
.catch(err => { // Promise convention dicates you have a catch on every chain.
    console.log(err);
});

// Register our event handlers (defined below)
client.on('message', onMessageHandler);
client.on('connected', onConnectedHandler);

// Connect to Twitch:
client.connect()
.catch(err => {
  console.log(err);
});

// Global variables for functions
var counter1 = 1;
var coolingdown = false;
var subonly = false;

// Called every time a message comes in
function onMessageHandler (target, context, msg, self) {
  // Remove whitespace from chat message and take the first word
  const commandName = msg.trim().split(' ')[0];

  if (coolingdown) {    // If cooling down, keep monitoring chat but do not respond
    console.log('cooling down...');
    return;
  }

  else {
    if (self) { return; } // Ignore messages from the bot

    var subbed = context.subscriber;  // variable to check if message is from a subscriber

    // Toggle submode if channel owner or moderator
    if (context.username === `${opts.channels[0].split("#").pop()}` || context.mod === tru
e) {
      if (commandName === '!submode') {
        submode(target, context, msg, self);
        return;
      }
//      THIS FEATURE CAN BE ABUSED TO BREAK THE TIMEOUT FUNCTIONS
//      if (commandName === '!clearqueue') {
//        q.end();
//        client.say(target, `Redemption queue has been cleared.`);
//        return;
//      }
    }

    // If sub mode is enabled and chatter is not a sub, then return.
    if (subonly && !subbed) {
      return;
    }

    // Deactivates then reactivates the visibility of the Andthen alert in Screen Capture
2
    if (commandName === '!andthen') {
      andthenf(target, context, msg, self, commandName);
      coolingdown = true;   // sets a cooldown variable to true
      setTimeout(cooldown, waitPeriod*1000);  // calls the function to re-enable commands
      return;
    }

    else {
      //  console.log(`* Unknown command ${commandName}`);
    }

  }

}
```

```javascript
//////// FUNCTION DEFINITIONS BELOW ////////

// Called every time the bot connects to Twitch chat
function onConnectedHandler (addr, port) {
  //  client.say(opts.channels[0],'/me is now running.');
  console.log(`* Connected to ${addr}:${port}`);
}

// Cooldown function that resets the cooldown and resets invisibility of sources
function cooldown() {
  coolingdown = false;
  obs.send('GetSceneList')
  .then(data => {
    //console.log(data);
    obs.send('SetSceneItemRender', {
      source: sourceMain,
      render: false,          // Disable visibility
      "scene-name": sceneMain
    });
    obs.send('SetSceneItemRender', {
      source: sourceMainEx,
      render: false,          // Disable visibility
      "scene-name": sceneMain
    });
  })
}

// Function to hold the program for ms seconds in milliseconds
function wait(ms){
  var start = new Date().getTime();
  var end = start;
  while(end < start + ms) {
    end = new Date().getTime();
 }
}

// function for andthen
function andthenf(target, context, msg, self, commandName){
  if (counter1%5 !== 0) {     // Activate if counter1 is not divisible by 5.
    client.say(target,`AND THEN?! (${counter1})`);
    obs.send('GetSceneList')
    .then(data => {
      //console.log(data);
      obs.send('SetSceneItemRender', {
        source: sourceMain,
        render: false,          // Disable visibility
        "scene-name": sceneMain
      });
      wait(100);  // Necessary to wait between setting attributes
      // It was found that it would ignore one of the requests if it was too fast.
      obs.send('SetSceneItemRender', {
        source: sourceMain,
        render: true,           // Enable visibility
        "scene-name": sceneMain
      });
    })
    .catch(err => {
      console.log(err);
    });
    counter1++;
    console.log(`* Executed ${commandName} command`);
  }
  else {     // Activate if counter1 is divisible by 5.
    client.say(target,`NO AND THEN!! (${counter1})`);
    obs.send('GetSceneList')
    .then(data => {
      //console.log(data);
      obs.send('SetSceneItemRender', {
        source: sourceMainEx,
        render: false,          // Disable visibility
        "scene-name": sceneMain
      });
      wait(100);  // Necessary to wait between setting attributes
      // It was found that it would ignore one of the requests if it was too fast.
      obs.send('SetSceneItemRender', {
        source: sourceMainEx,
        render: true,           // Enable visibility
        "scene-name": sceneMain
      });
    })
    .catch(err => {
      console.log(err);
    });
    counter1++;
    console.log(`* Executed ${commandName} command`);
  }
}

function submode(target, context, msg, self, commandName){
  subonly = !subonly;
  var mode;
  if (subonly === true) {
    mode = 'sub only';
  }
  else {
    mode = 'free for all';
  }
  client.say(target, `/me is in ${mode} mode.`)
  .catch(err => {
    console.log(err);
  });
}
```