Introduction

Namespace NGOEventExtender

Classes

[ActionStreamExtender](#)

[EndingExtender](#)

[EventExtender](#)

[EventHelper](#)

[ExtActionNgoStream](#)

[ExtAlphaTypeToData](#)

[ExtNgoStream](#)

    The blueprint used to load in a custom stream.
Make sure your variable of this class isn't static, so that your stream dialogue and your comment's language can be updated if this stream is used more than once.

[NgoExtEvent](#)

    An NgoEvent with a condition attached to it.

[PlayingBlock](#)

[StreamExtender](#)

[StreamSettings](#)

Enums

[CEffectState](#)

    The states used to load in a border effect.

- **In** - Effect loads in and is set into its first state.
- **Win_Stop** - Animation is paused.
- **Win** - If effect is loaded in, it is set into its primary state.
- **Out** - Exits the effect.

[StreamBackground](#)

    In-game sprites that are used for a stream's background. You can load these into a custom stream using `SetExtStreamBG`.

[StreamChatType](#)

Different behaviour of how stream chat comments show in a stream.

`Normal:` Comments can be selected and deleted.

`Uncontrollable:` Comments are unselectable and are grayed out.

`Celebration:` Comments are unselectable and are either super chats or grayed out randomly.