Emote Guessing game

When you import / copying and pasting the code / deck make sure the IDS of the buttons match the Pictures below Also Make sure that the Ini File is in the Main Folder of your Lioranboard folder

WHAT EACH OF THE BUTTON COLORS MEAN
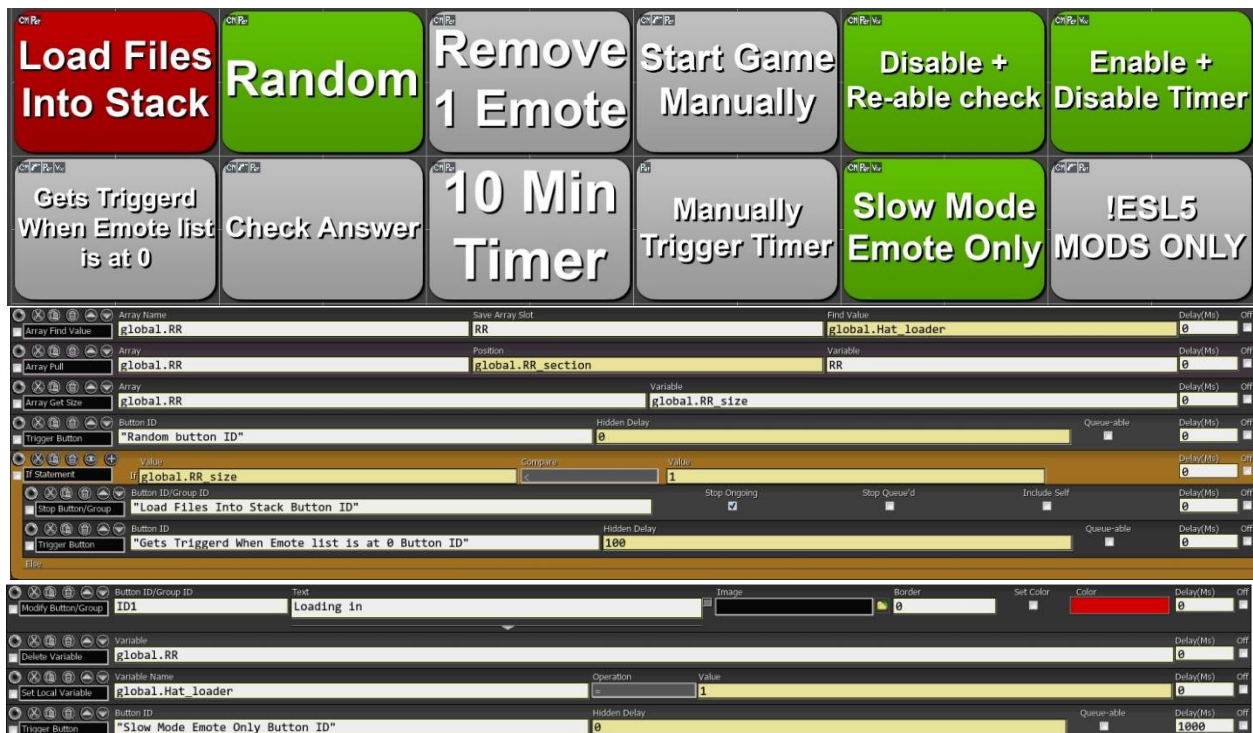
Red = Button that is trigger

Green = what is being trigger by the red button

Pink = Condition in a if statement is correct / true

The once labeled with number must be in the order that they are in like 1, 2 and 3 for green
For the pink once they will be in the if statement with condition
If they have the same number it does not matter which gets triggered first

Note that ID 1 in the pic is just the Buttons own ID

First panel - buttons

| Load Files Into Stack | Random | Remove 1 Emote | Start Game Manually | Disable + Re-able check | Enable + Disable Timer |
| Gets Triggerd When Emote list is at 0 | Check Answer | 10 Min Timer | Manually Trigger Timer | Slow Mode Emote Only | !ESL5 MODS ONLY |

First panel - action rows

	Array Name	Save Array Slot	Find Value		Delay(Ms)	Off
Array Find Value	global.RR	RR	global.Hat_loader		0	

	Array	Position	Variable		Delay(Ms)	Off
Array Pull	global.RR	global.RR_section	RR		0	

	Array	Variable		Delay(Ms)	Off
Array Get Size	global.RR	global.RR_size		0	

	Button ID	Hidden Delay		Queue-able	Delay(Ms)	Off
Trigger Button	"Random button ID"	0			0	

	Value	Compare	Value	Delay(Ms)	Off
If Statement	If global.RR_size		1	0	

	Button ID/Group ID	Stop Ongoing	Stop Queue'd	Include Self	Delay(Ms)	Off
Stop Button/Group	"Load Files Into Stack Button ID"	✓			0	

	Button ID	Hidden Delay		Queue-able	Delay(Ms)	Off
Trigger Button	"Gets Triggerd When Emote list is at 0 Button ID"	100			0	

Else

Second panel - buttons

| Load Files Into Stack [1] | Random [2] | Remove 1 Emote | Start Game Manually [2] | Disable + Re-able check [2] | Enable + Disable Timer [2] |
| Gets Triggerd When Emote list is at 0 [2] | Check Answer | 10 Min Timer | Manually Trigger Timer | Slow Mode Emote Only [1] | !ESL5 MODS ONLY |

Second panel - action rows

	Array	Variable		Delay(Ms)	Off
Array Get Size	global.RR	global.RR_size		0	

	Variable	Timeout after(ms)		Delay(Ms)	Off
Wait Until Variable Ex		100		0	

	Value	Compare	Value	Delay(Ms)	Off
If Statement	If global.RR_size		-1	0	

	Button ID/Group ID	Stop Ongoing	Stop Queue'd	Include Self	Delay(Ms)	Off
Stop Button/Group	"Load FilesInto Stack button ID"	✓			0	

	Button ID	Hidden Delay		Queue-able	Delay(Ms)	Off
Trigger Button	"Gets TriggerdWhen Emote listis at 0 button ID"	100			0	

Else

	Button ID	Hidden Delay		Queue-able	Delay(Ms)	Off
Trigger Button	"GREEN Button 1 ID"	0			0	
Trigger Button	"GREEN Button 2 ID"	0			21000	
Trigger Button	"GREEN Button 2 ID"	0			21000	
Trigger Button	GREEN Button 2 ID	0			21000	

	Message	Channel Name	Delay(Ms)	Off
Twitch: Send Chat Me	This is the rules of the game you have 10 minutes to guess the Global twitch emote if nobody gets it it wi		100	
Twitch: Send Chat Me	3		18000	
Twitch: Send Chat Me	2		19000	
Twitch: Send Chat Me	1		20000	
Twitch: Send Chat Me	start		21000	

Third panel - buttons

| Load Files Into Stack | Random | Remove 1 Emote | Start Game Manually | Disable + Re-able check | Enable + Disable Timer |
| Gets Triggerd When Emote list is at 0 | Check Answer | 10 Min Timer | Manually Trigger Timer | Slow Mode Emote Only | !ESL5 MODS ONLY |

Set Local Variable	Variable Name: Check	Operation: ^=	Value: 1			Delay(Ms): 0	Off
If Statement	If Check	Compare: ==	Value: 1			Delay(Ms): 0	Off
Block Button/Group	Button ID/Group ID: "Check Answer button ID"	Block: ☐	Allow Queue: ☐			Delay(Ms): 0	Off
Else							
If Statement	If Emote_only	Compare: !=	Value: 1			Delay(Ms): 0	Off
Block Button/Group	Button ID/Group ID: "Check Answer button ID"	Block: ☑	Allow Queue: ☐			Delay(Ms): 0	Off
Else							

Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
Gets Triggerd When Emote list is at 0	Check Answer	**10 Min Timer**	Manually Trigger Timer	Slow Mode Emote Only	!ESL5 MODS ONLY

Set Local Variable	Variable Name: Button1	Operation: ^=	Value: 1			Delay(Ms): 0	Off
If Statement	If Button1	Compare: ==	Value: 1			Delay(Ms): 0	Off
Trigger Button	Button ID: "10 Min Timer Button ID"	Hidden Delay: 0		Queue-able: ☐	Delay(Ms): 0	Off
Else							
Stop Button/Group	Button ID/Group ID: "10 Min Timer Button ID"	Stop Ongoing: ☑	Stop Queue'd: ☐	Include Self: ☐	Delay(Ms): 0	Off

Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
Gets Triggerd When Emote list is at 0	Check Answer	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only	!ESL5 MODS ONLY

Set Local Variable	Variable Name: Master_start	Operation: ^=	Value: 1			Delay(Ms): 0	Off
If Statement	If Master_start	Compare: ==	Value: 1			Delay(Ms): 0	Off
Stop Button/Group	Button ID/Group ID: ID1	Stop Ongoing: ☑	Stop Queue'd: ☐	Include Self: ☐	Delay(Ms): 0	Off
Else							
Trigger Button	Button ID: ID1	Hidden Delay: 0		Queue-able: ☐	Delay(Ms): 0	Off

Load Files Into Stack	Random	Remove 1 Emote [3]	Start Game Manually	Disable + Re-able check [4]	Enable + Disable Timer [2]
Gets Triggerd When Emote list is at 0	**Check Answer**	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only [1]	!ESL5 MODS ONLY

Variable		Pull Value		Delay(Ms)	Off
Trigger Pull Data	user_input	message		0	
Variable		Pull Value		Delay(Ms)	Off
Trigger Pull Data	user_name	display_name		0	
If Statement	Value	Compare	Value	Delay(Ms)	
	If user_input	==	global.Hat_loader	0	
Twitch: Send Chat Me	Message	Channel Name		Delay(Ms)	Off
	/$user_name$/ Has Won The Game GG. The Emote was /$user_input$/			0	
Trigger Button	Button ID "Slow Mode Emote Only button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 0	Off
Trigger Button	Button ID "Enable +Disable Timer button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 100	Off
Trigger Button	Button ID "Remove 1 Emote button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 200	Off
Trigger Button	Button ID "Disable +Re-able check button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 300	Off
Else					
Twitch: Send Chat Me	Message /$user_name$/ has inputed /$user_input$/ wich is the wrong emote.	Channel Name		Delay(Ms) 0	Off

Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
Gets Triggerd When Emote list is at 0	Check Answer	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only	!ESL5 MODS ONLY

If Statement	Value	Compare	Value	Delay(Ms)	
	If user_input	!=	global.Hat_loader	0	
Trigger Button	Button ID "Slow Mode Emote Only Button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 600000	Off
Trigger Button	Button ID "Enable + Disable Timer Button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 600000	Off
Trigger Button	Button ID "Enable + Disable Check Button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 600000	Off
Trigger Button	Button ID "Random Button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 600000	Off
Twitch: Send Chat Me	Message Nobody Won It This Time The Emote was /$global.Hat_loader$/	Channel Name		Delay(Ms) 600000	Off
Else					
Twitch: Send Chat Me	Message 1 Minute left 1 Minute left	Channel Name		Delay(Ms) 540000	Off
Twitch: Send Chat Me	Message 2 Minutes Left 2 Minutes left	Channel Name		Delay(Ms) 480000	Off
Twitch: Send Chat Me	Message 3 Minutes left 3 Minutes left	Channel Name		Delay(Ms) 420000	Off
Twitch: Send Chat Me	Message 4 Minutes left 4 Minutes left	Channel Name		Delay(Ms) 360000	Off
Twitch: Send Chat Me	Message 5 Minutes left 5 Minutes left	Channel Name		Delay(Ms) 300000	Off

Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
Gets Triggerd When Emote list is at 0	Check Answer	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only	!ESL5 MODS ONLY

Trigger Button	Button ID "Slow ModeEmote Only Button ID"	Hidden Delay 0	Queue-able	Delay(Ms) 0	Off

All you have to do is Click the Button named "Load Files Into Stack"
that will trigger the following buttons named
Slow mode emote only
Random

Disable Re-able check
Enable + Disable Timer

If nobody guessed the emote correctly within 10 minutes
The Emote will be posted in chat

Please Note that You Must Only have 1 emote Per Message
Will not work with 2 emotes in 1 guess

If the Emote was correctly guessed then it will trigger the remove 1 Emote Button
and that will then randomize the next emote Guessed

and if you want to play the game again then
you can type in that the following command:

!STEGG

That command is Mode and Broadcaster Only

How this game works

Load Files into stack
→ Will post to chat the Rules and a countdown 3, 2, 1 and start each as a
separate chat message

→ randomizer
→ Emote only + Slow Mode 5 Seconds
→ Enable Timer
→ Enable check Answer

If Emote found
→ randomizer
→ Disable Emote only + Slow Mode 5 Seconds
→ Disable Timer

→ Disable check Answer

Emote gets removed if guessed Will not be guessed

until all of the emotes have been guessed

If Emote Not found

→ randomizer

→ Disable Emote only + Slow Mode 5 Seconds

→ Disable Timer

→ Disable check Answer

→ Also post in chat what the Emote was that nobody found

Note that the Emotes Does Not get removed

If you want to see the word that is being selected you will
have to make a new Text GDI on Any Scene that you want it
to be in the button labeled Random You can have link the
output that is the Green Source select the Newly created
Text GDI source

Note:
The Emote being selected will
only display after the countdown

If You want test if all of the emotes still work I have provided
a list of all of the Global twitch Emotes that is Up to date

If you see that a emote is no longer a
Global Twitch Emote you will have to
do the following

Go into the Emotes.INI File and search
for the Emote remove that line and rename
the emotes below

for example
if the emote was 10

and there is a 9, 11, 12 etc
you will have to rename every single one
YES EVERYONE until the end of the list
If you see a new Global emote you can add that by adding in
the text in the Emotes.INI File at the bottom of the list
In the following format:

new number="Emote name spelled correctly"

Example:
1="4Head"

Not that you must not forget the double quotes mark

after that you will go into the deck and edit the one labeled
"Load Files Into Stack" and remove the number in red circle and replace
with the new number and for the bottom 1 that is not in the Purple
you will have to add 1 to your new / old Number that you entered