

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

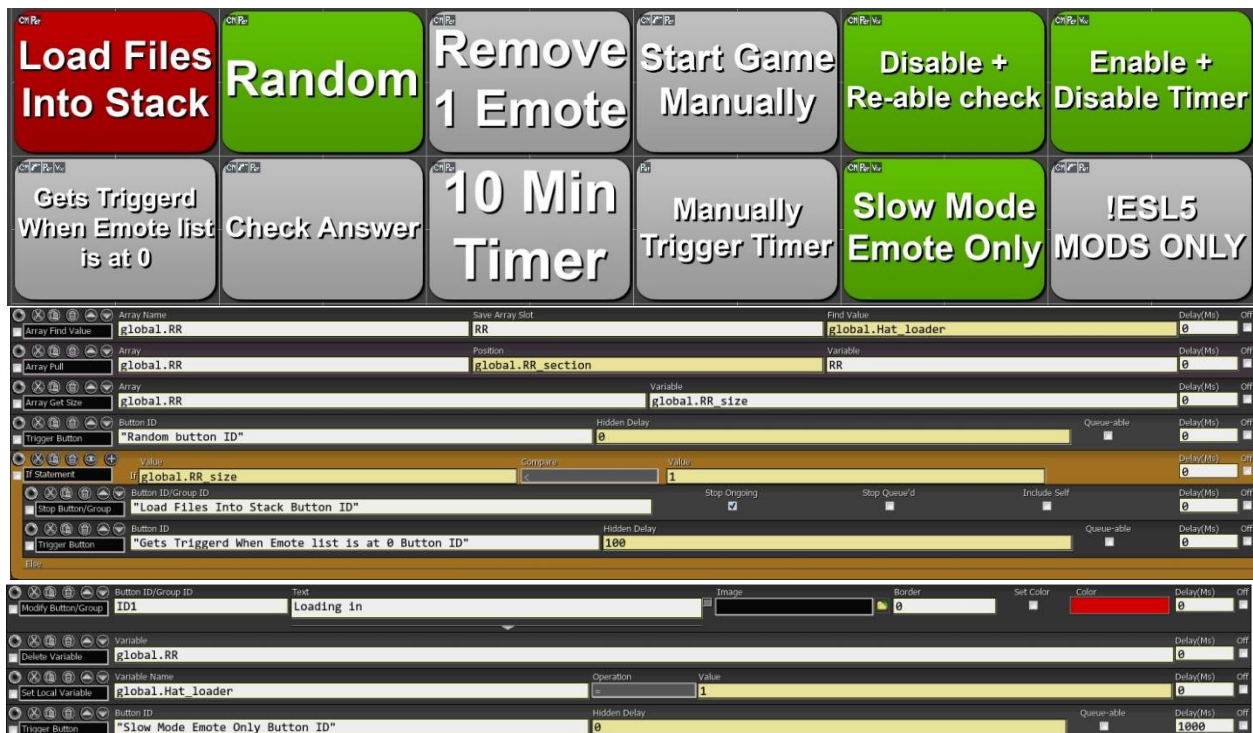
Green = what is being trigger by the red button

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

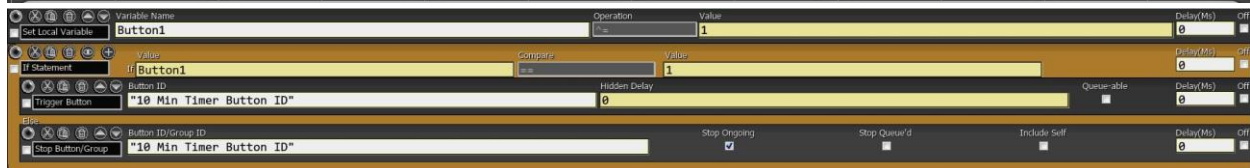
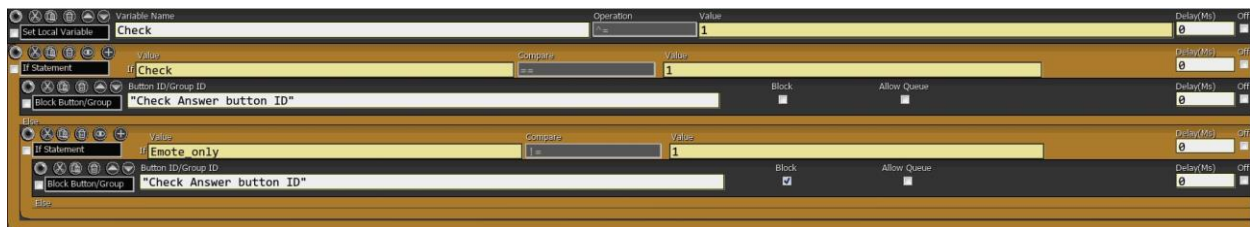
Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
Gets Triggerd When Emote list is at 0	Check Answer	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only	!ESL5 MODS ONLY

Array Name: Save Array Slot: Find Value: Delay(Ms): Off
 Array Find Value: Position: Variable: Delay(Ms): Off
 Array Pull: Variable: Delay(Ms): Off
 Array Get Size: Variable: Delay(Ms): Off
 Trigger Button: Hidden Delay: Queuable: ☐ Delay(Ms): Off
 IF Statement: Compare: Value: Delay(Ms): Off
 Stop Button/Group: Stop Ongoing: ☐ Stop Queue'd: ☐ Include Self: ☐ Delay(Ms): Off
 Trigger Button: Hidden Delay: Queuable: ☐ Delay(Ms): Off

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

Array: Variable: Delay(Ms): Off
 Array Get Size: Variable: Delay(Ms): Off
 Wait Until Variable Is: Delay(Ms): Off
 IF Statement: Compare: Value: Delay(Ms): Off
 Stop Button/Group: Stop Ongoing: ☐ Stop Queue'd: ☐ Include Self: ☐ Delay(Ms): Off
 Trigger Button: Hidden Delay: Queuable: ☐ Delay(Ms): Off
 ELSE:
 Trigger Button: Hidden Delay: Queuable: ☐ Delay(Ms): Off
 Trigger Button: Hidden Delay: Queuable: ☐ Delay(Ms): Off
 Trigger Button: Hidden Delay: Queuable: ☐ Delay(Ms): Off
 Trigger Button: Hidden Delay: Queuable: ☐ Delay(Ms): Off
 Message: Channel Name: Delay(Ms): Off
 Twitch: Send Chat M: Channel Name: Delay(Ms): Off
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Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
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This screenshot shows a logic editor with the following components:

- Variables:**
 - `user_input` (Trigger Pull Data, Pull Value: `message`, Delay: 0)
 - `user_name` (Trigger Pull Data, Pull Value: `display_name`, Delay: 0)
- Logic Flow:**
 - If Statement:** `user_input` `Contains` `global.Hat_loader` (Delay: 0)
 - Message:** `/User_name$/ Has Won The Game GG. The Emote was /$user_input$/` (Channel Name: `global.Hat_loader`, Delay: 0)
 - Buttons:**
 - `"Slow Mode Emote Only button ID"` (Hidden Delay: 0, Queueable: ☐)
 - `"Enable +Disable Timer button ID"` (Hidden Delay: 0, Queueable: ☐)
 - `"Remove 1 Emote button ID"` (Hidden Delay: 0, Queueable: ☐)
 - `"Disable +Re-able check button ID"` (Hidden Delay: 0, Queueable: ☐)
- Else:**
 - Message:** `/User_name$/ has inputted /$user_input$/ wich is the wrong emote. 00` (Channel Name: `global.Hat_loader`, Delay: 0)

This screenshot shows a UI grid of buttons with the following labels:

- 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

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- Variables:**
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 - Buttons:**
 - `"Slow Mode Emote Only Button ID"` (Hidden Delay: 0, Queueable: ☐)
 - `"Enable + Disable Timer Button ID"` (Hidden Delay: 0, Queueable: ☐)
 - `"Enable + Disable Check Button ID"` (Hidden Delay: 0, Queueable: ☐)
 - `"Random Button ID"` (Hidden Delay: 0, Queueable: ☐)
- Else:**
 - Message:** `Nobody Won It This Time The Emote was /$global.Hat_loader$/` (Channel Name: `global.Hat_loader`, Delay: 0)

This screenshot shows a UI grid of buttons with the following labels:

- 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

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

