

Welcome to Twitch Integration!

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Welcome to Twitch Integration!

Version 1.0



Hey Survivors,

Are you ready to showcase your survival-horde-crafting skills!? Invite YOUR Twitch viewers to challenge YOUR apocalypse with Twitch Integration! When they chat during live stream, they generate Pimp Points. Points are used to interact with your game to prolong or hinder your survival. When they cheer with bits during your live stream, they gain Special Points. These are Special because they can be used today, or hoarded for another day. #CP anytime to check your balance

What's in it for them? The Pimp Pot grows with every command! One lucky viewer wins the bounty for gambling on your demise.

Worried about too much mayhem? Twitch Integration progresses with game stage! Unlock new commands, trigger automatic cool-downs, and crank the settings to your taste! You have the freedom to Integrate on your terms!


Stay Cool,

-The Fun Pimps

What is Twitch Integration? How Does it work?

With Twitch Integration, viewers can connect with your apocalypse. While streaming your gameplay on <http://twitch.tv> your viewers can spend points and interact with your gameplay. You are able to tailor your experience through in game options, allowing full control over how

much or little influence your viewers have on your survival rate. Engage your audience with Twitch Integration! Here’s how you get started:

Feature	Figures
<ul style="list-style-type: none">• Twitch Integration is found ingame through the Esc menu.	 The figure consists of two screenshots from the game Rust, illustrating the in-game menu system. The top screenshot shows the menu accessed by pressing the Esc key, with options: 'Invite Friends', 'Options', and 'Exit'. The bottom screenshot shows the 'Options' menu, which includes 'VIDEO', 'AUDIO', 'CONTROLS', 'TWITCH', and 'BACK'. Both screenshots show a first-person view of a player standing on a wooden platform overlooking a forest, with a campfire and a wooden structure in the background.

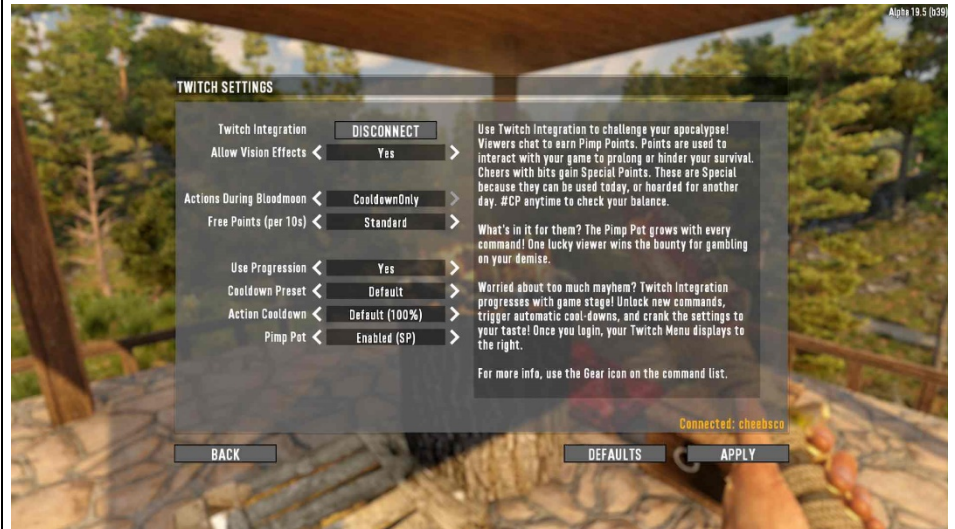
- Twitch Integration can be enabled on SP, P2P MP, or Dedicated MP. Twitch Integration can affect both the Streamer, and their party members. Everybody can opt out of Twitch Actions or Twitch Visuals. In order to login to Twitch Integration, you must hold a valid permission level on the host (default is 90), and be registered with <http://twitch.tv>.



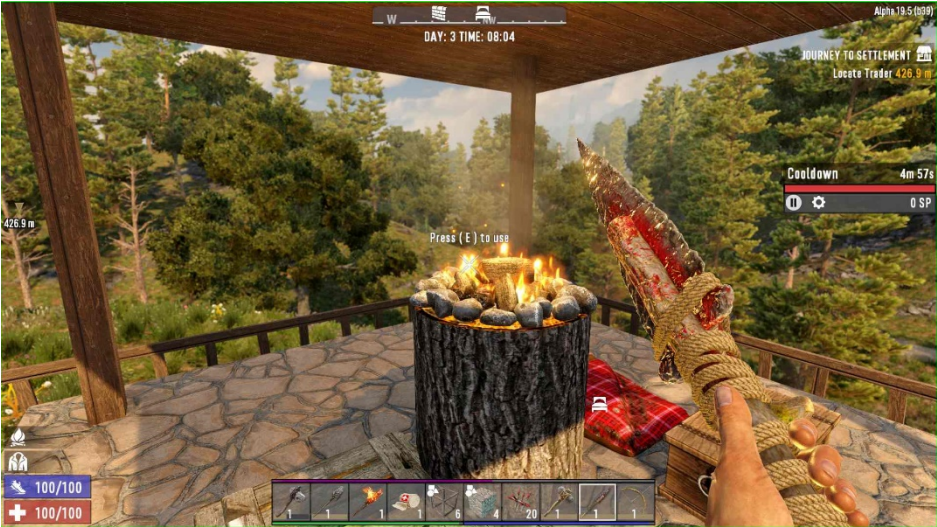
- The bottom right of the panel displays connection status. If login fails, a message will display. Otherwise your <http://twitch.tv> username will appear. Once connected, your Twitch Integration settings are available to modify for your session.



- Integration has been tuned for balance, while still offering control over your experience. You can set Bloodmoon options, Free Point generation rate (Pimp Points), Progression mode, Cooldown Preset difficulty, Action Cooldown percentage, and Pimp Pot options. You can set whether it's value is PP (Pimp Points) or SP (Special Points). These Integration settings tune your experience between balance and chaos.



- When Twitch Integration is enabled, the Twitch Status Display will appear on the right side of the screen. It will display in three states; Cooldown, Ready, and Safe. When commands are available, they will be displayed here. The Twitch Pause option pauses Integrated commands and countdowns. The Gear Cog opens up the Twitch Info Window. Explore the Gear Cog to learn more about your Twitch Integrated session.



- The Action List will provide you with information on all the commands for Twitch Integration. You can view Unlocked Gamestage, Action Cooldown duration, Point Cost, and more! Enabled commands will display blue for positive, and red for negative. If you disable any commands they will appear grey.



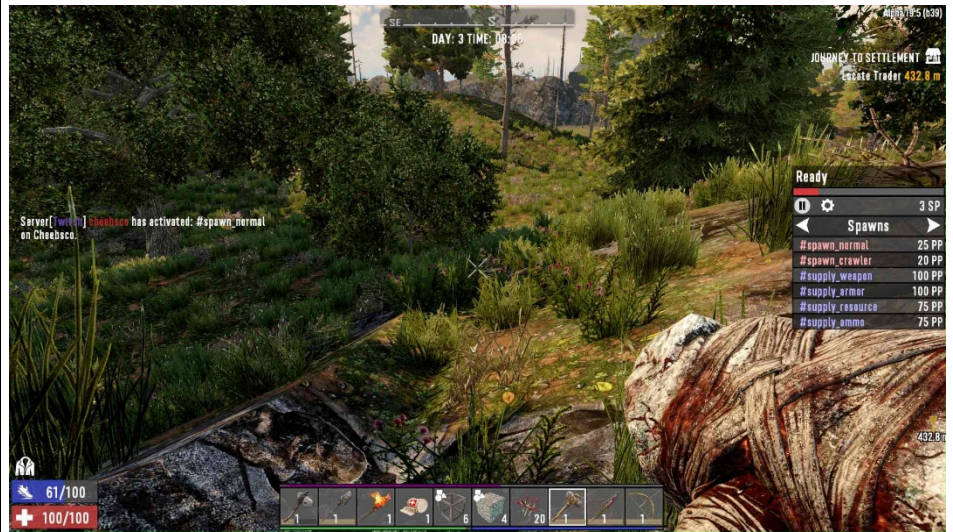
- The Action History will log all chat commands executed successfully. You can see who triggered them, the name of the command executed, and the point value. These will refresh every login. The Leaderboard standings display the name of the viewer and how many kills are credited to them. These stats will save for the duration of the savegame.



- Safe Zones are triggered by Traders and Land Claim Blocks. These will offer protection from negative spawns, while still permitting all other actions to pass through. The status will change to "Safe" while within bounds.



- Commands activated will report to the streamer via server chat. The Cooldown bar will fill based on points spent on spawns. If more than one party member is integrated, points will distribute across all cooldown bars. If the Action has a cooldown active, or gates another, it will be greyed out.



- Entities spawned by Twitch Integration will have a navigation object indicating target and viewer ownership. When the nav object is purple, it means that you are the intended target. In the event of your demise, these enemies will despawn. In the case of crates, this could affect your ability to open them.



- Even after a twitch spawn has been eliminated, Twitch Integration will reward the viewer if bleed damage kills the player as a result of the Twitch spawn. If you abandon a spawn, and it despawns from the chunk unloading, a portion of the value will be refunded to the viewer.



- Active Twitch Buffs & Debuffs will display in the bottom left corner of the screen. To learn more information about these simply click on them and your Character Information will pop up to deliver additional status effect information.



- Some Twitch Buffs & Debuffs will block, cancel, or stack with others. If any commands are greyed out in the Command List, they may be temporarily unavailable.



- When Twitch Integration is active, a lightning bolt will be displayed beside Integrated player names. When other players join your Twitch Party, they have the option to opt out of vision effects, and twitch integration entirely.



- If they opt out of Twitch actions, or cooldown is active, they will display a, “No Twitch Integration” icon.



- Spawns & supplies default target to the streamer. Party members can be targeted by adding their name, or number as a suffix to the command. As an example, “#spawn_normal 1” would target the 1st Twitch Party Member. If the spawn kills their intended target, they will despawn on player death. This relationship is identified with purple nav objects.



- Supply ownership is also depicted by a purple nav object. Crate sharing may or may not be enabled, so pay attention to your Twitch Party! If sharing is enabled, and someone steals your crate, an alert will sound. However... twitch.xml exploration could yield more... negative reinforcement options...



- Twitch Integration balance has been tuned for one streamer, and recommended for one streamer... but what happens if party members Integrate with Twitch as well? Twitch Party support extends even further! Parallel Integration **IS** supported. While both streams are independent of each other, the cooldown bar will distribute points between Twitch Party members, but will operate independently of each other. Ain't no party like a Twitch Party!



Advanced Customizations

In addition to the in-game options, there are two new xml's that allow endless possibilities. Explore twitch.xml & gameevents.xml at your own risk. Backup and save originals, in the event your exploration yields unwanted results. For example, if you wanted to change how many points your viewers start with look no further than the first line of twitch.xml.

```
<twitch starting_points="100" nonsub_pp_cap="1000" sub_pp_cap="2000"
    denied_crate_event="action_cratedenied"
stealing_crate_event="action_cratesteal" party_respawn_event="buff_respawn"
on_death_event="action_ondeth">
```

Master Command List

This is a static list of available commands. Please keep in mind, these are not all available at the same time. With the progression system cooldowns are always a factor, while some unlock at

different game stages, some block others, and some are part of groupings that may randomize daily for availability.

Command	Description
#spawn_normal	spawns a normal zombie
#spawn_crawler	spawns a crawler zombie
#spawn_spider	spawns a spider zombie
#spawn_biker	spawns a biker zombie
#spawn_soldier	spawns a soldier zombie
#spawn_mama	spawns a big mama zombie
#spawn_cop	spawns a cop zombie
#spawn_demo	spawns a demo zombie
#spawn_snake	spawns a snake
#spawn_coyote	spawns a coyote
#spawn_vulture	spawns a vulture
#spawn_boar	spawns a boar
#spawn_dog	spawns a dog
#spawn_lion	spawns a lion
#spawn_wolf	spawns a wolf
#spawn_direwolf	spawns a direwolf
#spawn_bear	spawns a bear
#spawn_radvulture	spawns a radiated vulture
#spawn_wight	spawns a wight zombie
#spawn_feral	spawns a feral zombie
#spawn_rad	spawns a radiated zombie
#supply_weapon	supplies a weapon crate
#supply_armor	supplies an armor crate
#supply_mods	supplies a mods crate
#supply_utility	supplies an utility crate
#supply_tool	supplies a tool crate

#supply_meds	supplies a medical crate
#supply_meal	supplies a meal crate
#supply_books	supplies a book crate
#supply_bicycle	supplies a bicycle parts crate
#supply_minibike	supplies a minibike parts crate
#supply_motorcycle	supplies a motorcycle parts crate
#supply_4x4	supplies a 4x4 parts crate
#supply_resource	supplies a resource crate
#supply_electrical	supplies an electrical crate
#supply_ammo	supplies an ammo crate
#supply_sammo	supplies a special ammo crate
#supply_explosives	supplies an explosives crate
#supply_robo	supplies a robotic crate
#blur	<p>Blurs the vision of the target and their party for 60 seconds.</p> <p>Does not allow other Vision Effects or Headshot Only to be applied.</p>
#distort	<p>Distorts the vision of the target and their party for 60 seconds.</p> <p>Does not allow other Vision Effects or Headshot Only to be applied.</p>
#greyscale	<p>Changes the vision of the target and their party to black and white for 60 seconds.</p> <p>Does not allow other Vision Effects or Headshot Only to be applied.</p>
#regen	Cancels Hurt if enabled on Target or increases health regen and removes all criticals for the target and their party for 60 seconds.
#hurt	Cancels Regen if enabled on Target or reduces the max health of the target and their party for 30 seconds.
#fast	Cancels Slow if enabled on Target or increases the movement speed of the target and their party for 60 seconds.
#slow	Cancels Fast if enabled on Target or reduces the movement speed of the target and their party for 60 seconds.
#jump	Increases jump height of the target and their party for 60 seconds.

#energize	Increases stamina regeneration of the target and their party for 60 seconds.
#shield	Increases the damage resistance of the target and their party for 60 seconds.
#boost_melee	<p>Cancels Weaken/No Melee if enabled on Target or increases melee damage for the target and their party for 30 seconds.</p> <p>Does not allow Boost Range to be applied.</p>
#boost_range	<p>Cancels Weaken/No Range if enabled on Target or increases range damage for the target and their party for 30 seconds.</p> <p>Does not allow Boost Melee to be applied.</p>
#weak_melee	You have decreased melee damage. \n-75% melee damage
#no_melee	<p>Cancels Boost Melee if enabled on Target or stops any melee attacks for the target and their party for 30 seconds.</p> <p>Does not allow Anti-leech, Weaken Range, No Range or Headshot Only to be applied.</p>
#weak_range	You have decreased ranged damage. \n-75% ranged damage
#no_range	<p>Cancels Boost Range if enabled on Target or stops any range attacks for the target and their party for 30 seconds.</p> <p>Does not allow Anti-leech, Weaken Melee, No Melee or Headshot Only to be applied.</p>
#leech	Cancels Anti-Leech if enabled on Target or apply all damage given as health to the target and their party for 30 seconds.
#antileech	<p>Cancels Leech if enabled on Target or apply all damage given as damage to the target and their party for 30 seconds.</p> <p>Does not allow Weaken Melee, Weaken Range, No Melee, No Range or Headshot Only to be applied.</p>
#keep_moving	Cancels Stay Still if enabled on Target or damages the target and their party for 30 seconds if they stop moving.
#stay_still	Cancels Keep Moving if enabled on Target or heals the target and their party for 30 seconds if they stop moving.

#headshot	Target and their party can only damage zombies and animals with headshots. Does not allow Vision Effects, Weaken Melee, Weaken Range, No Melee, No Range or Anti-Leech to be applied.
#ragdoll	All nearby zombies around the target fall down for a few seconds.
#shock_near	All nearby zombies around the target are shocked for a few seconds.
#burn_near	All nearby zombies around the target are burned for a few seconds.
#kaboom	Explodes all zombies around the target without harming the target.
#repair	Slightly repairs all toolbelt items for target and their party.
#degrade	Slightly degrades all toolbelt items for target and their party.
#enrage	Forces all nearby zombies and animals to become enraged and attack the target.
#pull	Pulls all spawned enemies to the target so they can't escape.
#spoil	Spoils all food in the inventory of the target and their party.
#scare	Scares the target with a random enemy sound around the level of the target.

Admin Chat Commands

General	Chat Command Description
#checkpoints <i>or</i> #cp	Checks points balance for Pimp Points and Special Points.
#gamestage <i>or</i> #gs	Checks gamestage for streamer.
Moderator	Chat Command Description
#commands	Lists administration chat commands
#cp [target]	Checks points for a specified viewer
#setpot [value]	Sets the value of the pot. The pot will continue to increase with interaction.
#setcooldown [seconds]	Sets the cooldown duration between spawning.
#addpp [target all] [value]	Adds the number of PP to targeted viewer.
#addsp [target] [value]	Adds the number of SPECIAL points to targeted viewer. Does not expire.

Broadcaster	Chat Command Description
#setpointrate [value]	Sets the number of points earned per 10 seconds. Default is 1. Subs gain double points. Also available in the options menu.

Compatible with Twitch

Twitch Integration is compatible with <http://twitch.tv> Who thought surviving the apocalypse could be this much fun?