

Component:TwitchInterface

Component image



Twitch Interface component as seen in the [Scene Inspector](#)

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Twitch interface is a component that is used to allow resonite to communicate to and receive twitch API events from twitch for a given Channel through a [User](#).

Usage

Name	Type	Fields	Description
persistent	Bool		Determines whether or not this item will be saved to the server.
UpdateOrder	Int		Controls the order in which this component is updated.
Enabled	Bool		Controls whether or not this component is enabled. Some components stop their functionality when this field is disabled, but some don't.
TargetUser	<i>direct</i> UserRef		The user to handle sending and receiving network packets to and from twitch. User will need to have agreed to communicate with Twitch for this component to work.
Channel	String		The twitch channel to get communications from.
Connected	Bool		Whether the connection to Channel is a success and is communicating.
StreamLive	Bool		Whether Channel is currently streaming.
ViewerCount	Int		How many viewers are viewing Channel's stream.
FollowTimeoutSeconds	Float		How many seconds to wait before allowing another follow event through.

Behavior

Examples

This component is used in [Twitch ProtoFlux Nodes](#) to allow them to function.

See Also

[Twitch ProtoFlux Nodes](#)