
asynctwitch Documentation

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CHAPTER 1

Bots

class `asynctwitch.Bot` (***kwargs*)

A basic Bot. All others inherit from this.

Parameters

- **oauth** (*str*) – The oauth code for your account
- **user** (*str*) – Your username
- **prefix** (*Optional[str]*) – The prefix for the bot to listen to. (default: !)
- **channel** (*Optional[str, list]*) – The channel(s) to serve. (default: *twitch*)
- **client_id** (*Optional[str]*) – The application Client ID for the kraken API.
- **cache** (*Optional[int]*) – The amount of messages to cache. (default: 100)
- **admins** (*Optional[list]*) – The usernames with full access to the bot.
- **allow_streams** (*Optional[bool]*) – Allow music to play continuous streams

load (*path*)

Load settings from a config file.

Parameters **path** (*str*) – path to the config file

override (*coro*)

Decorator function to override events.

```
@bot.override
async def event_message(message):
    print(message.content)
```

start (*tasked=False*)

Starts the bot.

Parameters **tasked** (*Optional[bool]*) – Creates a task on the bot loop if True. (default: False)

colour (*colour*)
See *bot.color*

event_notice (*tags*)
Called on NOTICE events (when commands are called).

event_clear (*channel*)
Called when chat is cleared by someone else.

event_subscribe (*message, tags*)
Called when someone (re-)subscribes.

event_host_start (*channel, hosted_channel, viewer_count*)
Called when the streamer starts hosting.

event_host_stop (*channel, viewercount*)
Called when the streamer stops hosting.

event_ban (*user, tags*)
Called when a user is banned.

event_timeout (*user, tags*)
Called when a user is timed out.

event_roomstate (*channel, tags*)
Triggered when a channel's chat settings change.

event_userstate (*user*)
Triggered when the bot sends a message.

raw_event (*data*)
Called on all events after event_ready.

event_user_join (*user*)
Called when a user joins a channel.

event_user_leave (*user*)
Called when a user leaves a channel.

event_user_deop (*user*)
Called when a user is de-opped.

event_user_op (*user*)
Called when a user is opped.

event_private_message (*message*)
Called when the bot receives a private message.

event_message (*message*)
Called when a message is sent by someone in chat.

stop (*exit=False*)
Stops the bot and disables using it again.

Parameters **exit** (*Optional[bool]*) – If True, this will close the event loop and raise SystemExit. (default: False)

play_file (*file*)
Plays an audio file For this to work, ffmpeg, ffmpeg and ffprobe are required. These are downloadable from the ffmpeg website, and have to be in the same folder as the bot OR added to path.

Parameters **file** (*str*) – Filename of the file to play.

play_ytdl (*query*, *, *filename*=*'song.mp3'*, *options*=*{}*, *play*=*True*)

Play a song using youtube_dl

This requires youtube_dl to be installed *pip install youtube_dl*

Parameters

- **query** (*str*) – The text to search for or the url to play
- **filename** (*Optional[str]*) – The temporary filename to use. This file will be removed once done playing. (default: “song.mp3”)
- **options** (*Optional[dict]*) – The arguments to pass to the YoutubeDL constructor.
- **play** (*Optional[bool]*) – Automatically plays the song if True. If False, this will return a Song object. (default: True)

parse_error (*e*)

Called when something errors.

class asynctwitch.**CommandBot** (**args*, ***kwargs*)

Allows the usage of Commands more easily

event_message (*m*)

If you override this function, make sure to yield from/await *CommandBot.parse_commands*

parse_commands (*rm*)

The command parser. It is not recommended to override this.

command (**args*, ***kwargs*)

A decorator to add a command. see Command for usage.

add_timer (*channel*, *message*, *time*=*60*)

Send a message on a timer.

Parameters

- **channel** (*str*) – The channel to send the message to.
- **message** (*str*) – The message to send.
- **time** (*Optional[int]*) – The interval to send the message. (default: 60)

class asynctwitch.**CurrencyBot** (**args*, *points_database*=*'points.db'*, *currency*=*'gold'*, ***kwargs*)

A Bot with support for currency

check_user_currency (*user*)

Check if the user is already in the database

class asynctwitch.**ViewTimeBot** (**args*, *time_database*=*'time.db'*, ***kwargs*)

A Bot to track view time

check_user_time (*user*)

Check if the user is already in the database

class asynctwitch.**RankedBot** (**args*, *ranks_database*=*'ranks.db'*, *points_per_minute*=*1*, ***kwargs*)

A Bot with ranks

check_user_rank (*user*, *rank*)

Check if the user is already in the database

CHAPTER 2

Dataclasses

```
class asynctwitch.Object (**kwargs)
    An object that may be created as substitute for functions.

class asynctwitch.Message (m, a, channel, tags)
    Custom message object to combine message, author and timestamp

class asynctwitch.User (a, channel, tags=None)
    Custom user class

class asynctwitch.Emote (id, loc)
    A class to hold emote data

    id
        int – The ID of the emote.

    location
        str – The location of the emote in the message.

    url
        str – The url of the emote.

class asynctwitch.Badge (name, value)
    A class to hold badge data.

    name
        str – Name of the badge.

    value
        str – Variant of the badge.

    classmethod from_str (s)
        e.g. Moderator/1

class asynctwitch.Color (value)
    Available colors for non-turbo users when using Bot.color

    Conversions are not working perfectly:
```

```
>>> str( Color.blue() ) #0000FF
'#0000ff'

#0000FF to and from yiq
>>> str( Color.from_yiq( *Color.blue().to_yiq() ) )
'#0000fe'

#0000FF to and from hsv
>>> str( Color.from_hsv( *Color.blue().to_hsv() ) )
'#00ffff'
```

to_rgb()

Returns an (r, g, b) tuple of the color

to_yiq()

Returns a (y, i, q) tuple of the color

to_hsv()

Returns a (h, s, v) tuple of the color

classmethod from_rgb(r, g, b)

(0,0,0) to (255,255,255)

asynctwitch.Colour

alias of *Color*

CHAPTER 3

Command API

```
class asynctwitch.Command(bot, comm, desc='', alias=[], admin=False, unprefix=False,
                           listed=True)
    A command class to provide methods we can use with it

    subcommand(*args, **kwargs)
        Create subcommands

    run(message)
        Does type checking for command arguments

class asynctwitch.SubCommand(parent, comm, desc, *alias)
    Subcommand class
```


CHAPTER 4

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