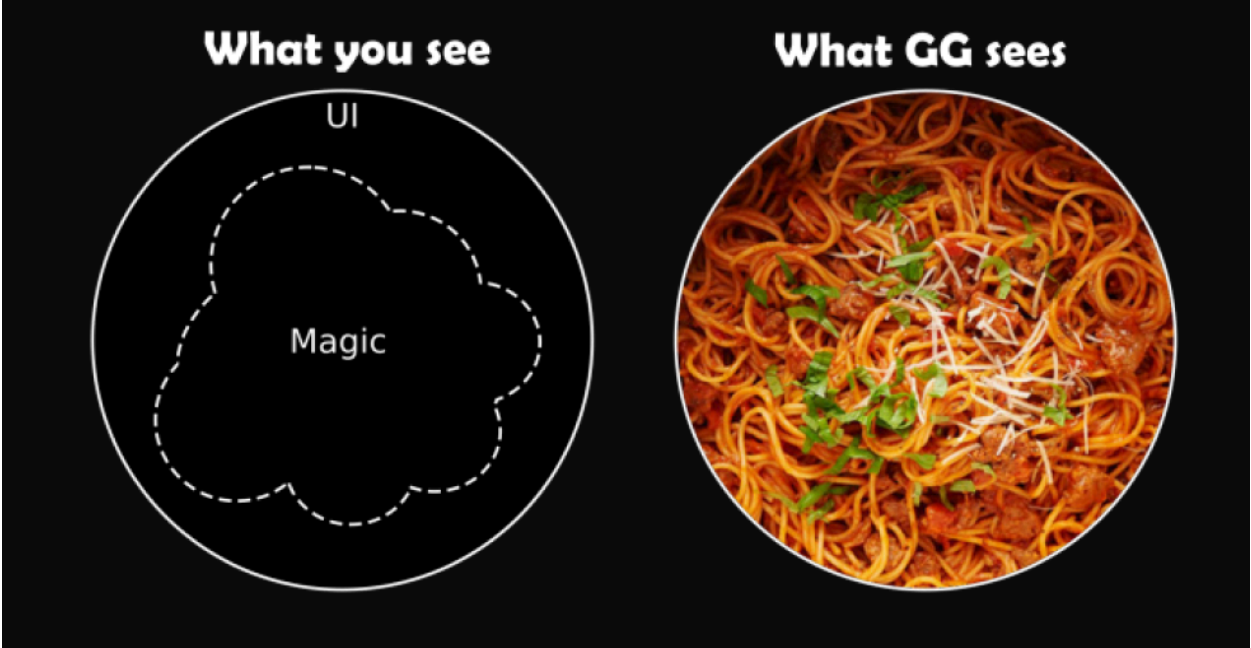


GoldStreamOverlay Info Guide

Last updated 3/9/22

“How it works” Overview

GoldStreamOverlay is a beast of a project, spanning 4 years of coding and art slapped together. It's probably not worth trying to understand the guts.



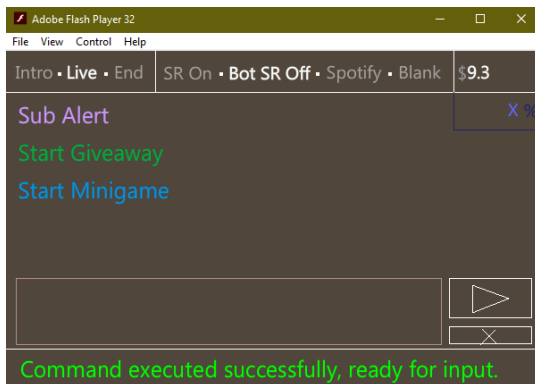
So this is how it works from a *bird's eye view*:

```
cmd: goldticker-int - Shortcut
...:Google Drive\Streaming Programs\Streaming Shortcuts>cd /d E:\Google Drive\Streaming Programs\GoldStream\GoldTicker\
...:Google Drive\Streaming Programs\GoldStream\GoldTicker>node goldticker.js 2>err.out
refresh_locale_list [476]: Getkeyboardlayoutlist(0, NULL) found 1 layouts.
refresh_locale_list [493]: Received 1 locales.
load_input_helpers [866]: refresh_locale_list() found 1 locale(s).
[21:12:31.578] [LOG]   Prepped session_followers.txt
[21:12:31.583] [LOG]   Prepped session_donators.txt
[21:12:31.583] [LOG]   Prepped session_cheerers.txt
[21:12:31.583] [LOG]   Prepped session_hosts.txt
[21:12:31.584] [LOG]   Prepped session_subscribers.txt
[21:12:31.584] [LOG]   Prepped commandlog.txt
[21:12:31.584] [LOG]   Prepped stream_info.txt
[21:12:31.584] [LOG]   Prepped bpm_leader.txt
[21:12:31.585] [LOG]   Prepped viewerlist.txt
[21:12:31.585] [LOG]   Prepped chatlog.txt
[21:12:30.950] [LOG]   OAuth Server is live on port 6288..
[21:12:40.018] [LOG]   Connected to the goldticker database.
[21:12:40.192] [LOG]   * Added 8 chatters to viewerlist.txt
[21:12:40.294] [LOG]   * Connected to irc-ws.chat.twitch.tv:80
... ([0 0])...ENTER to poll for data. /m to return to Menu >
```

GoldTicker.js ▶ Actively polls (ticks) the web for live data relating to the stream. Information like stream title, donations, follows, and chat messages. It tidies up this info so that it can be displayed by the GoldStreamOverlay.



GoldStreamOverlay.swf ► The front-facing UI that viewers see. It automatically reads data from the ticker, and displays them as animated alerts. It can be manually controlled by the GoldStreamPanel.



GoldStreamPanel.swf ► Another behind-the-scenes app that allows you to control the overlay without actively clicking on the overlay window (it's a remote control).

OBS/SLOBS ► Streaming software for broadcasting the overlay. Only needs to window capture GoldStreamOverlay.swf with a pink chroma key filter.

☀ Initial Setup

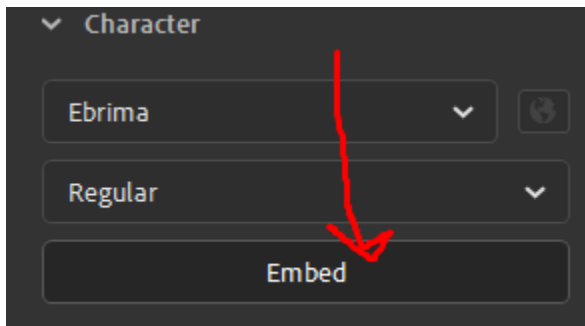
Install Fonts

You can replace the existing fonts in the FLA, but install these so that at least the initial layout is not deformed:

- Ebrima (Regular, Bold)
- Freestyle Script (Regular)
- Pixel Pirate (Regular)

- Ice Hockey (Regular)

*Note about dynamic fonts: Whenever you use Text that will update during run-time (clock, stats, counters) in Adobe Animate, you must Embed the font.



Install Adobe Flash Player

Requires Adobe Animate/Flash.

If you don't have a standalone flash player for SWF files, download and install it from the [Adobe website](#).

Update config.json

Open ../GoldStream/config.json in a text editor. Update the following variables:

Accounts Credentials

```
main_user_name           // Your main username
main_user_id             // Ask PowerMeep for this or google it
bot_user_name            // Your chatbot's username
twitch_client_id         // Do not modify for now
twitch_chat_bot_oath     // Find yours here (login with bot account)
twitch_client_secret     // Do not modify for now
sl_socket_token          // Find yours here under "API TOKENS" then
                          "Your Socket API Token".
```

Emotes

```
prefix                   // Your assigned Twitch emote prefix (lowercase)
suffixes                 // Your Twitch emote suffixes (starts Uppercase)
```

Folder Paths

If your music bot outputs **a single** Song.txt, update these:

- `uses_single_song` // Set to `true`
- `single_song_file_path` // Your current song text file location*

- `single_song_split_phrase` // Your music bot splits the song title and requester name by a certain phrase (e.g. “Requested by:”). Update this variable to the split phrase. *Or vice versa: In your music bot’s settings, change this split phrase to match the value of single_song_split_phrase*

If your music bot outputs **two** music txt files (Song title & Requester name files):

- `uses_single_song` // Set to `false`
- `two_song_song_path` // Your current song text file location*
- `two_song_requester_path` // Your current requester name text file location*

`local_player_root` // Your current song text file location for a local music player, like OBSCurrentSong.
(Uncommon, optional)*

`ticker_output` // Do not modify*

Other Variables (Optional Update)

`greeting_array` // List of users who have greeting alerts registered in your .FLA**

`golden_woos` // List of users who can use !goldenwoos

`spinner_songs` // List of giveaway roulette mp3 files inside ../GoldStreamOverlay/sounds/ingame**

`panic_songs` // List of giveaway panic mp3 files**

`start_words` // List of giveaway start phrases**

* Note that when updating paths, you must use forward slashes ////

** When updating lists, do not leave trailing commas like so

Build the Project

1. Open ../GoldStreamOverlay/**GoldStreamOverlay.fla** in Adobe Animate.
2. Press CTRL-ENTER to **build** the SWF.

If Animate runs into no errors (*aside from the ones below*), you’re good!

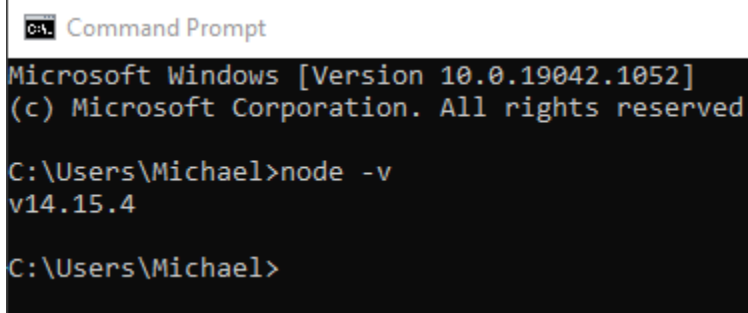
```
WARNING: Duplicate label, Symbol=SubMC, Layer=AS, Frame=1032, Label=climax
WARNING: Duplicate label, Symbol=SubMC, Layer=SongCredit, Frame=1283, Label=increment sunmoon
WARNING: Duplicate label, Symbol=musicalNote inner, Layer=Name, Frame=76, Label=jellooverlord
SWF contains multiple copies of a sound item
----swapping scene to live----
SyntaxError: Error #1132: Invalid JSON parse input.
SyntaxError: Error #1132: Invalid JSON parse input.
```

“SyntaxError: Error #1132: Invalid JSON parse input” just means that the overlay detected that you’re not broadcasting right now.

Install NodeJS

NodeJS is a javascript library that GoldTicker.js needs in order to do a lotta stuff. Go to the [Node.js website](#) and install **exactly** version 14.15.4.

To verify your nodeJS installation, open CMD prompt and type: `node -v`

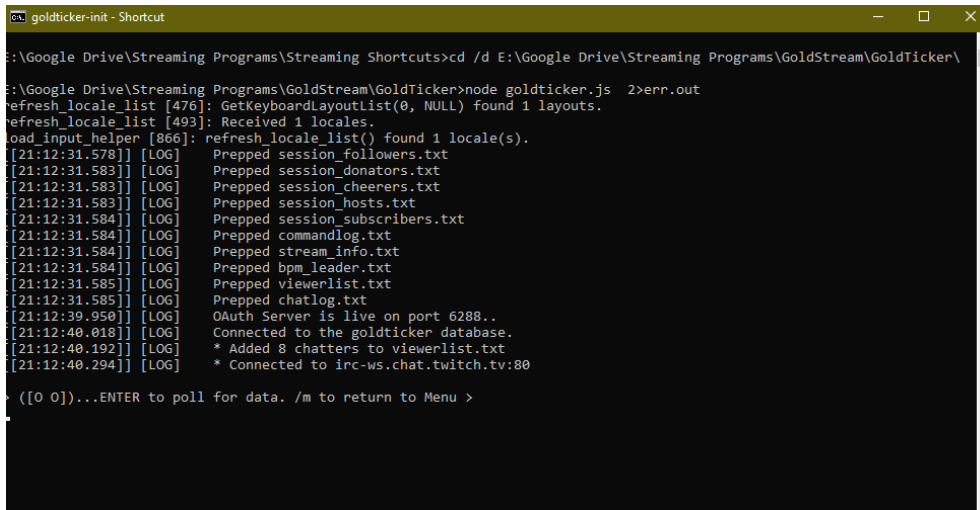


```
Command Prompt
Microsoft Windows [Version 10.0.19042.1052]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Michael>node -v
v14.15.4

C:\Users\Michael>
```

Open the **/GoldStream/Goldticker** folder. Run **goldticker-init.bat**.



```
goldticker-init - Shortcut
E:\Google Drive\Streaming Programs\Streaming Shortcuts>cd /d E:\Google Drive\Streaming Programs\GoldStream\GoldTicker\
E:\Google Drive\Streaming Programs\GoldStream\GoldTicker>node goldticker.js 2>err.out
refresh_locale_list [476]: GetKeyboardLayoutList(0, NULL) found 1 layouts.
refresh_locale_list [493]: Received 1 locales.
load_input_helper [866]: refresh_locale_list() found 1 locale(s).
[21:12:31.578]] [LOG] Prepped session_followers.txt
[21:12:31.583]] [LOG] Prepped session_donators.txt
[21:12:31.583]] [LOG] Prepped session_cheerers.txt
[21:12:31.583]] [LOG] Prepped session_hosts.txt
[21:12:31.584]] [LOG] Prepped session_subscribers.txt
[21:12:31.584]] [LOG] Prepped commandlog.txt
[21:12:31.584]] [LOG] Prepped stream_info.txt
[21:12:31.584]] [LOG] Prepped bpm_leader.txt
[21:12:31.585]] [LOG] Prepped viewerlist.txt
[21:12:31.585]] [LOG] Prepped chatlog.txt
[21:12:39.950]] [LOG] OAuth Server is live on port 6288..
[21:12:40.018]] [LOG] Connected to the goldticker database.
[21:12:40.192]] [LOG] * Added 8 chatters to viewerlist.txt
[21:12:40.294]] [LOG] * Connected to irc-ws.chat.twitch.tv:80

{[0 0]}...ENTER to poll for data. /m to return to Menu >
```

If the console looks like this, you’re good!

“Hard” part over. Now for the difficult part.

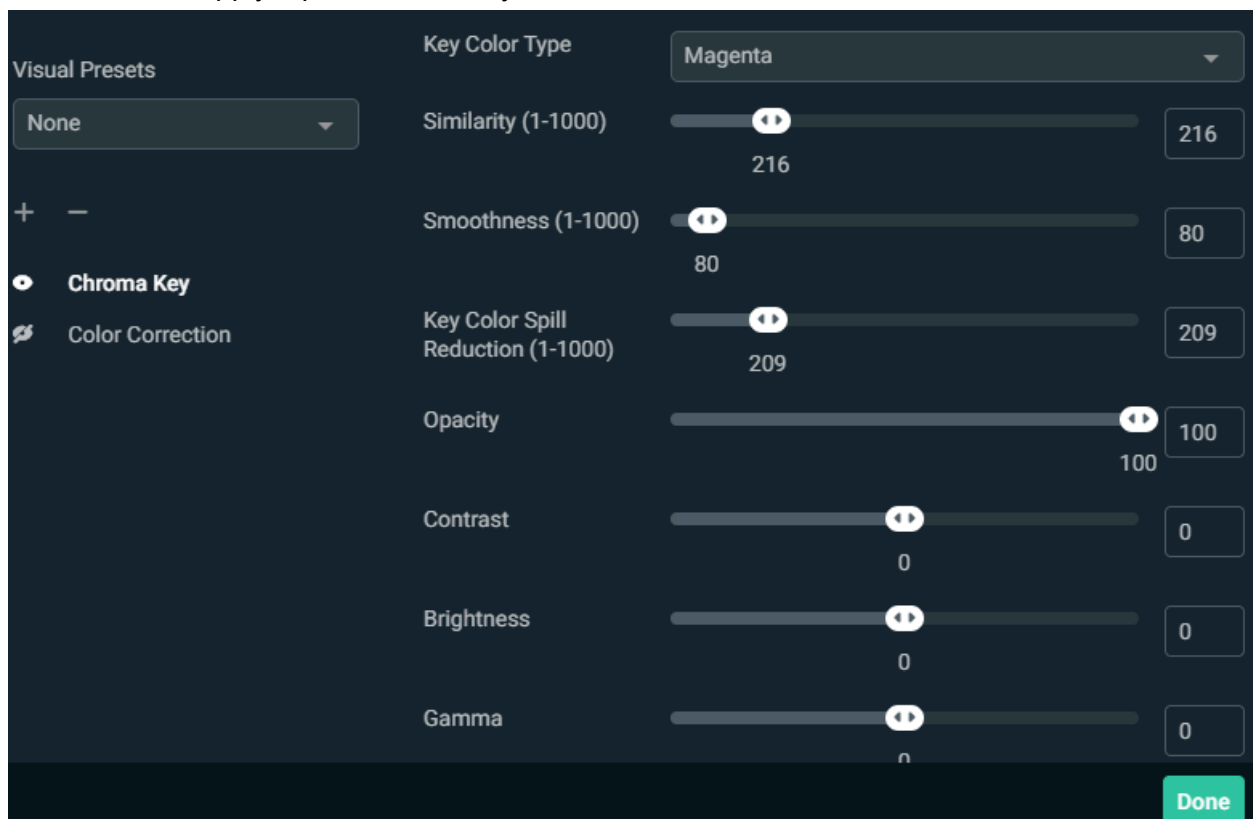
Stream Startup Procedure

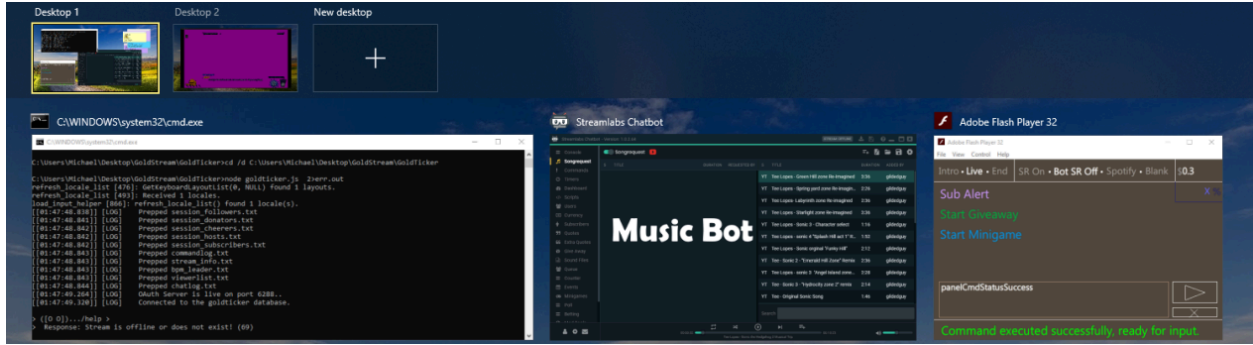
1. Update your broadcast title in [Twitch dashboard](#).

2. Start your music bot (optional)
3. Start **GoldStreamPanel.swf**
 - a. Switch to Intro mode.
4. Start **goldticker-init.bat**
 - a. Wait for goldticker to **erase** previous session's txt files. This will clear all the data for greetings, donations, follows, etc.
 - b. **Make sure that you are logged in (browser) to your main Twitch account (NOT bot).**
 - c. When prompted, **press ENTER** to allow goldticker to listen to your chat room.
 - i. It will open your browser (uses your currently logged in Twitch)

Access Token Obtained, you may close the window now.

- d. Close browser window.
5. Press Windows Key+Tab, open a Desktop 2
 - a. In Desktop 2, Open or Drag over **GoldStreamOverlay.swf** (maximize it)
 - b. Switch back to Desktop 1
6. Open OBS and add a **Window Capture** of GoldStreamOverlay.swf
 - a. Apply a pink chroma key filter.





Note how Desktop 2 runs the actual pink overlay app in the background, while all the other apps are on Desktop 1. (GoldTicker can technically be left in the background too.)

The stream is now ready to Broadcast on OBS.

Going Live

- In GoldPanel.swf, switch to Live mode.
 - *Switching away from Live mode will reset all (greeting, alert, tipcup, etc) progress. They will repeat upon returning to Live mode unless you restart GoldTicker.*

End Screen

- In GoldPanel.swf, switch to End mode.

*If you ever need to reset the overlay, **close** the overlay and goldticker, and restart from Step 4.*

☀ Song Request

There are four ways to display song info:

1. SR On

- a. Displays “Song Requests: Open”, reads Song data from the Music Bot text file. *Make sure that song request is enabled on your music bot!*



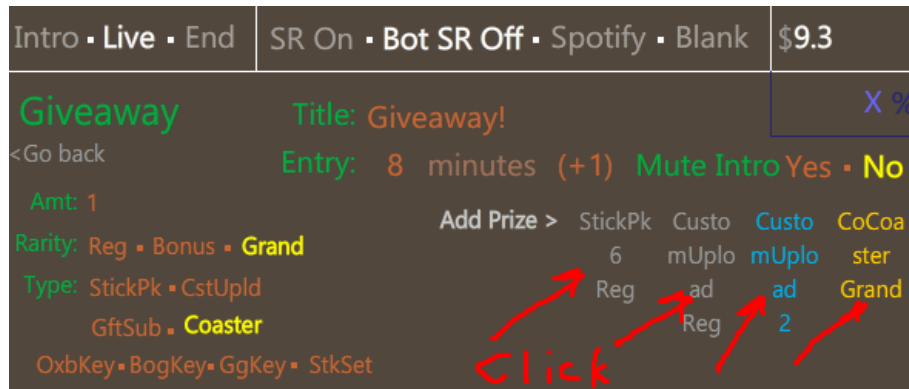
2. Bot SR Off

- a. Displays “Song Requests: Closed”, still reads Song data from the Music Bot text file. *Make sure song request is disabled on your music bot, and use the bot's private playlist feature to display your own music.*

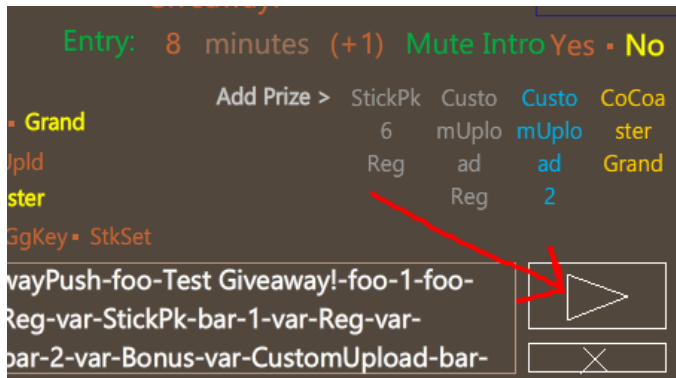
3. Spotify
 - a. Displays “Song Requests: Closed”, reads Song data from the Spotify text file.
4. Blank
 - a. Completely hides the SR text.

☀ Giveaway Procedure

1. In GoldPanel.swf, click **Start Giveaway** to open the Giveaway menu.
2. **Update** the Title, Entry time period, and prize infos.
 - a. To REMOVE a prize slot, click an existing slot:



- b. To ADD a prize, edit the Amt, Rarity, and Type options. Then click “Add Prize >”
 - c. You may add 0-4 prizes.
3. Once you’re done editing the options, **click** the triangular execute command button:



If you want to add more time to the entry giveaway time, click the (+1) to load up additional minute(s). Then click the triangular command button to apply those minutes.

*Giveaways cannot be cancelled once begun.

☀ Minigame Procedure

1. In GoldPanel.swf, click Start Minigame to open the Minigame menu.
2. Select your desired minigame type.
3. Once you’re ready, click the triangular execute command button.

- a. If there **is a giveaway** actively accepting entrants, then *the minigame will be queued up to begin once the giveaway event begins*. The results of the minigame will affect the available prizes.
- b. If there is **no giveaway**, then the minigame will start *immediately*.

*Coco Loco and Super GG Knight do not have background music.

For Super GG Knight to display properly, you'll have to **temporarily disable the pink Chroma Key Filter on OBS during gameplay.

***For Super GG Knight, you can influence the characters' movements with arrow keys/space if you focus the overlay window.

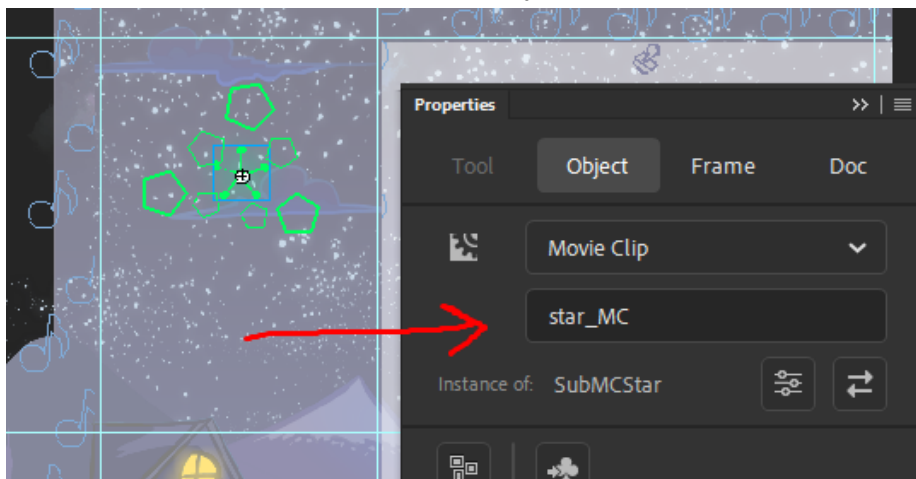
☀ Customization

A Note on Actionscript and Code

Since I created this app thinking only I would use it, the code/animation integration is *messy*. As a result, there are limitations on its customization. To ensure that the entire overlay doesn't break, please pay attention to the following rules:

1. If a **MovieClip or Textfield has an instance name** ("*star_mc*" in this example), then **do not** delete it. You can move, edit, and redraw it, but do not delete it or change the name. Refrain from changing its keyframe position on the timeline too.

If it has no name, feel free to delete away.



2. If you see a keyframe with a little "a" on it, it means that frame has actionscript code attached to it. **Select the frame and press F9 to view the code.**

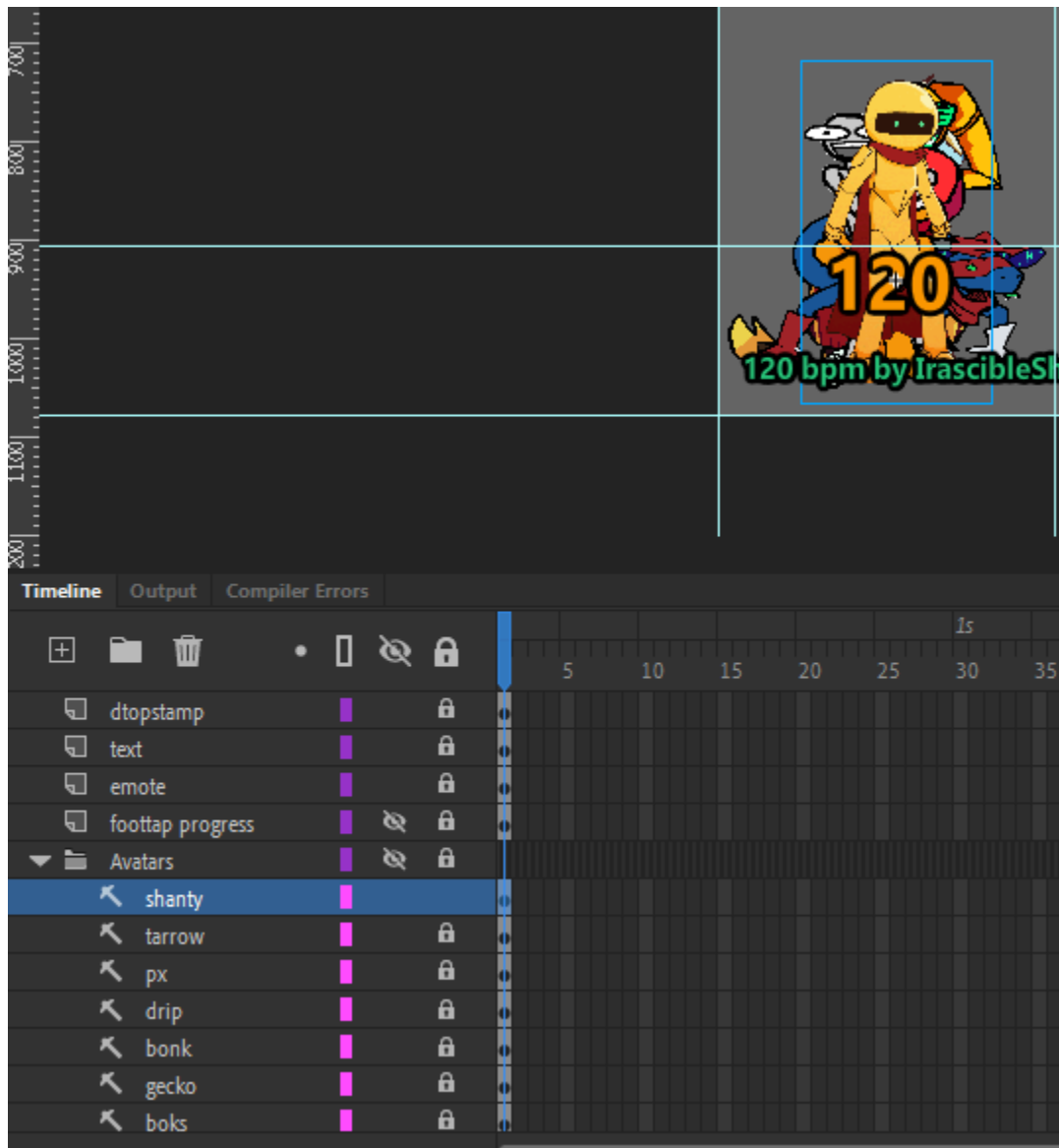


- a. If it contains a simple “stop()” command, you’re safe to adjust the timing of the keyframe around. Refrain from deleting it though.
- b. If it contains an unfamiliar code, do not mess with that frame.

Edit Dancing Avatars

1. Edit **GoldStreamOverlay.fla**

- a. Go to Frame 5 of the root timeline.
- b. Double-click the AvatarMC symbol to edit.
- c. In the timeline edit a pre-existing avatar to whatever you want. Works best if the animation is 30 frames long.
 - i. The existing avatars are each registered to an ID number 0-30
 - ii. See `../src/live/avatar/AvatarMC.as` for more context



2. Once done editing the avatar, press CTRL-ENTER to **export** the SWF build.

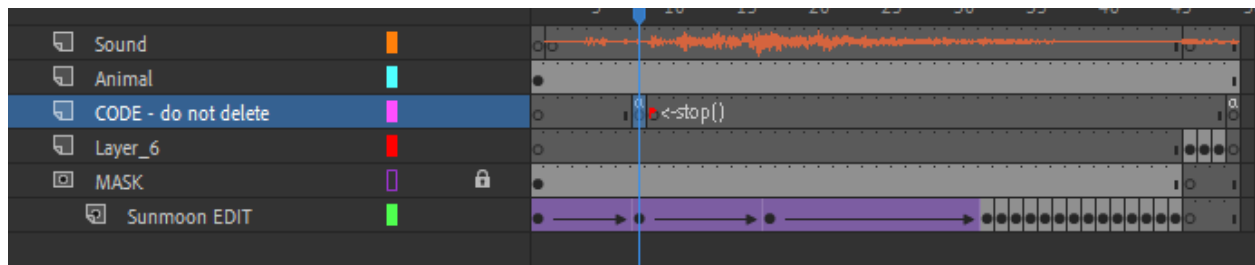
0:soapycat 1:banana 2:turtle 3:penny 4:gg swag 5:gg point 6:oxob breakdance 7:coconut
8:pixelguy 9:gg nod 10:dino 11:gg dance 12:oxobcat 13:hyunroll 14:gg whip 15:sassy owls
16:zozo 17:yeehaw 18:lilguy 19:yullis 20:horsey 21:nvibe 22:realpenny 23:bosskat 24:boKskat
25:bonk 26:gecko 27:ggdrip 28:playerx 29:tarrow 30:shanty 31:spider

If you don't want to lose any of the current avatars, and want to add new ones, then contact Gildedguy and prepare for some copy-paste coding.

Edit Follow Alert

The follow alert is coded to pop up a sunmoon on-screen, which then increments the icon by 5%. Also an animal pops up on screen. You may want to modify both of these animations for yourself:

1. Edit **GoldStreamOverlay.fla**
 - a. Go to frame 2 of the root timeline.
 - b. Double click the main UI symbol to Edit it.
 - c. On the Timeline Layers, unlock the "Followers" layer and Edit the movieclip (double-click the sunmoon).
2. Here you can edit the Follow Goal message, Percentage Icon, and the Alert itself.
 - a. The actionscript frames have useful notes. Select them and press F9 and design your animation accordingly.



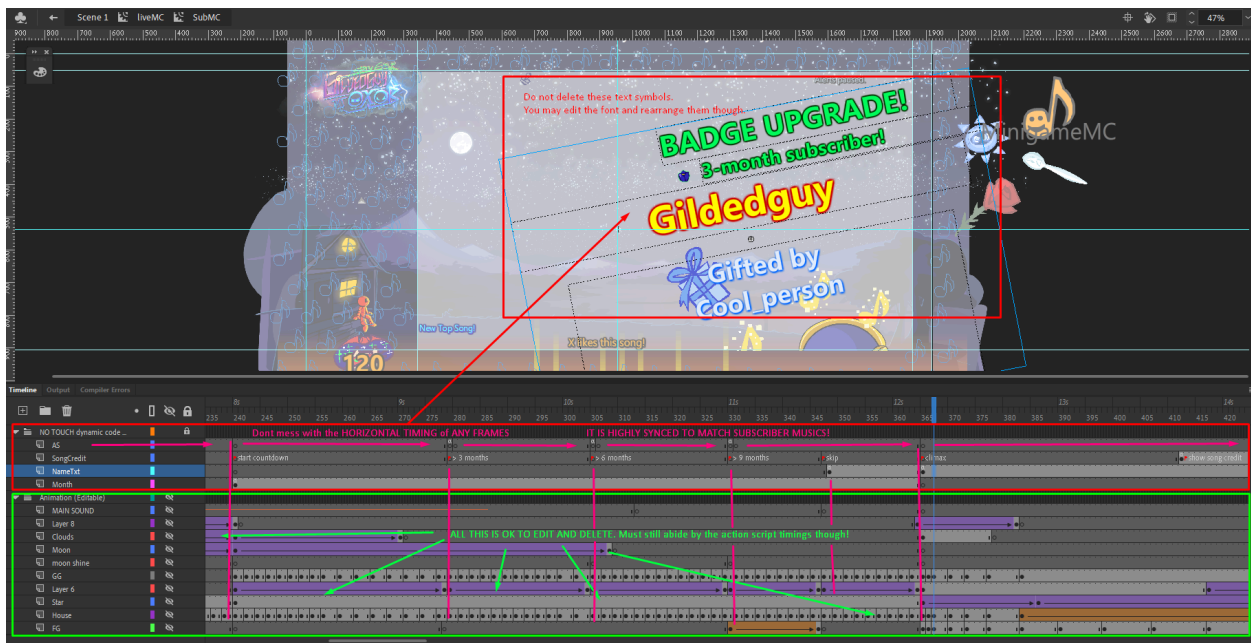
Edit Subscriber Alert

The subscriber alert is highly tuned to synchronize to preset musical tracks, and animation timings. As such, customizing it will be somewhat tricky.

To edit the subscriber alert animation:

1. Edit **GoldStreamOverlay.fla**
 - b. Go to frame 2 of the root timeline.
 - c. Double click the main UI symbol to Edit it.

- d. On the Timeline Layers, unlock the “Subscribers” layer and Edit the movieclip (double-click the green star).
2. Notice that there are two main layer-folders in the Timeline:
 - e. **[NO DELETE dynamic code stuff]** ► Contains important code and smart movieclips. You may edit font, translate, rotate these elements, but do not delete them. Do not adjust the keyframe timings either.
 - f. **[Animation (Editable)]** ► Pure graphics and sound. You can replace these layers with whatever you want. Be mindful of the actionscript timings in the above layers though! You will want to sync your graphics to certain points in the timeline (start countdown, climax, end, etc.)



[Click here for a zoomed version.](#)

3. Once done editing the sub animation, press CTRL-ENTER to **export** the SWF build.

* You can **test your sub animation** using the GoldStreamPanel’s “Sub Alert” button.



** It would probably be a good idea to contact Gildedguy to review your sub animation and check for bugs.

Edit Donation Alert

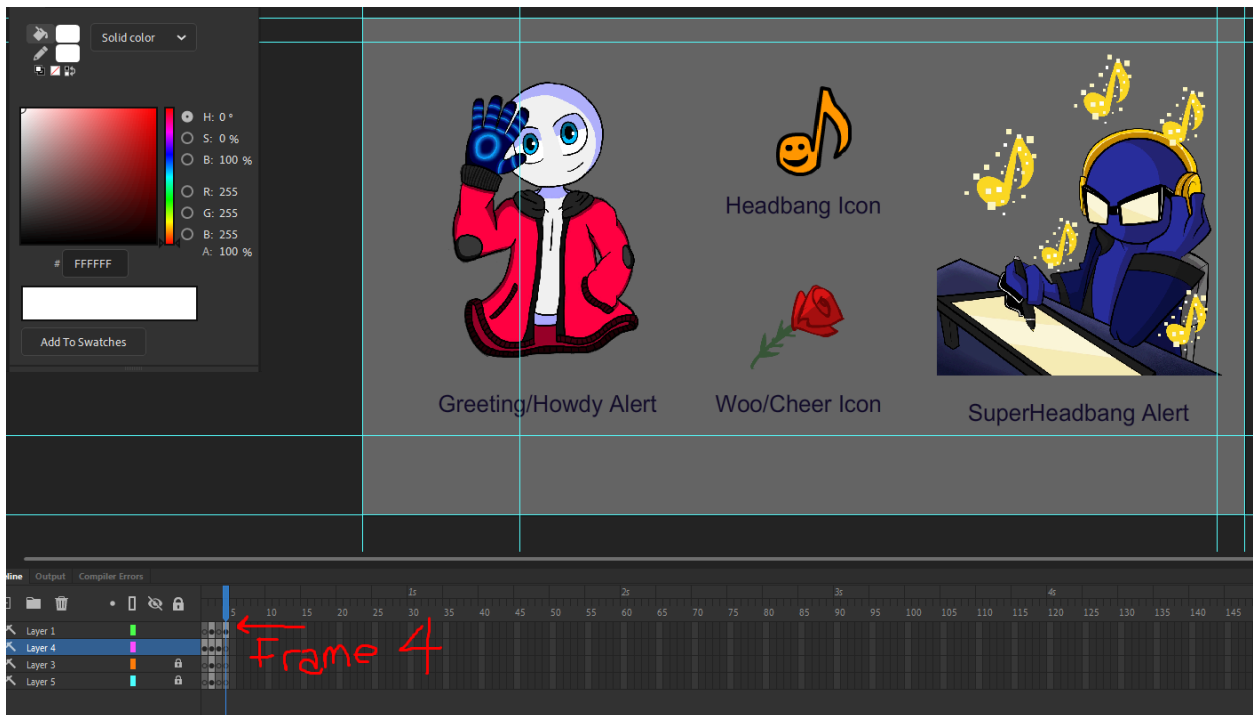
The donation alert has a particular style, but aside from the coin-flowing animation, you can overhaul the graphics.

1. Edit **GoldStreamOverlay.fla**

- a. Go to frame 2 of the root timeline.
 - b. Double click the main UI symbol to Edit it.
 - c. On the Timeline Layers, unlock the “Donations” layer and Edit the movieclip (double-click the green tipcup in the corner).
- Here you can edit the Goal Reached, Donation Card, and Tipcup Icon graphics.
 - The tipcup contains important movieclips and texts. You may modify but don’t delete. Double check their instance names.
 - The actionscript frames have useful notes. Select them and press F9 and design your animation accordingly.



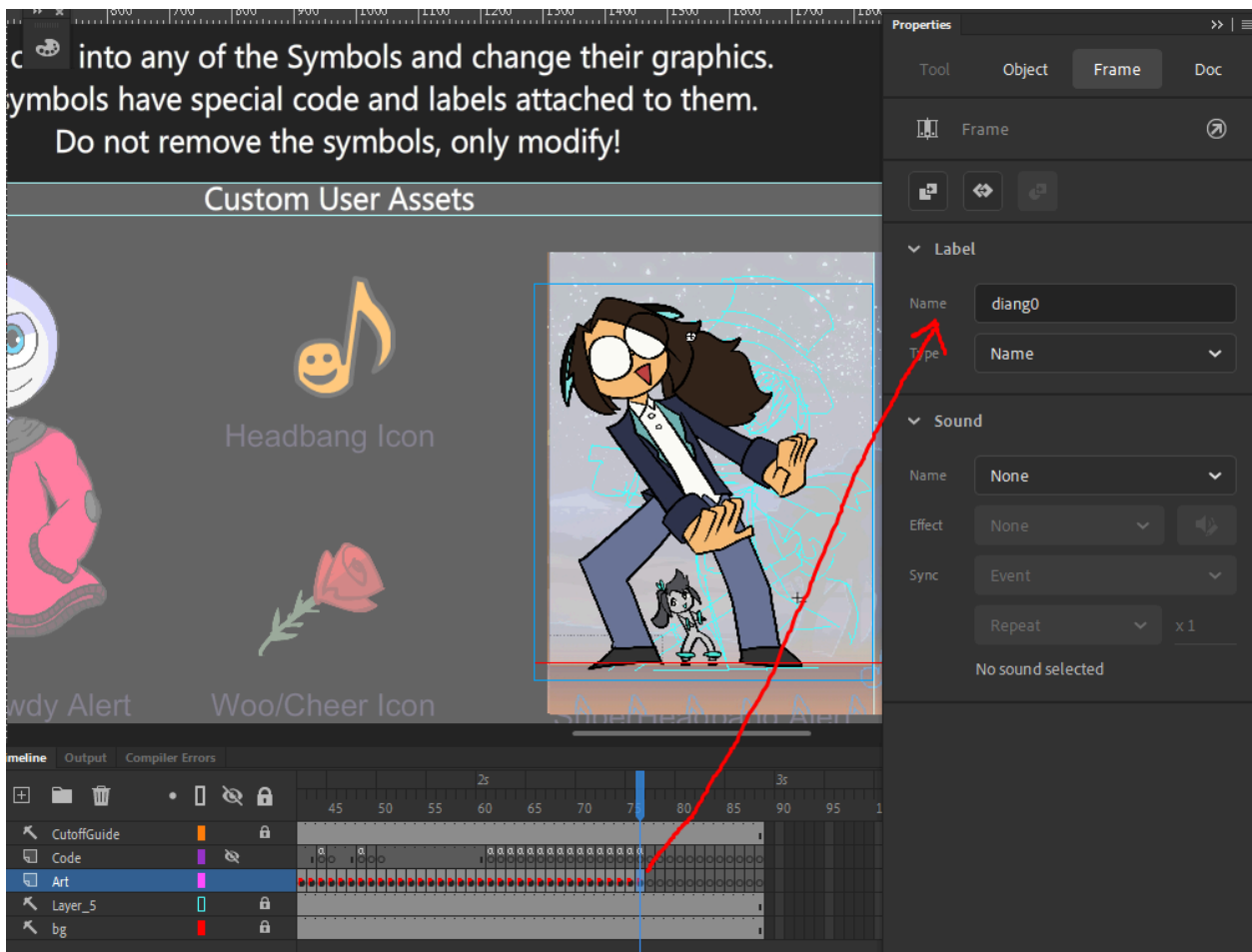
Adding Custom Woo's, Headbangs, and SuperBangs



Adding new viewers' custom greetings and icons is fairly easy:

1. Edit **GoldStreamOverlay.fla**

- a. Go to Frame 4 of the root timeline.
- b. Double-click to edit any of the four types of custom alerts.
- c. Add/edit a keyframe and insert a PNG, drawing, or animated MovieClip (not graphic) of the character or icon.
 - i. If animated, include a **stop()**; actionscript (hotkey F9) inside the MovieClip on the final frame if you don't want it to loop.
 - ii. *Refer to other alerts as examples.*
- d. **Label** the keyframe's name after the Twitch username of the owner.
 - i. **It must be all lowercase.**



2. Once done adding custom alerts/icons, press CTRL-ENTER to **export** the SWF build.

Add Custom Greetings

Custom greetings are the same process as the above, with an added step:

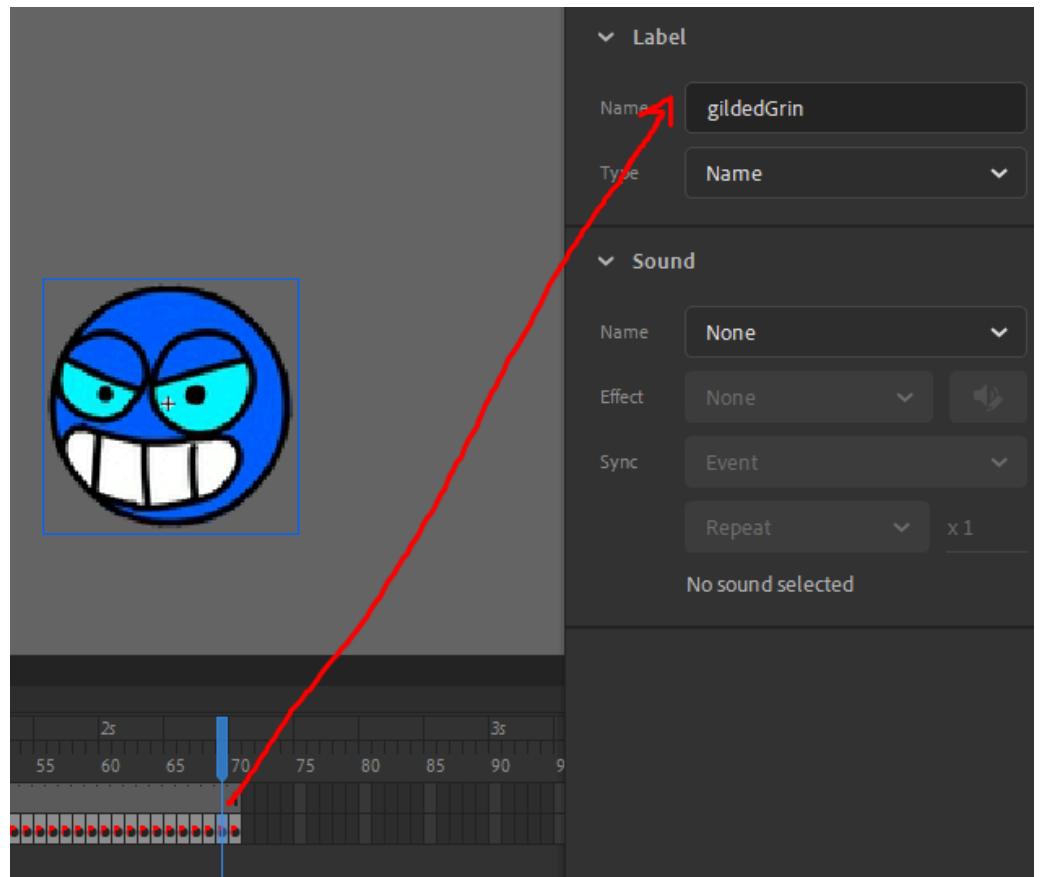
1. Edit **config.json**
 - a. Add/remove usernames to the variable "greeting_array".

- i. Can be upper or lower-case, doesn't matter.

Add Emotes

This is for if you want your channel's emotes to "pop up" on the left side and count up "emote combos". The process is similar to above:

1. Edit **config.json**
 - b. Add emote suffixes to the variable "suffixes".
2. Edit **GoldStreamOverlay.fla**
 - a. Go to Frame 4 of the root timeline.
 - b. Double-click the Symbol labeled "Your Emotes" to edit.
 - c. Add a new keyframe for each new emote you want to include.
 - i. **Label** the keyframe's name to the matching prefix+suffix.



3. Once done adding emotes, press CTRL-ENTER to **export** the SWF build.

Edit Prizes

Go to Frame 4 on the root timeline and edit the prizeMC on the side of canvas. You can swap out the remaining eight active prizes with your own (the eight displayed on the GoldStreamPanel):

Type: **StickPk** ▪ CstUpld
GftSub ▪ Coaster
OxbKey ▪ BogKey ▪ GgKey ▪ StkSet

To update the display name of the prizes, you'll have to update code found in
../src/live/giveaway/**PrizeMC.as**:

Find the matching prize you're updating, and change the highlighted text to a new name with quotes (e.g. "Guitan Body Pillow").


```

public function assignProperText():void {
    switch (type) {
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_STICKPK:
            headerTf.text = getFormattedCount(amt, false) + " Sticker Pk";
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_GIL:
            headerTf.text = amt + " Gil";
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_CHARM:
            headerTf.text = "Gilded Charm V.3" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_GG_PIN_SM:
            headerTf.text = "Mini GG Button" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_COCOASTER:
            headerTf.text = "Stellapent Coaster" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_GG_PIN_LG:
            headerTf.text = "Lg. GG Button" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_KERO_CHARM:
            headerTf.text = "KeroKrow Charm" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_DOJO_PIN_LG:
            headerTf.text = "Lg. Dojo Button" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_UMBR_PIN_LG:
            headerTf.text = "Lg. Umbrella Button" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_OXOB_CHARM:
            headerTf.text = "Oxob Charm" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_BOG_CHARM:
            headerTf.text = "Bog Charm" + getFormattedCount(amt);
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_CUSTOM_UPLOAD:
            headerTf.text = amt + " Custom Alert/Icon Upload";
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_GIFT_SUB:
            headerTf.text = amt + "-Month\nGift Sub";
            break;
        case Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_STICK_SET:
            headerTf.text = "2-Sheet Sticker Set" + getFormattedCount(amt);
            break;
    }
    if (type == Constants.PANEL_CMD_GIVEAWAY_PRIZE_TYP_GIL) {

```

**The panel and some of the code may still have my old codenames but the viewer will only see your graphics and quoted text names.*

Add Subscriber Theme Songs

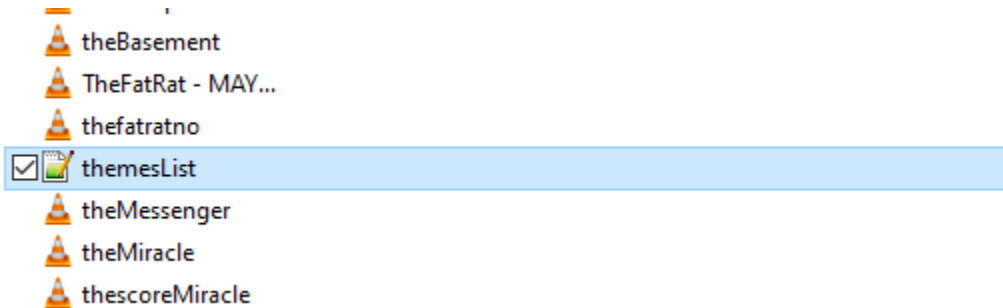
1. Edit ../GoldStreamOverlay/sounds/subthemes/**themesList.txt**:

a. Navigate to the end of the file, and insert a new **comma-separated** “JSON” entry after the } and before the]

b. Example JSON Entry:

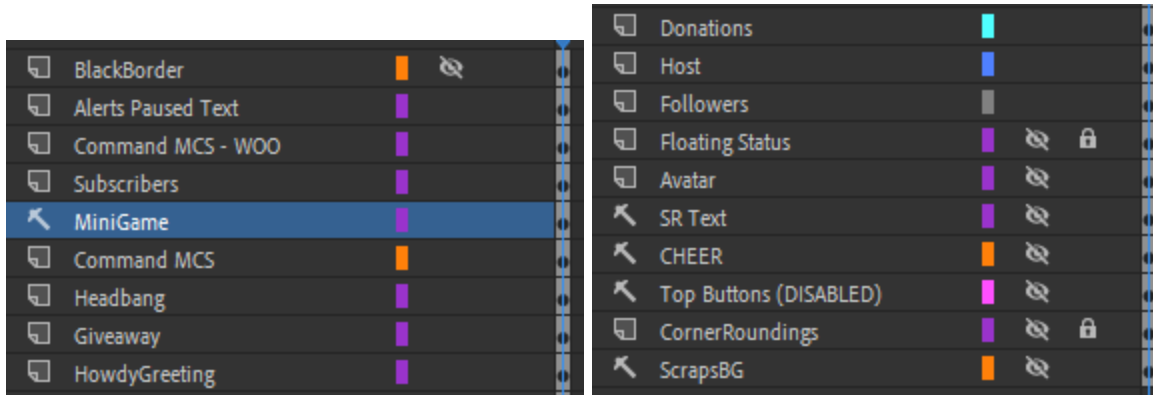
```
{  
    "title": "Apple Seed",  
    "author": "Attack on Titan S3 OST",  
    "url": "Attack on Titan S3 OST - !Apple Seed! (Extended).mp3",  
    "dropstamp": "0:12.83",  
    "volume": 0.9,  
    "requester": "typandaArt",  
    "includeAsDefault": true  
}
```

- The **url** is the matching filename of the song located in the ../subthemes/ folder.
- The **dropstamp** is the timestamp in the wav/mp3 of where you want the climax of the sub alert to sync to.
- The **requester** is the username associated with the entry (whenever that user subscribes or giftsubs).
 - If no requester is supplied, the song is mixed into the default pool.
- Only **title**, **author**, and **url** are mandatory. All other fields are optional.
- You do not need to re-export the SWF after adding more sub songs (only have to restart the SWF). They are loaded in during run-time.



Customizing Anything Else

If you follow the two rules stated in the “**Note on Actionscript**” above, you should be safe to modify the graphics and sound of any of the timelines in the FLA. I’ve placed all the major modules within that main UI symbol on Frame 2 of the root timeline.

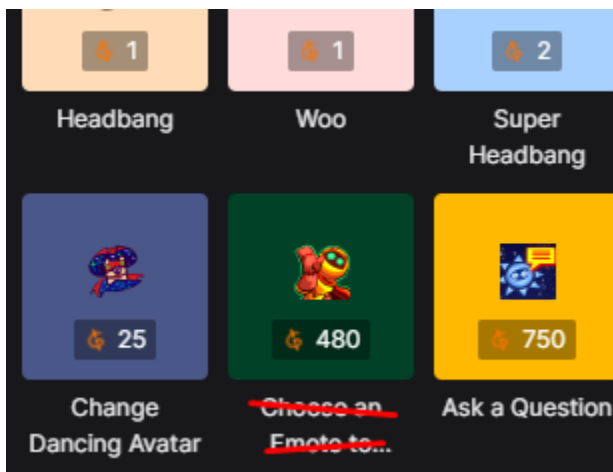


Just look at the layer names and dig around and see what graphics you can change. The logic and rules will stay the same according to my code, but you should be able to hypothetically re-skin the entire overlay without messing with the “plumbing”.

Keep a working backup in case something *does* break though.

☀ Misc

Redemptions



To get basic functionality connected to the overlay, create 5 redemptions (any cost) on your Twitch with the following names exactly:

- Headbang
- Woo
- Super Headbang
- Change Dancing Avatar
- Ask a Question

** If you want to hook up additional redemptions, contact Gildedguy, as it will require some coding.*

Manually Set Follower/Donation Count

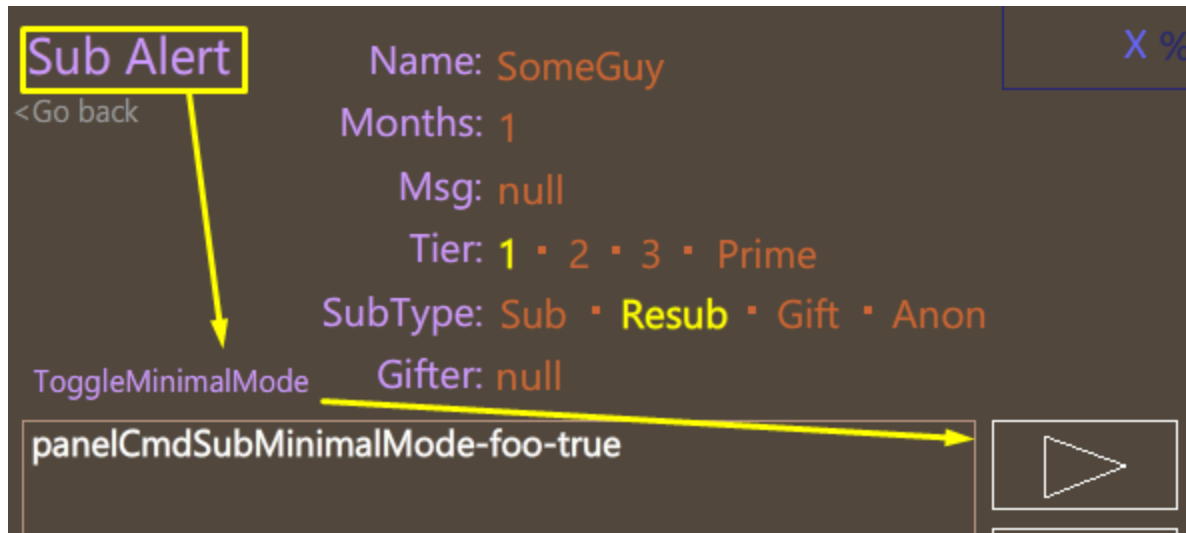
If for some reason the overlay miscalculates the follower or donation count (maybe due to a reset), you can manually set it using the GoldStreamPanel.swf.



The screenshot shows a dark-themed stream overlay control panel. At the top, there are several menu items: "Intro", "Live", "End", "SR On", "Bot SR Off", "Spotify", and "Blank". To the right of these items, the current donation amount is displayed as "\$0.3" and the current follower count as "100 %". A yellow box highlights the "\$0.3" and "100 %" area, with two yellow arrows pointing to it from the text "Edit either, then execute command." below. Below the menu items, there are three buttons: "Sub Alert" (purple), "Start Giveaway" (green), and "Start Minigame" (blue). Below these buttons is a text input field containing the command "panelCmdRefreshFollow-foo-100". To the right of the input field are two buttons: a play button and a close button (X). At the bottom of the panel, a green message reads "Command executed successfully, ready for input."

Minimal Mode

During this mode, subscription alerts will always play in the sidebar (instead of covering the fullscreen for sub badge upgrades, like usual).



Hotkeys

(Not used very often.)

GoldOverlay Hotkeys

**To use these hotkeys, you must have the GoldStreamOverlay swf window focused.*

Keyboard P = Pause/Unpause Alerts

During pause:

- Keyboard C = Clear alerts
- Keyboard ESC = Cancel All anims (untested)

GoldTicker Hotkeys

**These hotkeys can be used anywhere*

Ctrl-Space = Music Pause

Alt-w = Add Small Dropstamp (fire FX)

Alt-d = Add Big Dropstamp (flashing BG)

WHY is my mouse laggy and SLOW all of a sudden?

You have multiple instances of **GoldTicker.js** running. Close it!

Why does it take so long to save and build the .FLA?

There's a ton of user-generated data (greetings, icons), many MB of png sequences. If these viewers don't frequent your stream, feel free to delete their graphics from the library. You can always add them back in later, since I have them all archived.