

18.02.2026 – Internal System Changes

CTD is built on multiple interconnected systems.

With this update, we are replacing a central component with our own custom solution for the first time.

☐ Custom Twitch Bot (Test Phase)

CTD is now running with a self-developed Twitch bot.

Background

Standard bot solutions regularly reach their limits when it comes to our specialized features.

CTD uses mechanics that are often irrelevant for other streams, which means required features were frequently missing or difficult to integrate cleanly.

Benefits

- Full control over functionality
 - Direct communication with the game
 - Flexible future expansion
 - No more workaround-based solutions
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☐ Changes & Improvements

1. Voting Commands (`/map` & `/diff`)

Commands have been converted to a unified parameter-based system.

Old

```
/map1
```

```
/diff1
```

New

```
/map 1
```

```
/diff 1
```

There is now a space between the command and the number.

This cleanly separates command and parameter and ensures consistent internal processing.

2. Votes Can Now Be Changed

Previously, submitted votes were final.

Votes can now be overwritten.

Example

```
/map 2
```

This is especially useful during tie-break situations or tactical adjustments.

The same logic applies to difficulty voting.

3. Dragon & Unicorn – Intelligent Channel Point Handling

The bot now understands the current in-game situation and reacts automatically.

Dragon

- If a selected map starts with a Dragon → the Channel Point purchase is disabled
- If a Dragon has already been summoned → no second purchase is possible
- Prevents accidental double purchases

Unicorn

- Can only be summoned during an active wave
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4. Bits / Subs / Hype Train

Core functionality remains unchanged.

However, we are now testing a more precise subscription evaluation method, as Twitch's subscription events can be inconsistent.

If a mission is not counted correctly, please notify us in chat.

Revision #1

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