

NeoOverlay Plugin

User Manual - Version 1.0

VisualNEO Win Plugin

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PNG overlay layers with blend modes, tint presets, screen keying, and layout modes for Rectangle objects.

If any command fails, the reason is stored in **[NeoOverlay.LastError]**.

Commands

NeoOverlay_LayerCreate

Creates or updates an overlay layer on a Rectangle.

Parameter	Description
Rectangle	Name of the Rectangle object on your form
ImagePath	Full path to the PNG file
Layout	Stretch, Fill, Fit, or Tile
OffsetX	Horizontal offset in pixels
OffsetY	Vertical offset in pixels
Opacity	0 (invisible) to 255 (fully opaque)
TintPreset	A tint preset name or No Tint

```
NeoOverlay_LayerCreate "BGImageRec" "[PubDir]BG.png" "Fill" "0" "0" "255" "No Tint"
```

***Tip:** Create layers at opacity 0 to prevent flicker, then reveal with LayerSetOpacity after applying effects.*

Layout Modes:

Stretch - Stretches to fill (may distort) | **Fill** - Scales to fill, maintains ratio (may crop) | **Fit** - Scales to fit within (may show space) | **Tile** - Repeats across the Rectangle

NeoOverlay_LayerSetOpacity

Changes a layer's opacity after creation. Also updates any blend links that use this layer.

Parameter	Description
Rectangle	Name of the layer's Rectangle
Opacity	0 (invisible) to 255 (fully opaque)

```
NeoOverlay_LayerSetOpacity "FogRec" "128"
```

NeoOverlay_LayerSetTint

Applies a color tint to a layer. Use a preset name or custom RGB values.

Parameter	Description
Rectangle	Name of the layer's Rectangle
Preset	A preset name, Custom, or No Tint
R	Red value 0-255 (used with Custom)
G	Green value 0-255 (used with Custom)
B	Blue value 0-255 (used with Custom)
Strength	Tint strength 0-255

NeoOverlay_LayerSetTint "CloudsRec" "Custom" "180" "30" "0" "220"

Available Presets: No Tint, Warm Sunset, Cool Night, Green Toxic, Sepia Old Photo, Red Danger, Blue Ice, Purple Magic, Orange Fire, Yellow Gold, Cyan Underwater, Pink Dream, Lime Radioactive, Amber Warm, Teal Matrix, Magenta Neon, Desaturate 50%, Desaturate 75%, Deep Blue Night, Sunset Pink

NeoOverlay_LayerScreenKey

Converts black pixels to transparent using pixel brightness as alpha. Ideal for glow effects, light beams, particles, and images with black backgrounds.

Parameter	Description
Rectangle	Name of the layer's Rectangle

NeoOverlay_LayerScreenKey "MoonBeamRec"

Each pixel's alpha is set to max(R, G, B). Black (0,0,0) becomes fully transparent. Bright pixels remain visible.

NeoOverlay_LayerShowHide

Shows or hides a layer. If the layer is part of a blend, the blend output is also shown or hidden.

Parameter	Description
Rectangle	Name of the layer's Rectangle
Visible	1 to show, 0 to hide

NeoOverlay_LayerShowHide "FogRec" "0"

NeoOverlay_LayerDestroy

Permanently removes a layer and frees all its resources.

Parameter	Description
Rectangle	Name of the layer's Rectangle

NeoOverlay_LayerDestroy "FogRec"

NeoOverlay_BlendLink

Composites an effect layer onto a background layer using a blend mode. The blend result is rendered on the background layer's overlay.

Parameter	Description
Background	Rectangle that receives the blend result
BlendMode	Blend mode name (see below)
EffectLayer	Rectangle with the effect (fog, glow, etc.)
OpacityOverride	Blend strength 0-255 (combined with layer opacity)

NeoOverlay_BlendLink "BGImageRec" "Screen" "FogRec" "200"

Available Blend Modes: Normal, Multiply, Screen, Overlay, Darken, Lighten, Add, Subtract

Mode	Description
Screen	Great for fog, light beams, and glow on dark backgrounds
Multiply	Darkens. Good for shadows and vignettes
Overlay	Increases contrast. Combines Screen and Multiply
Add	Brightens aggressively. Good for intense light effects
Normal	Simple alpha compositing with no blending math

NeoOverlay_BlendUnlink

Removes a blend link. Can be called with either the background or effect layer name.

Parameter	Description
Rectangle	Background or effect layer Rectangle name

NeoOverlay_BlendUnlink "FogRec"

NeoOverlay_OverlayPause

Temporarily drops overlays from always-on-top status so that dialog boxes can appear above them. See the Known Issues section for details.

Parameter	Description
Action	1 to pause (drop TOPMOST), 0 to resume

NeoOverlay_OverlayPause "1"
 MessageBox "Title" "Message"
 NeoOverlay_OverlayPause "0"

Typical Workflows

Simple Background Image

```
NeoOverlay_LayerCreate "BGImageRec" "[PubDir]BG.png" "Fill" "0" "0" "255" "Warm Sunset"
```

Fog Effect with Blend Mode (flicker-free)

```
NeoOverlay_LayerCreate "FogRec" "[PubDir]Fog.png" "Fill" "0" "350" "0" "Warm Sunset"  
NeoOverlay_BlendLink "BGImageRec" "Screen" "FogRec" "200"  
NeoOverlay_LayerSetOpacity "FogRec" "255"
```

Glow Effect with Screen Key (flicker-free)

```
NeoOverlay_LayerCreate "MoonBeamRec" "[PubDir]Moon-Beam.png" "Fill" "0" "0" "0" "No Tint"  
NeoOverlay_LayerScreenKey "MoonBeamRec"  
NeoOverlay_LayerSetOpacity "MoonBeamRec" "200"
```

Tinted Clouds with Screen Key (flicker-free)

```
NeoOverlay_LayerCreate "CloudsRec" "[PubDir]Clouds.png" "Stretch" "0" "0" "0" "No Tint"  
NeoOverlay_LayerSetTint "CloudsRec" "Custom" "180" "30" "0" "220"  
NeoOverlay_LayerScreenKey "CloudsRec"  
NeoOverlay_LayerSetOpacity "CloudsRec" "180"
```

Toggle with Checkbox

```
If "[CheckBox4]" "=" "Checked"  
    NeoOverlay_LayerCreate "FogRec" "[PubDir]Fog.png" "Fill" "0" "350" "0" "Warm Sunset"  
    NeoOverlay_BlendLink "BGImageRec" "Screen" "FogRec" "200"  
    NeoOverlay_LayerSetOpacity "FogRec" "255"  
Else  
    NeoOverlay_LayerShowHide "FogRec" "0"  
    NeoOverlay_BlendUnlink "FogRec"  
EndIf
```

Known Issues

AlertBox and Dialog Boxes Appear Behind Overlays

Overlay windows use the Windows TOPMOST flag to stay visible above VisualNEO Win's form. This means AlertBox, MessageBox, file dialogs, and other modal windows may appear behind the overlays, making them impossible to interact with.

Workaround: Use OverlayPause before and after any dialog:

```
NeoOverlay_OverlayPause "1"  
AlertBox "My Title" "My message here"  
NeoOverlay_OverlayPause "0"
```

Don't Use "Always-On-Bottom" Layer Order

Overlays use the TOPMOST flag to remain visible above VisualNEO Win's form. Do not place overlays on Rectangles that use the Always on Bottom layer order, as this conflicts with the TOPMOST positioning and will cause rendering problems.

Tips

Avoid flicker: Always create layers at opacity 0, apply all effects (tint, screen key), then reveal with `LayerSetOpacity`.

Screen key vs. blend: Use `LayerScreenKey` when you have a single effect image on a black background and don't need to composite with another layer. Use `BlendLink` with Screen mode when you need to blend two layers together.

Custom tints: Start with a preset close to what you want, then switch to Custom and adjust. The Strength parameter (0-255) controls how much tint is applied over the original image.

Performance: Layers only re-render when something changes (dirty flag). Window dragging uses lightweight repositioning without re-rendering pixels.