

NeoOverlay & NeoWin Animator

User Guide — Version 2.0

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Installation

1. Compile each **.pb** file as a **32-bit Shared DLL** in PureBasic 6.21 (x86)
2. Rename each **.dll** to **.nbp**
3. In VisualNEO Win: **Options** → **Install Plug-Ins** → select each **.nbp** file

Getting Started

Place a **Rectangle** on your page. Set transparency to **Hollow** and Visible = True. This is the host for your overlay.

Load a PNG onto the Rectangle:

```
NeoOverlay_LayerCreate "MyRect" "[PubDir]MyImage.png" "Original" "0" "0" "255" "No  
Tint"
```

Animate it across the screen:

```
neoAnimate "MyRect" "" "500,400" "1500" "EaseInOut" "Line" "" "60" "ParentClient"
```

That's it — the overlay moves with the Rectangle automatically.

NeoOverlay Commands

Create / Update a Layer

```
NeoOverlay_LayerCreate "RectName" "PNGPath" "LayoutMode" "OffsetX" "OffsetY"  
"Opacity" "TintPreset"
```

- **LayoutMode** — Original, Stretch, Fit, Fill, or Tile
- **Opacity** — 0 (invisible) to 255 (fully opaque)
- **TintPreset** — No Tint, Warm Sunset, Cool Night, Sepia Old Photo, Red Danger, Blue Ice, Purple Magic, and more

Show / Hide

```
NeoOverlay_LayerShowHide "RectName" "1" ; show  
NeoOverlay_LayerShowHide "RectName" "0" ; hide
```

Change Opacity

```
NeoOverlay_LayerSetOpacity "RectName" "128"
```

Change Tint

```
NeoOverlay_LayerSetTint "RectName" "Blue Ice" "" "" "" ""
```

For custom tint:

```
NeoOverlay_LayerSetTint "RectName" "Custom" "255" "0" "0" "128"
```

Chroma Key (Green Screen)

```
NeoOverlay_LayerScreenKey "RectName" "0" "255" "0" "40"
```

Blend Two Layers

```
NeoOverlay_BlendLink "TopRect" "Multiply" "OutputRect" "-1"
```

Modes: Normal, Multiply, Screen, Overlay, SoftLight, HardLight, Difference, Exclusion

Remove Blend

```
NeoOverlay_BlendUnlink "OutputRect"
```

Destroy Layer

```
NeoOverlay_LayerDestroy "RectName"
```

Pause / Resume All Overlays

```
NeoOverlay_Pause "1"      ; pause  
NeoOverlay_Pause "0"      ; resume
```

NeoWin Animator Commands

Animate an Object

```
neoAnimate "Target" "FromXY" "ToXY" "DurationMs" "Easing" "PathType" "PathData"  
"FPS" "CoordMode"
```

- **Target** — Name of any VisualNEO object
- **FromXY** — Starting "X,Y" position (leave empty to use current position)
- **ToXY** — Ending "X,Y" position
- **DurationMs** — Animation duration in milliseconds
- **Easing** — Linear, EaseIn, EaseOut, or EaseInOut
- **PathType** — Line (straight), QuadBezier (curved arc), or CubicBezier (S-curve)
- **PathData** — QuadBezier: "X,Y" one control point. CubicBezier: "X1,Y1,X2,Y2" two control points.
- **FPS** — Frames per second (default 60)
- **CoordMode** — ParentClient (relative to page) or Screen (absolute)

Add Effects

Call immediately after **neoAnimate** for the same target:

```
neoAnimateEx "Target" "Delay" "Loops" "PingPong" "OnComplete" "Opacity" "Scale"
"Rotation"
```

- **Delay** — Milliseconds to wait before starting
- **Loops** — -1 = infinite, 0 = play once, N = play N times
- **PingPong** — 1 = reverse each loop, 0 = restart from beginning
- **OnComplete** — VisualNEO subroutine name to call when finished
- **Opacity** — "from,to" e.g. "0,255" to fade in (requires NeoOverlay layer)
- **Scale** — "from,to" e.g. "0.5,1.0" to grow from half to full size
- **Rotation** — "from,to" degrees e.g. "0,360" for one full spin (requires NeoOverlay layer)

Leave any field empty to skip that effect.

Stop Animation

```
neoStopAnimate "Target" "0"      ; stop where it is, restore original size/rotation
neoStopAnimate "Target" "1"      ; jump to end position
```

Common Recipes

Arc Toss (Basketball Shot)

```
NeoOverlay_LayerCreate "ImageRec" "[PubDir]Basketball.png" "Fit" "0" "0" "255" "No
Tint"
neoAnimate "ImageRec" "" "500,400" "1500" "EaseInOut" "QuadBezier" "400,-550" "60"
"ParentClient"
```

Tip: The control point "400,-550" pulls the arc high above the window. More negative Y = higher arc.

Spinning Shrinking Shot

```
neoAnimate "ImageRec" "" "500,400" "1500" "EaseInOut" "QuadBezier" "400,-550" "60"
"ParentClient"
neoAnimateEx "ImageRec" "0" "0" "0" "" "" "1.0,0.5" "0,1440"
```

Shrinks to half size with 4 full rotations — looks like it's flying into the distance.

Fade In From Offscreen

```
neoAnimate "ImageRec" "-192,400" "500,400" "2000" "EaseOut" "Line" "" "60"
"ParentClient"
neoAnimateEx "ImageRec" "0" "0" "0" "" "0,255" "" ""
```

Infinite Bounce (PingPong)

```
neoAnimate "ImageRec" "100,100" "100,500" "800" "EaseInOut" "Line" "" "60"  
"ParentClient"  
neoAnimateEx "ImageRec" "0" "-1" "1" "" "" "" ""
```

Stop with: neoStopAnimate "ImageRec" "0"

Slow Scroll Across Screen

```
neoAnimate "Button3" "" "1024,200" "5000" "Linear" "Line" "" "60" "ParentClient"
```

Delayed Entrance With Callback

```
neoAnimate "ImageRec" "-192,624" "400,300" "2000" "EaseOut" "QuadBezier" "350,-450"  
"60" "ParentClient"  
neoAnimateEx "ImageRec" "500" "0" "0" "OnArrived" "0,255" "0.3,1.0" "0,360"
```

Waits 500ms, then fades in + scales up + spins. Calls subroutine "OnArrived" when done.

S-Curve Path (CubicBezier)

```
neoAnimate "ImageRec" "100,400" "900,400" "2000" "EaseInOut" "CubicBezier"  
"300,100,700,700" "60" "ParentClient"
```

Two control points create an S-shaped path. First point (300,100) pulls up near the start, second (700,700) pulls down near the end.

Reset to Starting Position

```
neoStopAnimate "ImageRec" "0"  
neoAnimate "ImageRec" "" "-192,624" "1" "Linear" "Line" "" "60" "ParentClient"
```

The 1ms duration makes it instant. Original size and rotation are restored automatically.

Tips

- **Rectangle setup** — Set transparency to Hollow and Visible = True before creating overlays.
- **60 FPS is ideal** — Higher values don't improve smoothness due to Windows timer precision.
- **Easing matters** — EaseInOut gives the most natural feel for most animations.
- **QuadBezier control point** — This is the point the curve bends toward, not a point the object passes through. More negative Y = higher arc. Shift X to control where the peak occurs.
- **CubicBezier control points** — Two control points: the first pulls the curve near the start, the second pulls near the end. Use for S-curves, swoops, and complex paths. Format: "X1,Y1,X2,Y2".
- **Scale restores automatically** — When you call neoAnimate again, the Rectangle snaps back to its original size.
- **Any object can animate** — neoAnimate works on Buttons, Text, Pictures — not just Rectangles. But only Rectangles with NeoOverlay layers support Opacity and Rotation effects.
- **Freeware** — Both plugins are free to use and distribute.