



NeoVideoEditor

VERSION 1.3

Professional Video Editing Plugin for VisualNeo Win

User Manual & Action Reference

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Powered by



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IMPORTANT: FFmpeg Installation

YOU MUST READ THIS SECTION BEFORE USING THE PLUGIN

NeoVideoEditor requires FFmpeg to perform all video processing. Without FFmpeg installed and accessible, the plugin cannot trim, convert, render, or apply any effects to your videos.

What is FFmpeg?

FFmpeg is a free, open-source multimedia framework used by professionals worldwide. NeoVideoEditor uses three components from the FFmpeg package:

Action	Description
<code>ffmpeg.exe</code>	The main encoder/decoder. Required for ALL video processing actions.
<code>ffprobe.exe</code>	Media analyzer. Required for reading video info (duration, resolution, codec, etc.).
<code>ffplay.exe</code>	Media player. Required ONLY for preview features (NVE_PreviewInRect, NLE Preview). Optional but recommended.

Where to Download

! IMPORTANT: You MUST download the FULL build, not the 'essentials' build. The essentials build is missing ffplay.exe and some codecs.

Download FFmpeg from one of these official sources:

<https://www.gyan.dev/ffmpeg/builds/>

Download: `ffmpeg-release-full.7z`
This contains `ffmpeg.exe`, `ffprobe.exe`, AND `ffplay.exe`

<https://github.com/BtbN/FFmpeg-Builds/releases>

Download: `ffmpeg-master-latest-win64-gpl.zip`

Where to Place the Files

After downloading, extract the ZIP/7z file. Inside you will find a bin folder containing the three .exe files. Copy these files to ONE of the following locations:

 **TIP:** The easiest method: Place `ffmpeg.exe`, `ffprobe.exe`, and `ffplay.exe` directly in the same folder as your .pub file.

The plugin auto-detects FFmpeg by searching these locations in order:

1. Path set by `NVE_SetFFmpegPath` (if called)
2. `[PubDir]` (same folder as your .pub file)
3. `[PubDir]\bin`

4. [PubDir]\ffmpeg\bin
5. The plugin's own folder
6. Windows Registry (FFmpeg installer keys)
7. System PATH environment variable
8. C:\ffmpeg\bin, Program Files, etc.

Verifying Installation

Add this to your Page Enter action to verify FFmpeg is detected:

```
NVE_DetectFFmpeg "[FFmpegFound]"
If "[FFmpegFound]" "=" "True"
  NVE_GetVersion "[FFmpegVer]"
  MsgBox "Success" "FFmpeg [FFmpegVer] detected!"
Else
  MsgBox "Error" "FFmpeg not found! Place ffmpeg.exe in [PubDir]"
EndIf
```

! IMPORTANT: When you publish your app as an EXE, you must include the FFmpeg files in your distribution. The end user's computer needs these files too!

For Published Applications

When distributing your compiled application to end users, include the FFmpeg executables alongside your EXE. The recommended structure:

```
MyApp/
  MyApp.exe      (your compiled application)
  ffmpeg.exe     (required)
  ffprobe.exe    (required)
  ffplay.exe     (optional, for preview features)
```



NeoVideoEditor is powered by FFmpeg — <https://ffmpeg.org>

2. Introduction

NeoVideoEditor V1.3 is a comprehensive video editing plugin for VisualNeo Win. It provides 148 actions across 19 categories, giving you complete control over video processing, editing, playback, and rendering directly from your VisualNeo Win publications.

Key Features

- 148 actions across 19 categories for complete video control
- Full NLE (Non-Linear Editor) timeline with 6 tracks: V1, V2, FX, TX, A1, A2
- Interactive filmstrip with frame thumbnails, waveform display, and split points
- 35 transition types including fade, dissolve, wipe, slide, zoom, and more
- 15 real-time video effects: grayscale, sepia, blur, sharpen, vignette, and more
- Embedded MCI video player with play, pause, seek, speed, volume, and fullscreen
- Export to 13 formats: MP4, WebM, AVI, MKV, MOV, FLV, TS, WMV, GIF, MP3, WAV, FLAC, OGG
- Chroma key (green/blue screen), stabilization, denoising, subtitle burning
- Drag-and-drop overlay positioning for text and watermarks
- Batch processing for applying filters to entire folders of video
- Project save/load for NLE timeline sessions
- Automatic backup and undo support

Requirements

- VisualNeo Win (latest version recommended)
- Windows 10 or later
- FFmpeg full build (ffmpeg.exe + ffprobe.exe + ffplay.exe) — see Chapter 1

3. Getting Started

Follow these steps to start using NeoVideoEditor in your VisualNeo Win project:

Step 1: Install the Plugin

Place the NeoVideoEditor.nbp file into your VisualNeo Win Plugins folder. Restart VisualNeo Win. The plugin actions will appear in the action menu under the NeoVideoEditor categories.

Step 2: Place FFmpeg Files

Copy ffmpeg.exe, ffprobe.exe, and ffplay.exe to the same folder as your .pub file. See Chapter 1 for download links.

Step 3: Detect FFmpeg on Startup

In your Page Enter action, detect FFmpeg:

```
NVE_DetectFFmpeg "[FFmpegFound]"
If "[FFmpegFound]" "=" "True"
    NVE_GetVersion "[FFmpegVer]"
EndIf
```

Step 4: Load and Play a Video

Create a Rectangle object on your page (e.g. "VideoRect"), then in a button action:

```
FileOpenBox "Select Video" "Video|*.mp4;*.avi;*.mkv|All|*.*" "" "[InputFile]" ""
If "[InputFile]" "<>" ""
    NVE_PlayerCreate "VideoRect" "[InputFile]" "[Status]"
    NVE_PlayerPlay "VideoRect"
    NVE_GetDuration "[InputFile]" "[Duration]"
EndIf
```

✓ **TIP:** All Rectangle names must match exactly (case-sensitive) between your VisualNeo page objects and the action parameters.

Quick Example: Trim a Video

```
NVE_SmartOutput "[InputFile]" "trimmed" "[OutputFile]"
NVE_Trim "[InputFile]" "00:00:10" "00:01:30" "[OutputFile]"
AlertBox "Done" "Trimmed video saved to [OutputFile]"
```

4. Configuration Actions

Action	Description
NVE_SetFFmpegPath	Set the folder containing ffmpeg.exe and ffprobe.exe manually.
NVE_GetFFmpegPath	Get the current FFmpeg path into a variable.
NVE_GetVersion	Get FFmpeg version string (e.g. "7.1").
NVE_DetectFFmpeg	Auto-detect FFmpeg. Returns True/False. Sets [NVE_FFmpegPath] and [NVE_FFmpegVersion].

NVE_SetFFmpegPath

```
| NVE_SetFFmpegPath "C:\ffmpeg\bin"
```

Overrides auto-detection. Also checks \bin and \ffmpeg\bin subfolders.

NVE_GetFFmpegPath

```
| NVE_GetFFmpegPath "[FFPath]"
```

NVE_GetVersion

```
| NVE_GetVersion "[FFVer]"
```

NVE_DetectFFmpeg

```
| NVE_DetectFFmpeg "[Found]"
```

5. Media Info Actions

Action	Description
NVE_GetDuration	Get duration as HH:MM:SS.ms. Also sets [NVE_DurationSec].
NVE_GetResolution	Get width and height in pixels.
NVE_GetFrameRate	Get FPS value (e.g. "29.97").
NVE_GetCodecInfo	Get video and audio codec names.
NVE_GetBitrate	Get total bitrate in kbps.
NVE_GetFileSize	Get file size in bytes.
NVE_GetAudioInfo	Get sample rate (Hz) and channel count.
NVE_GetFullInfo	Get complete FFprobe JSON output for advanced parsing.

NVE_GetDuration

```
| NVE_GetDuration "[InputFile]" "[Duration]"
```

NVE_GetResolution

```
| NVE_GetResolution "[InputFile]" "[Width]" "[Height]"
```

NVE_GetFrameRate

```
| NVE_GetFrameRate "[InputFile]" "[FPS]"
```

NVE_GetCodecInfo

```
| NVE_GetCodecInfo "[InputFile]" "[VCodec]" "[ACodec]"
```

NVE_GetBitrate

```
| NVE_GetBitrate "[InputFile]" "[Bitrate]"
```

NVE_GetFileSize

```
| NVE_GetFileSize "[InputFile]" "[Size]"
```

NVE_GetAudioInfo

```
| NVE_GetAudioInfo "[InputFile]" "[SampleRate]" "[Channels]"
```

NVE_GetFullInfo

```
| NVE_GetFullInfo "[InputFile]" "[FullJSON]"
```


6. Trim & Cut Actions

Action	Description
NVE_Trim	Fast trim using stream copy. Very fast but may not be frame-accurate.
NVE_TrimExact	Frame-accurate trim with re-encoding. Slower but precise.
NVE_Split	Split video into two files at a timestamp.
NVE_RemoveSegment	Cut out a middle section and join the rest.

NVE_Trim

```
| NVE_Trim "[InputFile]" "00:01:00" "00:02:30" "[OutputFile]"
```

Times accept HH:MM:SS, HH:MM:SS.ms, or seconds (e.g. "90.5").

NVE_TrimExact

```
| NVE_TrimExact "[InputFile]" "00:01:00" "00:02:30" "[OutputFile]"
```

NVE_Split

```
| NVE_Split "[InputFile]" "00:05:00" "[Part1]" "[Part2]"
```

NVE_RemoveSegment

```
| NVE_RemoveSegment "[InputFile]" "00:02:00" "00:03:00" "[OutputFile]"
```

7. Join & Merge Actions

Action	Description
NVE_Concat	Concatenate multiple videos. Files must share codec and resolution.
NVE_ConcatTransition	Join two videos with a transition effect.
NVE_Overlay	Picture-in-picture at a fixed position.
NVE_OverlayAdvanced	PiP with timing, scale, and position control.
NVE_ReplaceAudio	Replace the entire audio track with a new file.
NVE_MixAudio	Mix additional audio over existing (0.0-1.0 volume).

NVE_Concat

```
| NVE_Concat "clip1.mp4,clip2.mp4,clip3.mp4" "[OutputFile]"
```

NVE_ConcatTransition

```
| NVE_ConcatTransition "[File1]" "[File2]" "dissolve" "1.5" "[Output]"
```

NVE_Overlay

```
| NVE_Overlay "[Base]" "[Overlay]" "50" "50" "[Output]"
```

NVE_OverlayAdvanced

```
| NVE_OverlayAdvanced "[Base]" "[Overlay]" "50" "50" "320" "5" "15" "[Out]"
```

NVE_ReplaceAudio

```
| NVE_ReplaceAudio "[Video]" "[NewAudio.mp3]" "[Output]"
```

NVE_MixAudio

```
| NVE_MixAudio "[Video]" "[Music.mp3]" "0.3" "[Output]"
```

8. Transform Actions

Action	Description
NVE_Resize	Resize video. Use -1 for auto aspect ratio.
NVE_Crop	Crop a rectangular region from the video.
NVE_Rotate	Rotate by 90, 180, 270, or any angle.
NVE_Flip	Mirror: horizontal, vertical, or both.
NVE_Speed	Change speed. 0.5=slow-mo, 2.0=fast. Range 0.25-4.0.
NVE_FrameRate	Change frame rate (e.g. 24, 30, 60 FPS).
NVE_Pad	Add letterbox padding with a color fill.
NVE_ScaleToFit	Scale to fit within bounds, preserving aspect ratio.

NVE_Resize

```
| NVE_Resize "[Input]" "1280" "-1" "[Output]"
```

NVE_Crop

```
| NVE_Crop "[Input]" "640" "480" "100" "50" "[Output]"
```

NVE_Rotate

```
| NVE_Rotate "[Input]" "90" "[Output]"
```

NVE_Flip

```
| NVE_Flip "[Input]" "horizontal" "[Output]"
```

NVE_Speed

```
| NVE_Speed "[Input]" "2.0" "[Output]"
```

NVE_FrameRate

```
| NVE_FrameRate "[Input]" "30" "[Output]"
```

NVE_Pad

```
| NVE_Pad "[Input]" "1920" "1080" "black" "[Output]"
```

NVE_ScaleToFit

```
| NVE_ScaleToFit "[Input]" "1920" "1080" "[Output]"
```

9. Audio Actions

Action	Description
NVE_ExtractAudio	Extract audio to mp3, wav, aac, flac, or ogg.
NVE_SetVolume	Adjust volume. 1.0=normal, 0.5=half, 2.0=double.
NVE_FadeAudioIn	Fade audio in from silence over N seconds.
NVE_FadeAudioOut	Fade audio out to silence over the last N seconds.
NVE_Mute	Remove all audio, output is silent video.
NVE_Normalize	Normalize audio levels (two-pass).
NVE_AddAudio	Add audio track with delay. Original audio is kept.

NVE_ExtractAudio

```
| NVE_ExtractAudio "[Input]" "mp3" "[Output.mp3]"
```

NVE_SetVolume

```
| NVE_SetVolume "[Input]" "1.5" "[Output]"
```

NVE_FadeAudioIn

```
| NVE_FadeAudioIn "[Input]" "3" "[Output]"
```

NVE_FadeAudioOut

```
| NVE_FadeAudioOut "[Input]" "3" "[Output]"
```

NVE_Mute

```
| NVE_Mute "[Input]" "[Output]"
```

NVE_Normalize

```
| NVE_Normalize "[Input]" "[Output]"
```

NVE_AddAudio

```
| NVE_AddAudio "[Video]" "[Audio]" "5.0" "[Output]"
```

10. Effects & Filters Actions

Action	Description
NVE_Brightness	Adjust brightness (-1.0 to 1.0). 0=unchanged.
NVE_Contrast	Adjust contrast. 1.0=normal, 0.5-2.0 typical.
NVE_Saturation	Adjust color. 0=grayscale, 1.0=normal, 2.0=vivid.
NVE_ColorBalance	All-in-one: brightness, contrast, saturation.
NVE_Blur	Apply blur (1=slight, 10=heavy, 20=max).
NVE_Sharpener	Sharpen (1=subtle, 5=medium, 10=max).
NVE_Grayscale	Convert to black and white.
NVE_Sepia	Apply vintage sepia tone.
NVE_Vignette	Darken edges. PI/4=medium, PI/2=strong.
NVE_TextOverlay	Burn text onto video at X,Y position.
NVE_Watermark	Overlay image. Position: topleft/topright/bottomleft/bottomright/center.
NVE_FadeIn	Fade in from black at start.
NVE_FadeOut	Fade out to black at end.
NVE_DrawBox	Draw a rectangle. Use "fill" for solid.
NVE_CustomFilter	Apply any raw FFmpeg filter string.

NVE_Brightness

```
| NVE_Brightness "[In]" "0.1" "[Out]"
```

NVE_Contrast

```
| NVE_Contrast "[In]" "1.3" "[Out]"
```

NVE_Saturation

```
| NVE_Saturation "[In]" "1.5" "[Out]"
```

NVE_ColorBalance

```
| NVE_ColorBalance "[In]" "0.05" "1.2" "1.3" "[Out]"
```

NVE_Blur

```
| NVE_Blur "[In]" "5" "[Out]"
```

NVE_Sharpener

```
| NVE_Sharpener "[In]" "3" "[Out]"
```

NVE_Grayscale

```
| NVE_Grayscale "[In]" "[Out]"
```

NVE_Sepia

```
| NVE_Sepia "[In]" "[Out]"
```

NVE_Vignette

```
| NVE_Vignette "[In]" "PI/4" "[Out]"
```

NVE_TextOverlay

```
| NVE_TextOverlay "[In]" "Hello" "36" "white" "50" "50" "[Out]"
```

NVE_Watermark

```
| NVE_Watermark "[In]" "logo.png" "bottomright" "0.5" "[Out]"
```

NVE_FadeIn

```
| NVE_FadeIn "[In]" "2" "[Out]"
```

NVE_FadeOut

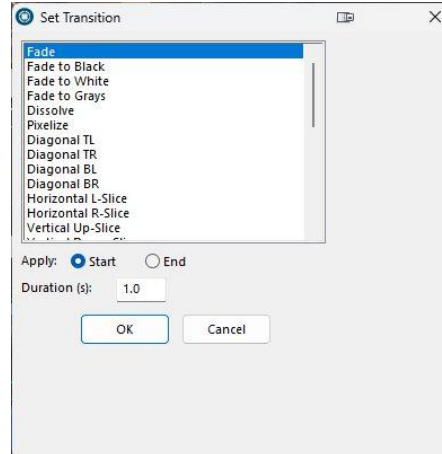
```
| NVE_FadeOut "[In]" "2" "[Out]"
```

NVE_DrawBox

```
| NVE_DrawBox "[In]" "10" "10" "200" "100" "red" "3" "[Out]"
```

NVE_CustomFilter

```
| NVE_CustomFilter "[In]" "curves=vintage" "[Out]"
```



The Add Effect dialog showing 15 available effects for the NLE timeline FX track.

11. Image Extraction Actions

Action	Description
NVE_ExtractFrame	Extract single frame as PNG/JPG.
NVE_ExtractFrames	Extract frames at intervals.
NVE_Thumbnail	Auto-generate thumbnail from video midpoint.
NVE_ContactSheet	Create grid of thumbnail frames.
NVE_ExtractGIF	Extract segment as animated GIF.

NVE_ExtractFrame

```
| NVE_ExtractFrame "[In]" "00:01:30" "frame.png"
```

NVE_ExtractFrames

```
| NVE_ExtractFrames "[In]" "0" "60" "1" "frame_%04d.png"
```

NVE_Thumbnail

```
| NVE_Thumbnail "[In]" "thumb.jpg"
```

NVE_ContactSheet

```
| NVE_ContactSheet "[In]" "4" "4" "contact.jpg"
```

NVE_ExtractGIF

```
| NVE_ExtractGIF "[In]" "10" "5" "320" "10" "clip.gif"
```

12. Format & Export Actions

Action	Description
NVE_Convert	Convert format by file extension.
NVE_ConvertAdvanced	Full codec/quality control.
NVE_ToMP4	Quick convert to MP4 (H.264+AAC).
NVE_ToWebM	Quick convert to WebM (VP9+Opus).
NVE_ToGIF	Convert to animated GIF.
NVE_SetBitrate	Re-encode at specific video/audio bitrate.
NVE_Compress	Compress to target file size in MB.
NVE_ExportDialog	Opens native export dialog with format/codec/quality pickers.

NVE_Convert

```
| NVE_Convert "[In.avi]" "[Out.mp4]"
```

NVE_ConvertAdvanced

```
| NVE_ConvertAdvanced "[In]" "h264" "aac" "medium" "[Out]"
```

VCodec: h264, h265, vp9, av1, mpeg4, copy. ACodec: aac, mp3, opus, flac, copy, none. Quality: low, medium, high, lossless.

NVE_ToMP4

```
| NVE_ToMP4 "[In]" "medium" "[Out.mp4]"
```

NVE_ToWebM

```
| NVE_ToWebM "[In]" "medium" "[Out.webm]"
```

NVE_ToGIF

```
| NVE_ToGIF "[In]" "320" "10" "[Out.gif]"
```

NVE_SetBitrate

```
| NVE_SetBitrate "[In]" "5000k" "192k" "[Out]"
```

NVE_Compress

```
| NVE_Compress "[In]" "25" "[Out]"
```

NVE_ExportDialog

```
| NVE_ExportDialog "[InputFile]"
```


13. Advanced Actions

Action	Description
NVE_ChromaKey	Green/blue screen removal.
NVE_Stabilize	Two-pass stabilization (low/medium/high).
NVE_Denoise	Reduce noise/grain (light/medium/heavy).
NVE_BurnSubtitles	Permanently burn SRT subtitles.
NVE_Deinterlace	Remove interlacing artifacts.
NVE_Reverse	Reverse video and audio playback.
NVE_Loop	Loop video N times.
NVE_FromImages	Create video from numbered image sequence.
NVE_FromImage	Create video from still image + audio.
NVE_Batch	Batch process folder of videos.

NVE_ChromaKey

```
| NVE_ChromaKey "[Foreground]" "[Background]" "green" "0.3" "[Out]"
```

NVE_Stabilize

```
| NVE_Stabilize "[In]" "medium" "[Out]"
```

NVE_Denoise

```
| NVE_Denoise "[In]" "medium" "[Out]"
```

NVE_BurnSubtitles

```
| NVE_BurnSubtitles "[In]" "subs.srt" "24" "FFFFFF" "[Out]"
```

NVE_Deinterlace

```
| NVE_Deinterlace "[In]" "[Out]"
```

NVE_Reverse

```
| NVE_Reverse "[In]" "[Out]"
```

NVE_Loop

```
| NVE_Loop "[In]" "3" "[Out]"
```

NVE_FromImages

```
| NVE_FromImages "frame_%04d.png" "30" "10" "[Out]"
```

NVE_FromImage

```
| NVE_FromImage "cover.jpg" "song.mp3" "180" "[Out]"
```

NVE_Batch

```
NVE_Batch "C:\Videos" "mp4" "grayscale" "" "C:\Output"
```

14. Embedded Player Actions

Action	Description
NVE_PlayerCreate	Create player inside a Rectangle. Uses MCI.
NVE_PlayerDestroy	Destroy player and free resources.
NVE_PlayerPlay	Start/resume playback.
NVE_PlayerPause	Pause at current position.
NVE_PlayerStop	Stop and rewind to start.
NVE_PlayerSeek	Jump to time (seconds or HH:MM:SS).
NVE_PlayerVolume	Set volume: 0=mute, 100=max.
NVE_PlayerPosition	Get current position. Also sets [NVE_PositionSec].
NVE_PlayerState	Get state: Playing, Paused, Stopped, Idle.
NVE_PlayerLoop	Enable/disable loop. 1=on, 0=off.
NVE_PlayerLoad	Load new video into existing player.
NVE_PlayerSpeed	Set speed: 0.25 to 4.0.
NVE_PlayerFullscreen	Toggle fullscreen. true/false.
NVE_Preview	Preview filter effect in player (15 sec clip).
NVE_PreviewInRect	Non-blocking preview via ffmpeg.
NVE_PreviewStop	Kill any running ffmpeg preview.

NVE_PlayerCreate

```
| NVE_PlayerCreate "VideoRect" "[InputFile]" "[Status]"
```

NVE_PlayerDestroy

```
| NVE_PlayerDestroy "VideoRect"
```

NVE_PlayerPlay

```
| NVE_PlayerPlay "VideoRect"
```

NVE_PlayerPause

```
| NVE_PlayerPause "VideoRect"
```

NVE_PlayerStop

```
| NVE_PlayerStop "VideoRect"
```

NVE_PlayerSeek

```
| NVE_PlayerSeek "VideoRect" "30.5"
```

NVE_PlayerVolume

```
| NVE_PlayerVolume "VideoRect" "75"
```

NVE_PlayerPosition

```
| NVE_PlayerPosition "VideoRect" "[Pos]"
```

NVE_PlayerState

```
| NVE_PlayerState "VideoRect" "[State]"
```

NVE_PlayerLoop

```
| NVE_PlayerLoop "VideoRect" "1"
```

NVE_PlayerLoad

```
| NVE_PlayerLoad "VideoRect" "[NewFile]"
```

NVE_PlayerSpeed

```
| NVE_PlayerSpeed "VideoRect" "1.5"
```

NVE_PlayerFullscreen

```
| NVE_PlayerFullscreen "VideoRect" "true"
```

NVE_Preview

```
| NVE_Preview "VideoRect" "hue=s=0"
```

NVE_PreviewInRect

```
| NVE_PreviewInRect "VideoRect" "negate"
```

NVE_PreviewStop

```
| NVE_PreviewStop
```

15. FrameStrip & Waveform

Action	Description
NVE_FrameStripCreate	Create interactive filmstrip synced to player. Click to seek.
NVE_FrameStripDestroy	Remove filmstrip display.
NVE_FrameStripAddMarker	Add colored marker at a time position.
NVE_FrameStripClearMarkers	Remove all markers.
NVE_WaveformCreate	Create audio waveform display synced to player.
NVE_WaveformDestroy	Remove waveform display.
NVE_FrameStripZoom	Set zoom: 1=full video, 5=fine detail. Ctrl+MouseWheel also works.

NVE_FrameStripCreate

```
| NVE_FrameStripCreate "FSRect" "[InputFile]" "VideoRect"
```

NVE_FrameStripDestroy

```
| NVE_FrameStripDestroy "FSRect"
```

NVE_FrameStripAddMarker

```
| NVE_FrameStripAddMarker "FSRect" "30.0" "Chapter 2" "green"
```

NVE_FrameStripClearMarkers

```
| NVE_FrameStripClearMarkers "FSRect"
```

NVE_WaveformCreate

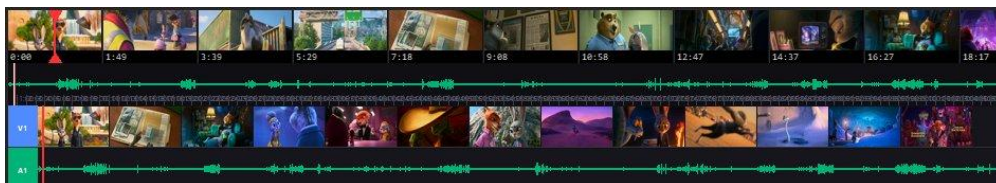
```
| NVE_WaveformCreate "WaveRect" "[InputFile]" "VideoRect"
```

NVE_WaveformDestroy

```
| NVE_WaveformDestroy "WaveRect"
```

NVE_FrameStripZoom

```
| NVE_FrameStripZoom "FSRect" "3"
```



FrameStrip (top), Waveform (middle), and Track Lanes (bottom) showing a video with audio.



FrameStrip zoomed in showing individual frame thumbnails and split points (hatched areas indicate trimmed regions).

16. Track Lanes

Action	Description
NVE_TrackLaneCreate	Create V1+A1 track lane display.
NVE_TrackLaneAddAudio	Add secondary audio track (A2).
NVE_TrackLaneDestroy	Remove track lanes.

NVE_TrackLaneCreate

```
| NVE_TrackLaneCreate "TrkRect" "[Video]" "[Audio]" "VideoRect"
```

NVE_TrackLaneAddAudio

```
| NVE_TrackLaneAddAudio "TrkRect" "music.mp3" "BGM" "orange"
```

NVE_TrackLaneDestroy

```
| NVE_TrackLaneDestroy "TrkRect"
```

17. Overlay Preview System

Action	Description
NVE_OverlayPreviewText	Show draggable text on player. Drag to move, wheel to resize.
NVE_OverlayPreviewImage	Show draggable image. Drag to move, wheel to resize.
NVE_OverlayPreviewDestroy	Remove overlay from player.
NVE_OverlayPreviewGetPos	Get final X,Y,W,H after user positions overlay.
NVE_OverlayPreviewUpdate	Update text/size while displayed.
NVE_OverlayPreviewLock	Lock position (1=fixed, 0=movable).

NVE_OverlayPreviewText

```
| NVE_OverlayPreviewText "VideoRect" "Title Here" "36" "white"
```

NVE_OverlayPreviewImage

```
| NVE_OverlayPreviewImage "VideoRect" "logo.png" "200" "0.5"
```

NVE_OverlayPreviewDestroy

```
| NVE_OverlayPreviewDestroy "VideoRect"
```

NVE_OverlayPreviewGetPos

```
| NVE_OverlayPreviewGetPos "VideoRect" "[OX]" "[OY]" "[OW]" "[OH]"
```

NVE_OverlayPreviewUpdate

```
| NVE_OverlayPreviewUpdate "VideoRect" "New Text" "48"
```

NVE_OverlayPreviewLock

```
| NVE_OverlayPreviewLock "VideoRect" "1"
```


18. Utility Actions

Action	Description
NVE_Undo	Undo last encoding by restoring backup.
NVE_SmartOutput	Auto-generate output filename with suffix.

NVE_Undo

```
NVE_Undo "[TargetFile]" "[Result]"
```

NVE_SmartOutput

```
NVE_SmartOutput "[InputFile]" "edited" "[OutputFile]"
```

Example: video.mp4 + "edited" = video_edited.mp4

19. Transitions System

Action	Description
NVE_TransitionAdd	Add transition at a timecode.
NVE_TransitionRemove	Remove transition by index.
NVE_TransitionClear	Clear all transitions.
NVE_TransitionList	Get all transitions as semicolon-separated list.
NVE_TransitionRender	Render video with all transitions applied.
NVE_TransitionTypes	Get all 35 available transition type names.

NVE_TransitionAdd

```
| NVE_TransitionAdd "10.0" "dissolve" "1.5" "[Index]"
```

NVE_TransitionRemove

```
| NVE_TransitionRemove "0" "[Result]"
```

NVE_TransitionClear

```
| NVE_TransitionClear
```

NVE_TransitionList

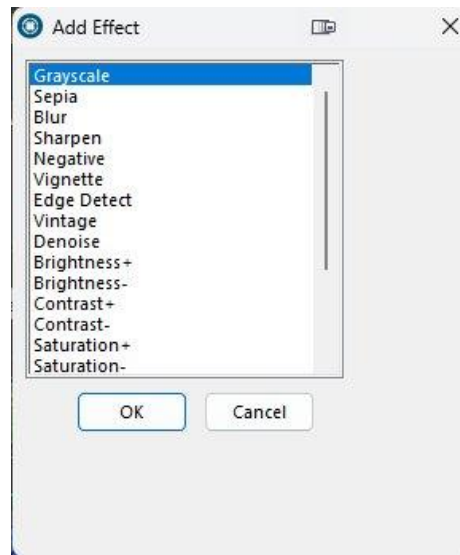
```
| NVE_TransitionList "[List]"
```

NVE_TransitionRender

```
| NVE_TransitionRender "[In]" "10.0,20.0,30.0" "[Out]"
```

NVE_TransitionTypes

```
| NVE_TransitionTypes "[Types]"
```



The Set Transition dialog showing 35 available types with Apply Start/End and Duration controls.

✓ **TIP:** 35 transition types available: Fade, Fade to Black, Fade to White, Fade to Grays, Dissolve, Pixelize, Diagonal TL/TR/BL/BR, Horizontal/Vertical Slices, Wipes, Slides, Circle, Radial, Zoom, and many more.

20. Interactive Splits System

Action	Description
NVE_SplitAdd	Add split at playhead position (orange diamond).
NVE_SplitRemove	Remove selected split (click diamond first).
NVE_SplitClear	Clear all splits.
NVE_SplitList	Get splits as semicolon-separated list.
NVE_SplitSetTransition	Set entry transition for selected split.
NVE_SplitGetSelected	Get info about selected split.
NVE_SplitGetCount	Get total number of splits.
NVE_SplitRender	Render with all splits and transitions applied.
NVE_SplitPickTransition	Show transition picker dialog.
NVE_SplitInsertClip	Insert a clip at split point.
NVE_SplitSetTransitionOut	Set exit transition for inserted clip.
NVE_SplitPickTransitionOut	Show picker for exit transition.

NVE_SplitAdd

```
| NVE_SplitAdd "FSRect"
```

NVE_SplitRemove

```
| NVE_SplitRemove "FSRect"
```

NVE_SplitClear

```
| NVE_SplitClear "FSRect"
```

NVE_SplitList

```
| NVE_SplitList "FSRect" "[Splits]"
```

NVE_SplitSetTransition

```
| NVE_SplitSetTransition "FSRect" "fade" "1.0"
```

NVE_SplitGetSelected

```
| NVE_SplitGetSelected "FSRect" "[Time]" "[Type]" "[Dur]"
```

NVE_SplitGetCount

```
| NVE_SplitGetCount "FSRect" "[Count]"
```

NVE_SplitRender

```
| NVE_SplitRender "FSRect" "[InputFile]" "[OutputFile]"
```

NVE_SplitPickTransition

```
| NVE_SplitPickTransition "FSRect"
```

NVE_SplitInsertClip

```
| NVE_SplitInsertClip "FSRect" "insert.mp4"
```

NVE_SplitSetTransitionOut

```
| NVE_SplitSetTransitionOut "FSRect" "fade" "1.0"
```

NVE_SplitPickTransitionOut

```
| NVE_SplitPickTransitionOut "FSRect"
```

21. NLE Timeline System

Action	Description
NVE_TimelineCreate	Create 6-track NLE timeline inside a Rectangle.
NVE_TimelineDestroy	Destroy timeline.
NVE_TimelineAddClip	Add clip. Track: V1/V2/FX/TX/A1/A2. Type: 0-4.
NVE_TimelineRemoveClip	Remove clip by track and index.
NVE_TimelineClear	Clear all clips from all tracks.
NVE_TimelineSetTransition	Set transition on a clip.
NVE_TimelineMoveClip	Move clip to new start time.
NVE_TimelineTrimClip	Trim clip start and duration.
NVE_TimelineRemoveSelected	Remove currently selected clip.
NVE_TimelineGetState	Get state into [NLE_ClipCount], [NLE_TotalDuration], etc.
NVE_TimelineSnap	Enable/disable snap-to-grid.
NVE_TimelineZoom	Set zoom in pixels per second (2-500).
NVE_TimelineRender	Render full timeline to video file.
NVE_TimelinePreview	Preview 15 seconds from playhead via ffmpeg.
NVE_TimelineSave	Save project to file.
NVE_TimelineLoad	Load project from file.
NVE_TimelineSplit	Split selected clip at playhead.
NVE_TimelineDuplicate	Duplicate selected clip.
NVE_TimelineZoomToFit	Zoom to show entire timeline.
NVE_TimelinePickEffect	Show effect picker dialog, add to FX track.
NVE_TimelinePickText	Show text input dialog, add to TX track.

NVE_TimelineCreate

```
| NVE_TimelineCreate "TLRect" "VideoRect"
```

NVE_TimelineDestroy

```
| NVE_TimelineDestroy "TLRect"
```

NVE_TimelineAddClip

```
| NVE_TimelineAddClip "TLRect" "V1" "0" "[VideoFile]" "Scene 1" "0" "0"
```

Type 0=video, 1=image, 2=effect, 3=text, 4=audio. Start/Duration 0=auto-detect.

NVE_TimelineRemoveClip

```
| NVE_TimelineRemoveClip "TLRect" "V1" "0"
```

NVE_TimelineClear

```
| NVE_TimelineClear "TLRect"
```

NVE_TimelineSetTransition

```
| NVE_TimelineSetTransition "TLRect" "V1" "1" "dissolve" "1.0"
```

NVE_TimelineMoveClip

```
| NVE_TimelineMoveClip "TLRect" "V1" "0" "10.0"
```

NVE_TimelineTrimClip

```
| NVE_TimelineTrimClip "TLRect" "V1" "0" "5.0" "20.0"
```

NVE_TimelineRemoveSelected

```
| NVE_TimelineRemoveSelected "TLRect"
```

NVE_TimelineGetState

```
| NVE_TimelineGetState "TLRect"
```

NVE_TimelineSnap

```
| NVE_TimelineSnap "TLRect" "true"
```

NVE_TimelineZoom

```
| NVE_TimelineZoom "TLRect" "50"
```

NVE_TimelineRender

```
| NVE_TimelineRender "TLRect" "[OutputFile]"
```

NVE_TimelinePreview

```
| NVE_TimelinePreview "TLRect"
```

NVE_TimelineSave

```
| NVE_TimelineSave "TLRect" "project.nvep"
```

NVE_TimelineLoad

```
| NVE_TimelineLoad "TLRect" "project.nvep"
```

NVE_TimelineSplit

```
| NVE_TimelineSplit "TLRect"
```

NVE_TimelineDuplicate

```
| NVE_TimelineDuplicate "TLRect"
```

NVE_TimelineZoomToFit

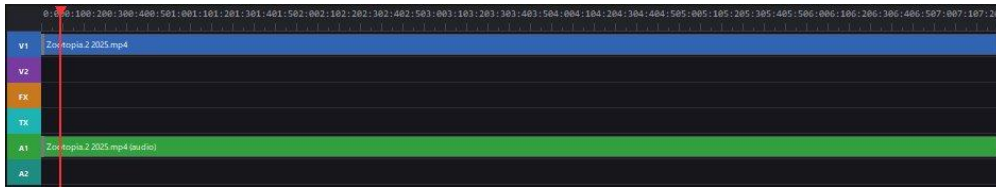
```
| NVE_TimelineZoomToFit "TLRect"
```

NVE_TimelinePickEffect

```
| NVE_TimelinePickEffect "TLRect"
```

NVE_TimelinePickText

NVE_TimelinePickText "TLRect"



The NLE Timeline showing 6 tracks: V1 (blue), V2 (orange), FX (red), TX (yellow), A1 (green), A2 (dark green). The red line is the playhead.

22. Keyboard Shortcuts & Mouse Controls

NLE Timeline

Action	Description
Left Click	Select a clip, or click empty area to move the playhead.
Left Click + Drag	Move a clip to a new position on the timeline.
Right Click	Open context menu with Split, Duplicate, Delete, Set Transition options.
Ctrl+MouseWheel	Zoom in/out on the timeline.
Shift+Click	No modifier needed — click track label area to avoid moving playhead.

FrameStrip

Action	Description
Left Click	Seek the player to the clicked position on the filmstrip.
Click Diamond	Select a split point (turns yellow when selected).
Ctrl+MouseWheel	Zoom in/out on the filmstrip.

Overlay Preview

Action	Description
Left Click + Drag	Reposition the text or image overlay on the video.
Mouse Wheel	Resize the overlay (larger/smaller).



NeoVideoEditor V1.3

Built & Programmed by Christopher Calleja

Kriscall Software Labs

148 Actions | 19 Categories | Powered by FFmpeg

