

NeoParticleAnimator

Quick Start Guide · VisualNEO Win Plugin

Installation

Drop **NeoParticleAnimator.nbp** into your VisualNEO Win plugins folder, then restart VNW. Four new actions become available in the action editor.

The Four Actions

Action	Parameters	Purpose
NeoParticle_Play	Rectangle, Preset, Intensity, Color	Quick play. Pick a preset, set intensity 0-100, optionally override color.
NeoParticle_PlayAdvanced	Rectangle, Preset, Intensity, Options	Full control. Options is a key=value;key=value string.
NeoParticle_Stop	Rectangle	Stop one emitter. Leave blank to stop all.
NeoParticle_StopAll	(none)	Hard-stop every emitter. Use in cleanup handlers.

Basic Usage

Place a **Rectangle** object on your page where you want particles to appear. The rectangle defines the emission area. Then call an action with that rectangle's name:

```
NeoParticle_Play "Rectangle1" "Sparkle" "50" ""
```

That's it. Sparkles will animate inside Rectangle1 until you call **NeoParticle_Stop "Rectangle1"**.

Available Presets

Sparkle	Fire	Rain	Snow
Confetti	MagicDust	Explosion	LightRays
Beams	Glow	Stars	LightBeams
GodRays	Laser	Bubbles	PulseWave
Aurora	Shimmer	AuroraBorealis	

Preset names are case-insensitive. Each one has tuned defaults for its effect type. Adjust the look with sliders in the dialog or with options in PlayAdvanced.

The Advanced Dialog

Double-click any **NeoParticle_PlayAdvanced** action to open the configuration dialog. Live preview shows changes in real time. Key controls:

Preset: chooses the base effect.

Color: override start/end colors with RGB pickers.

Speed / Size / Life / Density / Twinkle: multipliers for the preset's defaults.

Feather: soft edge fade (0 = hard rectangle, 1 = max fade).

Taper Edge: which side is narrow (Top / Bottom / Left / Right).

Mode: Continuous, Burst, or other behavior modes.

Intensity: 0-100, scales spawn rate.

Direction: angle and spread for particle motion.

Uncheck the "Preset" checkbox next to a slider to enable it.

Taper: trapezoidal spawn shape (0 = rectangle, 1 = triangle).

Emit Area: where particles spawn (Full, Center, Top Edge, etc.).

Opacity: overall transparency of the effect.

Tips & Common Patterns

Multiple emitters on one page

Put a separate Rectangle for each effect and call `NeoParticle_PlayAdvanced` on each. The plugin uses a single shared timer internally, so dozens of emitters can run simultaneously without resource issues.

Stop everything cleanly

On exit pages or scene transitions, call **`NeoParticle_StopAll`** with no parameters. It kills every timer, destroys every overlay window, frees all GDI handles, and pumps the Windows message queue to ensure clean shutdown.

Get the rect shape you want

The plugin draws into the rectangle's bounds. For trapezoidal effects (moonlight reflections, fountain spray, light cones), use the **Taper** slider and pick which edge is narrow with **Taper Edge**. For soft edges that blend into surroundings, raise **Feather** to around 0.2-0.4.

Use the right color tone

Effect colors strongly affect believability:

Moonlight on water:	240,245,255 to 170,195,240 (cool silver)
Warm moon reflection:	255,240,200 to 180,160,120 (warm cream)
Fire / torch:	255,220,80 to 200,50,0 (yellow to deep red)
Sunbeams through window:	255,245,210 to 220,220,200 (warm gold)
Aurora borealis:	100,255,180 to 200,100,255 (green to magenta)

Quick Recipe Examples

Moonlight shimmer on water

```
NeoParticle_PlayAdvanced "Reflection" "Shimmer" "60" "colorStart=255,240,200;colorEnd=180,160,120;direction=270,10;feather=0.30;taper=0.70;taperEdge=Top"
```

Snow falling across full screen

```
NeoParticle_PlayAdvanced "SnowRect" "Snow" "70" "emitArea=0.5,0.0,1.1,0.0;direction=90,30"
```

Fire flame

```
NeoParticle_PlayAdvanced "FireRect" "Fire" "70" "feather=0.15"
```

Aurora borealis curtain

```
NeoParticle_PlayAdvanced "AuroraRect" "AuroraBorealis" "70" "feather=0.20;taper=0.40;taperEdge=Bottom"
```

Light beams from window

```
NeoParticle_PlayAdvanced "Beams" "LightBeams" "60" "direction=270,8"
```

Confetti burst

```
NeoParticle_PlayAdvanced "Burst" "Confetti" "80" "mode=Burst:200"
```

Troubleshooting

Nothing shows up

Check rect name spelling. Increase Intensity. Try Opacity = 100. Open the dialog and watch the preview to confirm settings are valid.

Effect cuts off at rect edges

Raise Feather to 0.2-0.4 to soften the edges. Or enlarge the Rectangle to give particles more room.

Too sparse or too dense

Adjust Density slider. Range 0.5x to 5x is normal. Higher values may saturate.

Particles appear in only a small area

Set Taper to 0 (off), or check that Emit Area is "Full Area" not "Center Point".

Color looks wrong after override

If colorStart and colorEnd are far apart with the wrong midpoint, add colorMid=none to disable any 3-stop gradient inherited from the preset.

VNW won't close after running

Add NeoParticle_StopAll to your exit handler. The action ensures all timers and windows are released before VNW shuts down.