

Introduction

This plugin adds multiple map layers that can be static or parallax. Can organize them by Z index, and control a lot of their properties such as position, opacity, blend modes, color adjustments, scale, skew, angle, rotation, all using easing animations! Layers can be defined directly through map note tags for quick setups or through advanced configurations that are saved with the game and can be dynamically created, modified, or removed via plugin commands.

Features

- Create map layers as static or parallax images!
- Changes several settings of the layers like positions, alpha, blend, colors, and much more!
- Organize layers by Z index.
- Use map notes with plugin parameters or plugin command to create layers!
- Changes Tilesize with map notes!

How to Use

This plugin lets you create layers for your maps. You can create layers with plugin commands, plugin parameters, and map note tags. Before getting into that, we need to understand the type of layers we can create.

Image Type

Layer sprites can have an image type. It can be Static or Parallax type.

Static

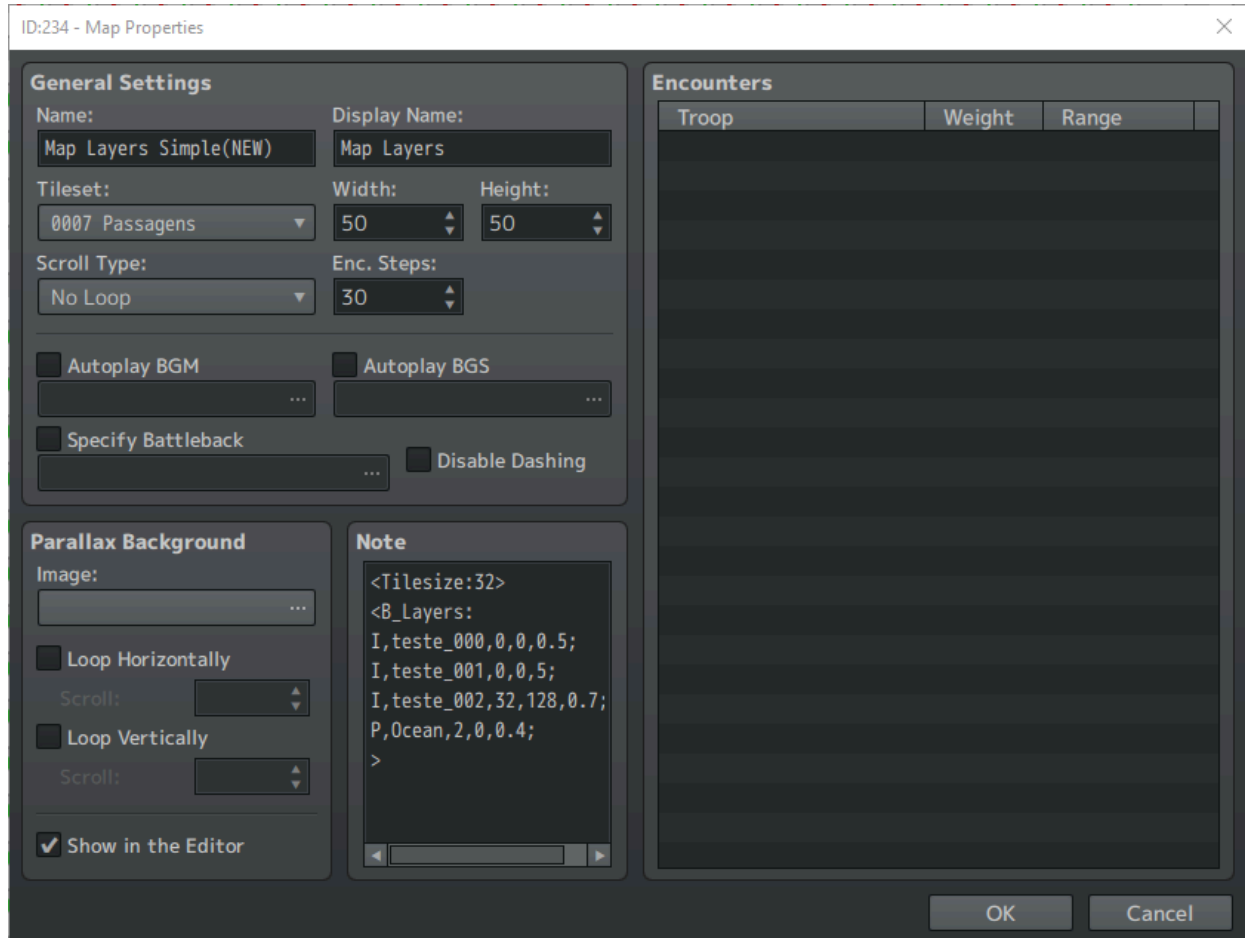
Static layers work somehow like a picture that is bound either to the screen or to the map. Keep in mind that if they are fixed to the map, they will not work with looping maps. I mean, they will, but with a lot of side effects. Using at your own risk.

Parallax

Parallax, the name says for itself: they work like the default parallax. But you can add more than one and have more options to customize.

Configuration / Layer Type

Now you know the image type, you also need to know that they can have two types of configurations: Basic and Advanced layers.



Basic

Basic layers are not saved on the save file and have a limited customization. You can only add them by the map note tags, as the following:

- **<B_Layers:ImageType, filename, x, y, z, alpha, blendMode>**
 - **ImageType** → Replace with I for Image or P for parallax.
 - **Filename** → The filename. Cannot have spaces and it is case-sensitive. Need to be in the img/parallax folder.
 - **X** → X coordinate. If the Image type is parallax, this will be used as the scroll X speed.
 - **Y** → Y coordinate. If the Image type is parallax, this will be used as the scroll Y speed.
 - **Z** → The Z index of the layer.
 - **Alpha** → The alpha value from 0 to 1. Can use decimals.If you omit, it will be 1.

- **blendMode** → From 0 to 3(Normal, Additive, Multiply, Screen). If you omit, it will be 0.

You can add multiple layers by separating them with ;

```
<B_Layers:
l,teste_one,0,0,0.5;
l,teste_two,0,0,5;
>
```

Advanced

Advanced layers are saved on the save file and you can customize a lot of their settings. Since they are complex, you need the plugin parameters to set them.

They have a property called ID, which you will need to use on the map note tags, like below:

```
<A_Layers: ID, ID, ID>
```

As you can see, you can create multiple layers by separating each one with a comma.

The plugin will get their ID and search for them on the plugin parameters. If it finds a parameter with the same id, it will apply to the map.

Alternatively, you can create advanced layers with the plugin commands.

Plugin Parameters

Template / Advanced Layer Settings

- **Filename** → The filename of the layer. Cannot have spaces. Need to be in the img/parallax folder.
- **Id** → The ID of the layer. Cannot have spaces. It's not case sensitive.
- **Image Type** → Can be Static or Parallax.
- **Z** → The Z index of the layer. Can use decimals.
- **Alpha** → The alpha value. From 0 to 1. Can use decimals.
- **Blend Mode** → The blend mode.
- **Anchor** → Works like an origin point for the coordinates.
- **Scale X Y** → The scale X and Y. Separate each one with a comma.
- **Skew X Y** → The skew X and Y. Separate each one with a comma.
- **Rotation Speed** → How many angles per frame the layer will rotate. From -360 to 360.
- **Angle** → The default angle in degrees.

Position and Color

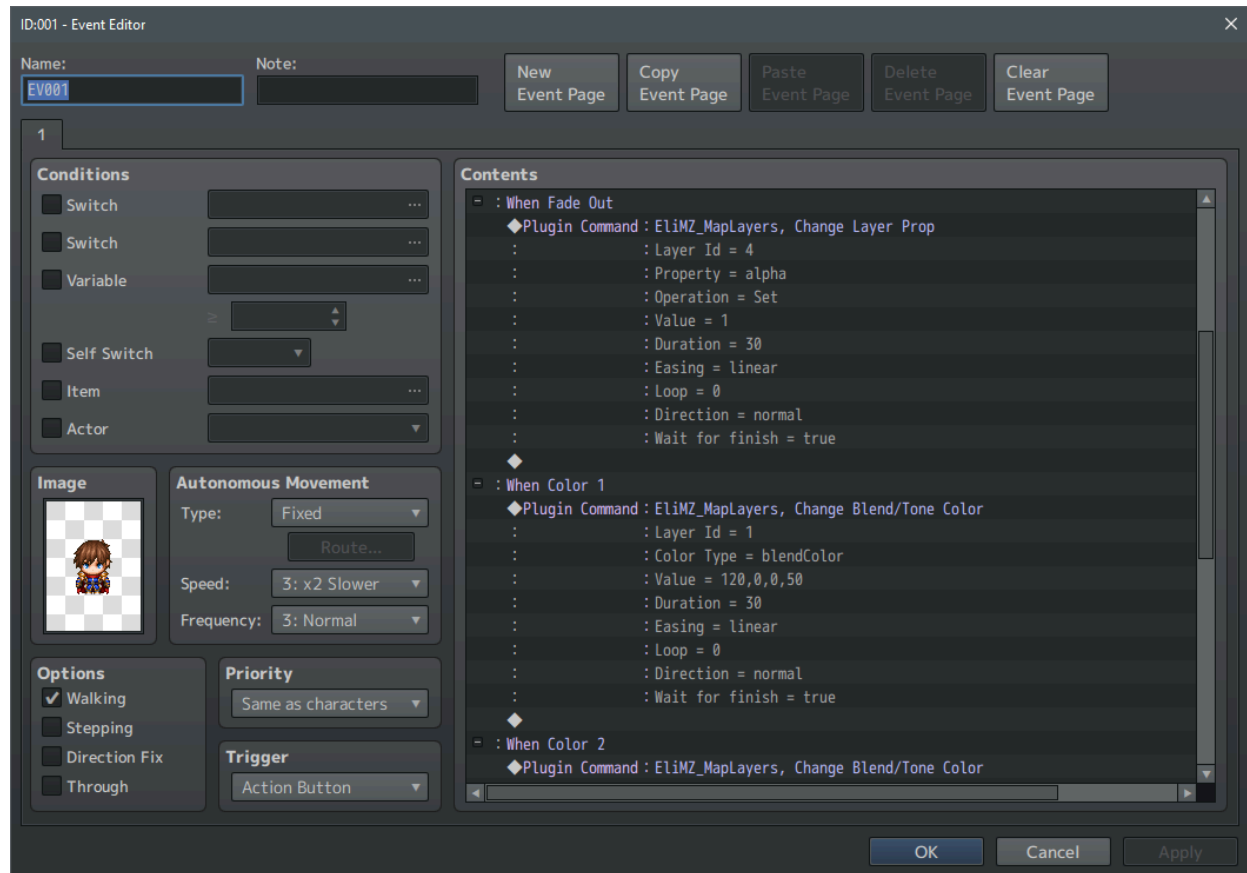
Static Type Only

- **Align X and Y** → Can be Left, Center, Right, Top, and Bottom. It will help set a preset position.
- **Offset X and Y** → An offset value for the coordinate.
- **Bind to Map** → If true, the layer will be bind to the map, not the screen. Keep in mind that this will not work with **looping maps**.
- **Relative Object** → The layer can be positioned according to another object on the map. That object must have the .x and .y properties. Insert here a formula that returns that object.
- **Tone Color** → Red, Green, Blue, Gray → All on RGB format. From -255 to 255.
- **Blend Color** → Red, Green, Blue, Alpha → ALL ON RGB format. From -255 to 255. Alpha from 0 to 1.
- **Hue** → From 0 to 360.

Parallax Type Only

- **Scroll Speed X and Y** → How fast per frame the parallax will move.

Plugin Commands



Change Layer Prop

You can change some properties of the advanced layers using easing animations. Almost all arguments are the same as the one from the plugin parameters.

Operation Type

If the operation type is equal to "Set" the layer will change its current property to the target value. But, if the operation is equal to "Add", it will set the target value according to the current property. Let's see an example, using the X coordinate.

- **Operation SET** → Target value = 100. The layer will move from its position X to the position 100.
- **Operation ADD** → Target value = 100. The layer will move from its current position X to another position $X + 100$. So if the current X is equal to 250, the target value will be 350.

Change Blend/Tone Color

This command is similar to the Change Layer Prop. But they are exclusive for the blend/tone color.

Create Advanced Layers

Let you create advanced layers like the ones on the plugin parameters.

Create Layer By Template

You can create new layers by using the data you configured on the plugin parameters.

- **Map Id** → The map id where you want to create the layers. Set 0 to be the current map. You can use `\v[id]` or `\sv[id]` (Eli Self Variables).
- **Id** → You have a list where you can insert the ID you want to get from the plugin parameters. Optionally, you can also create this new layer with the plugin parameter configuration, but add a new ID for it. Just put a comma after the first ID, and set the next one. Example: `ID, NEW_ID`

Remove Layers

You can remove layers by their ID. Meaning, you will only be able to remove advanced layers. You can use the multiple operator.

Update Log

Version 1.1.0 - 12/20/2025

- Added a new plugin command that lets you create new advanced layers(optionally with new ids) by getting the plugin parameter configurations. Before you could only create advanced layers from scratch or add them via map note tags.
- Fixed an issue where the plugin was letting you add more than one layer with the same id causing strange behaviors.
- Fixed an issue that the Remove Layer command could throw an error because it was not deleting the layer sprite from the tilemap container.
- The "Wait to Finish" is now more precise.
- Updated help file regards using looping maps. Static layers don't work well with them.
- Removed the tileSize options since RMMZ now lets you change from database.

Version 1.0.0 - 11/06/2023

- Plugin release!