**Module structure**:  
  
<Name>.zip  
 |– <Name>/  
 |– <Name>Module.dll (required)  
 |– config.json (required)  
 |– icon.png (required, 350×350)

|– settings.json (optional; only if module has settings UI)  
  
**Config structure:**{

  "id": "Name",

  "displayName": "Name",

  "version": "1.0",

  "isPersistent": false,

"position": { "left": 0, "top": 0 },

"size": {

"width": 300, "height": 100,

"minWidth": 100, "minHeight": 30

}

}  
  
**Icon properties:**Format: .png  
Size: 350x350

**Module settings:**To have settings in .dll file there must be UserControl file named Settings

Dimensions 400x530

**Barebones Module (No Settings)**

**NameModule.xaml**

<UserControl x:Class="OverlayApp.Modules.Name.NameModule"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

HorizontalAlignment="Stretch"

VerticalAlignment="Stretch">

<Grid Background="Transparent">

<TextBlock Text="Hello from Name Module!"

Foreground="White"

HorizontalAlignment="Center"

VerticalAlignment="Center"

FontSize="20"/>

</Grid>

</UserControl>

**NameModule.xaml.cs**

namespace OverlayApp.Modules.Name

{

public partial class NameModule : UserControl

{

public NameModule()

{

InitializeComponent();

}

}

}

**Barebones Module (With Settings)**

**NameModule.xaml**

<UserControl x:Class="OverlayApp.Modules.Name.NameModule"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

HorizontalAlignment="Stretch"

VerticalAlignment="Stretch">

<Grid Background="Transparent">

<TextBlock x:Name="MessageBlock"

Text="Hello from Name Module!"

Foreground="White"

HorizontalAlignment="Center"

VerticalAlignment="Center"

FontSize="20"/>

</Grid>

</UserControl>

**NameModule.xaml.cs**

namespace OverlayApp.Modules.Name

{

public partial class NameModule : UserControl

{

private JsonObject \_settings;

public NameModule()

{

InitializeComponent();

}

public void ApplySettings(JsonObject settings)

{

\_settings = settings;

string message = settings["message"]?.GetValue<string>() ?? "Hello from Name Module!";

MessageBlock.Text = message;

}

}

}

**Settings.xaml**

<UserControl x:Class="OverlayApp.Modules.Name.Settings"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

Width="400" Height="530"

Padding="10">

<StackPanel>

<TextBox x:Name="MessageBox"

Margin="0 5"

Height="25"

PlaceholderText="Enter message"/>

</StackPanel>

</UserControl>

**Settings.xaml.cs**

namespace OverlayApp.Modules.Name

{

public partial class Settings : UserControl

{

private JsonObject \_state = new();

public Settings()

{

InitializeComponent();

}

public void Set(JsonObject settings)

{

\_state = settings;

MessageBox.Text = settings["message"]?.GetValue<string>() ?? "";

}

public JsonObject BuildPayload()

{

\_state["message"] = MessageBox.Text;

return \_state;

}

}

}

**Theme example**

**Dark theme**

{

"BackgroundPrimary": "#FF1E1E1E",

"BackgroundAlt": "#FF252525",

"Surface": "#FF2E2E2E",

"SurfaceSelect": "#FF424242",

"SurfaceHover": "#FF3A3A3A",

"Border": "#FF777777",

"SurfaceNeutral": "#FFCCCCCC",

"Text": "#FFFFFFFF",

"Active": "#FFFFCC00",

"Inactive": "#FF555555"

}