

Ai Modules

BlendMode

section	GL
short description	sets some blendmode variables and changes the render
licence level	Anjuna
ports	Input [gl/render]
	Output [gl/render]
	AlphaCV [control] - most likely this is to input a colour value which is to be set to transparent
parameter	Alpha [knob/rotary fader] - to set the transparency level
	SrcBlend [dropdown select] - the source blend mode
	DstBlend [dropdown select] - the destination blend mode
skins	./.

The possible options for the blend modes are hardcore GL details. As an entry point you might start here: <https://www.khronos.org/opengl/wiki/Blending>.

used in example

- [CSV Score Board](#)
- [Javascript Multiline Text](#)

Manual

Applies the specified blend modes to the input GL render signal.



From:

<https://www.avosupport.de/wiki/> - AVOSUPPORT

Permanent link:

<https://www.avosupport.de/wiki/ai/modules/gl/blendmode?rev=1540750393>

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