

Ai Modules

# BlendMode

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

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.



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

Permanent link:

<https://avosupport.de/wiki/ai/modules/gl/blendmode>

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