Ai Modules

# BlendMode

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|---|---|
| **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.
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> 
> 

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
**https://avosupport.de/wiki/ai/modules/gl/blendmode?rev=1540750393**

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