

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 | ./. |

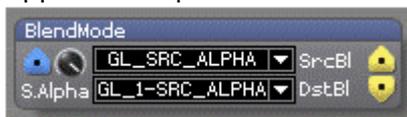
The possible options for the blend modes are hardcore GL details. As an entry point you might start here: <https://www.khronos.org/opengl/wiki/Blending>.

used in example

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

Manual

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



From:

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

Permanent link:

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

Last update: **2018/10/28 18:13**

