glBlendFunc and alpha blending

Asked 16 years, 2 months ago Modified 16 years, 2 months ago

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2

I want to know how the glBlendFunc works. For example, i have 2 gl textures, where the alpha is on tex1, i want to have alpha in my final image. Where the color is on tex1, i want the color from tex2 to be.

c++ opengl

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asked Oct 9, 2008 at 12:36

DavidG

1,797 ● 4 ● 21 ● 33

4 Answers

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1

glBlendFunc applies only to how the final color fragment gets blended with the frame buffer. I think what you want is multitexturing, to combine the two textures by blending the texture stages using glTexEnv, or using a fragment shader to combine the the two textures.

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answered Oct 9, 2008 at 13:45

Lee Baldwin

1,580 ● 2 ● 12 ● 10

Does this require use of ARB extension? – DavidG Oct 9, 2008 at 14:13

DavidG: If the technique uses ARB_texture_env_combine, or shaders it will. Both are widely supported. – luke Oct 9, 2008 at 15:11

1

Sorry, can't do this with simple blending. We for instance used to do the same thing using frament shaders.

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answered Oct 9, 2008 at 14:23

akalenuk

3,835 ● 5 ● 37 ● 57

1

Seconding the shaders. If you can use a shader its much easier to just do what you want with the data rather than messing with arcane blending functions.

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answered Oct 10, 2008 at 22:36

BigSandwich

2,806 ● 2 ● 25 ● 27

0

Sadly, this is for openGL ES on the iPhone, so no shaders, but point taken. My problem was a very simplified version of the questions, i needed to apply a simple color (incl alpha), to a part of a defined texture. As Lee pointed out, texture blending is to allow alpha to show up on the framebuffer. The solution was to insist that the artist makes the "action bit" of the texture white, and then assigning a color to the vertices that i render. Something like this.

```
glTexCoordPointer( 2, GL_FLOAT, 0, sprite->GetTexBuffe
glVertexPointer( 3, GL_FLOAT, 0, sprite->GetVertexBuff
glColorPointer( 4, GL_FLOAT, 0, sprite->GetColorBuffer
glDrawArrays( GL_TRIANGLES, 0, 6 ); // Draw 2 triangle
```

Where even tho it has a texture, having the color means it adds to the texture's color, so where it's an alpha, it remains alpha, and where it is white (as i had to make it), it becomes the color of the color pointer at the point.

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answered Oct 12, 2008 at 18:12

DavidG

1,797 ● 4 ● 21 ● 33

What does "action bit" mean? Does what you describe here solve your problem? – Jim Buck Oct 12, 2008 at 19:33

yeah, that solved my problem. "action bit" is the part that i want drawn in a different color. basically if i want a single texture (maybe like a font set) where each non transparent bit needs a custom color, i used this. – DavidG Oct 15, 2008 at 17:03