

# display toggle and color to blend\_modes

Assuming all text-gl object (clickpoint and analysis markers) have these parameters:

- Depth\_enable = 0
- Blend\_enable = 0
- blend\_mode = 1 1
- Has layers above the jit.gl.layers
  - jit.gl.layer sg = layer 1
  - jit.gl.layer mg = layer 0

## These blend\_modes work best:

modes	sg+mg	sg	mg	sg+mg layered
RGB	sg - blend_mode 4 1 mg - blend_mode 4 6	sg - blend_mode 4 1  mg - blend_mode 4 6	sg - blend_mode 4 1  mg - blend_mode 4 6	sg - blend_mode 4 1  mg - blend_mode 4 6
SG inverted	sg - blend_mode 4 4  mg - blend_mode 4 6	sg - blend_mode 4 4  mg - blend_mode 4 6	sg - blend_mode 4 4  mg - blend_mode 4 6	sg - blend_mode 6 1  mg - blend_mode 4 6
MG inverted	sg - blend_mode 4 1  mg - blend_mode 4 4	sg - blend_mode 4 1  mg - blend_mode 4 4	sg - blend_mode 4 1  mg - blend_mode 4 4	sg - blend_mode 2 7  mg - blend_mode 4 4
BOTH inverted	sg - blend_mode 4 4 mg - blend_mode 4 4	sg - blend_mode 4 4  mg - blend_mode 4 4	sg - blend_mode 4 4  mg - blend_mode 4 4	sg - blend_mode 2 4  mg - blend_mode 4 4