

DxSetBlendMode

This function sets the current blend mode for the dxDraw functions. Changing the blend mode can increase the quality when drawing text or certain other images to a render target. As a general guide use **modulate_add** when drawing text to a render target, and **add** when drawing the render target to the screen. Don't forget to restore the default **blend** at the end - See the example below.

Syntax

```
bool dxSetBlendMode ( string blendMode )
```

Required Arguments

- **blendMode** : The blend mode to use which can be one of:
 - **blend**: The source textures are alpha blended to the screen/render target. This is the default mode for drawing and gives the results we all know and love.
 - **add**: The source textures are added to the screen/render target.
 - **modulate_add**: The source textures are multiplied by the alpha and then added to the screen/render target.
 - **overwrite** : The source textures are overwritten. This can be useful for clearing render targets.

Returns

Returns true if successful, or *false* if invalid arguments were passed to the function.