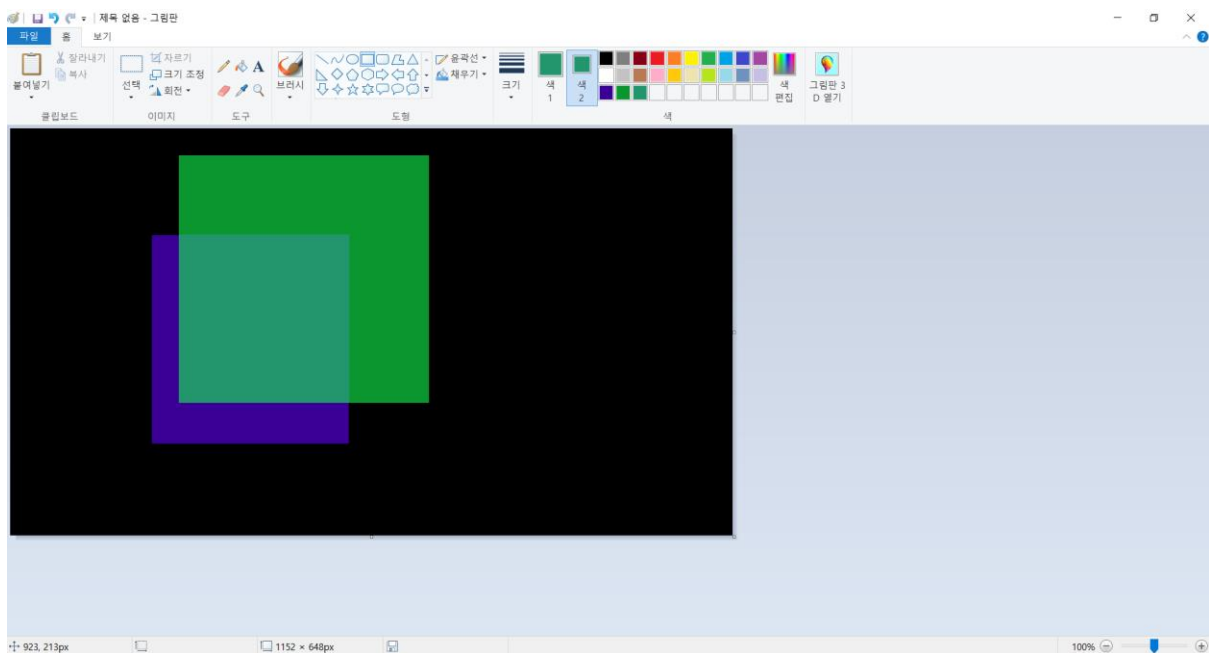
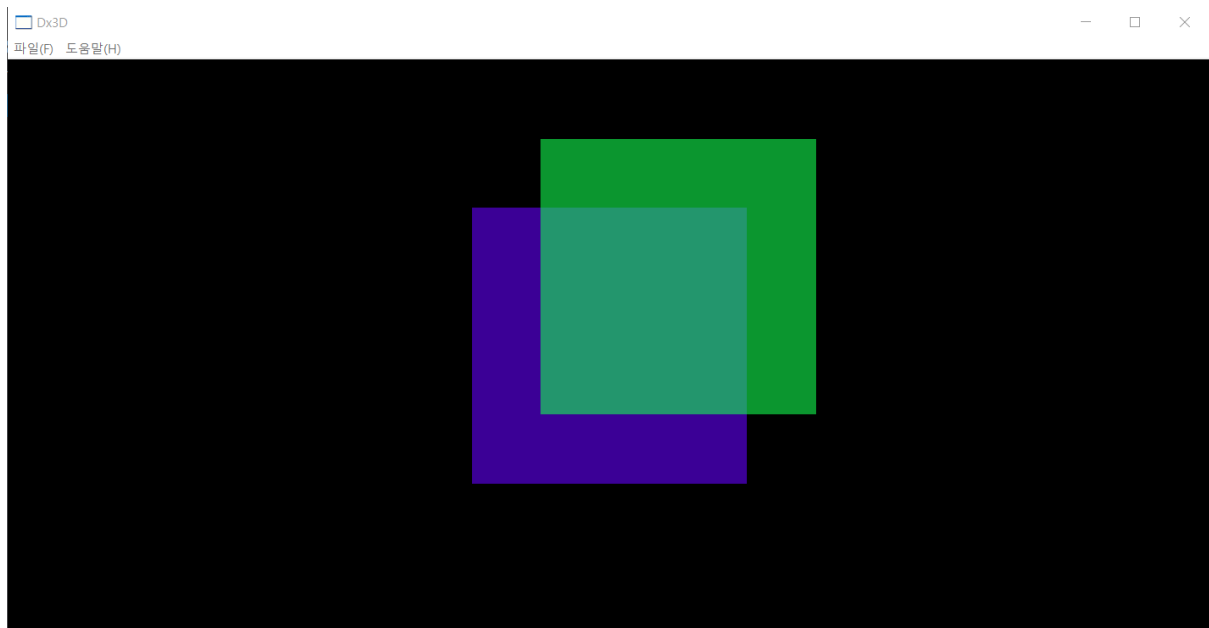


```

D3DCOLOR colorA = D3DCOLOR_ARGB(150, 100, 0, 255);
D3DCOLOR colorB = D3DCOLOR_ARGB(150, 18, 255, 80);
g_pD3DDevice->SetRenderState(D3DRS_BLENDOP, D3DBLENDOP_ADD);
g_pD3DDevice->SetRenderState(D3DRS_SRCBLEND, D3DBLEND_SRCALPHA);
g_pD3DDevice->SetRenderState(D3DRS_DESTBLEND, D3DBLEND_INVSRCALPHA);
g_pD3DDevice->SetRenderState(D3DRS_ALPHABLENDENABLE, true);

```

1. $(100, 0, 255) * 150/255 + (0,0,0)*(1.0 - 150/255) = (59, 0, 150)$
2. $(18,255,80) * (150/255) + (59, 0, 150) * (1.0-150/255) = (35, 150, 109)$
3. $(18,255,80) * (150/255) + (0,0,0)*(1.0 - 150/255) = (11, 150, 47)$

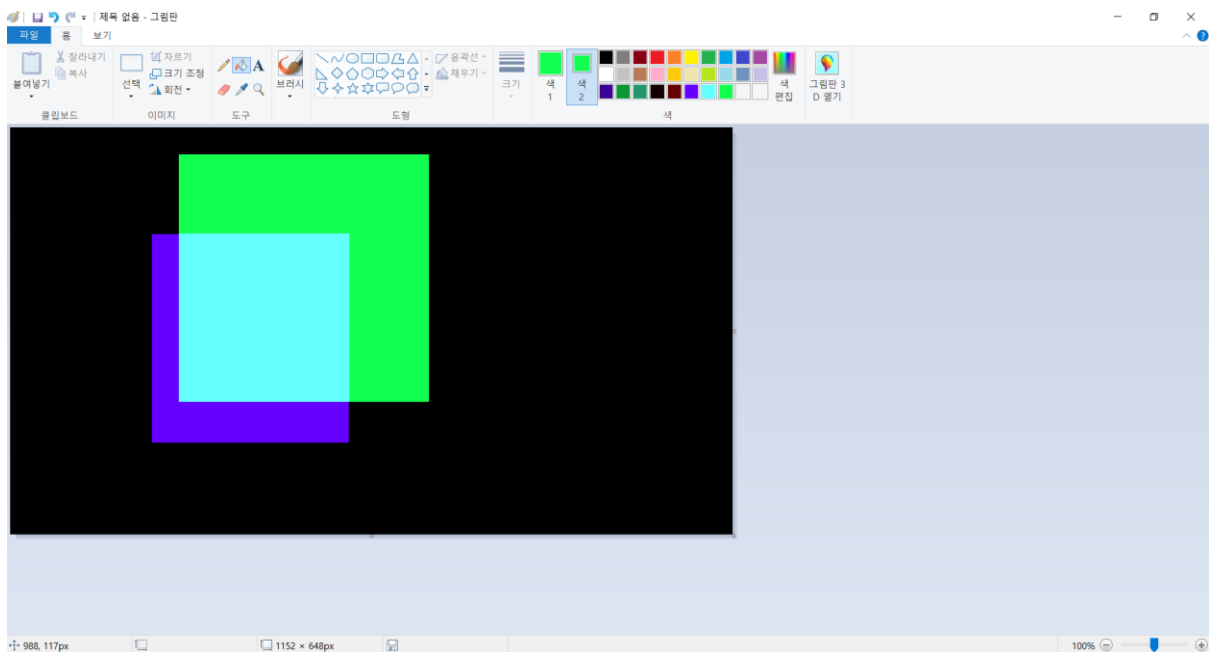
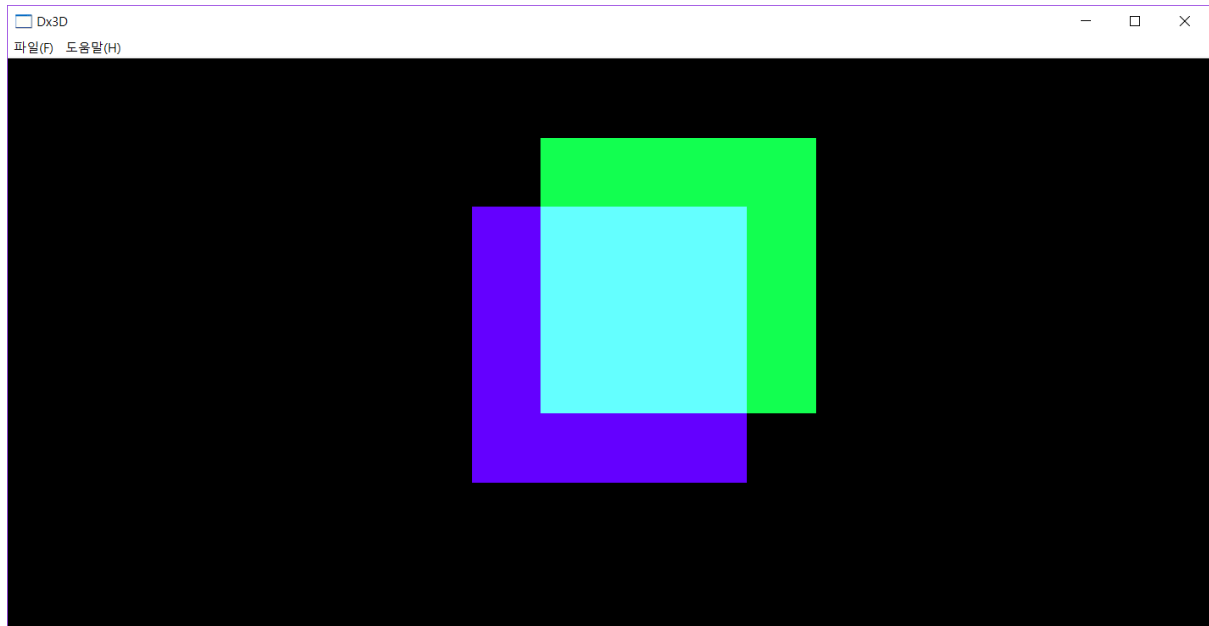


```

D3DCOLOR colorA = D3DCOLOR_ARGB(150, 100, 0, 255);
D3DCOLOR colorB = D3DCOLOR_ARGB(150, 18, 255, 80);
g_pD3DDevice->SetRenderState(D3DRS_BLENDOP, D3DBLENDOP_MAX);
g_pD3DDevice->SetRenderState(D3DRS_ALPHABLENDENABLE, true);

```

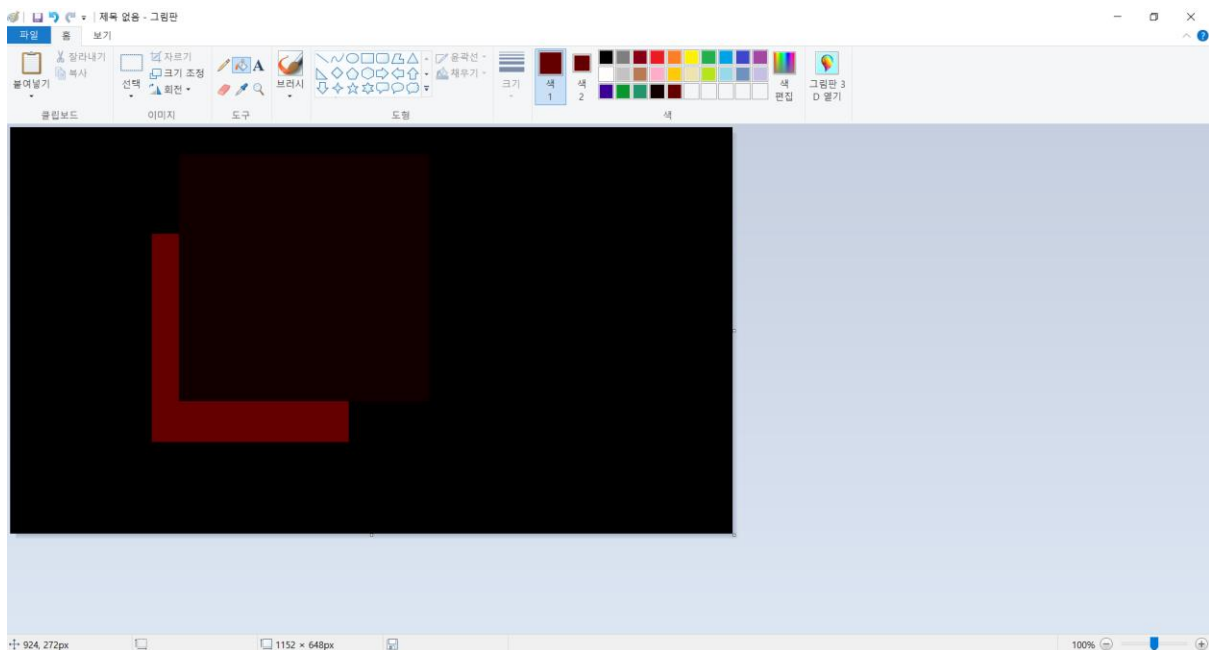
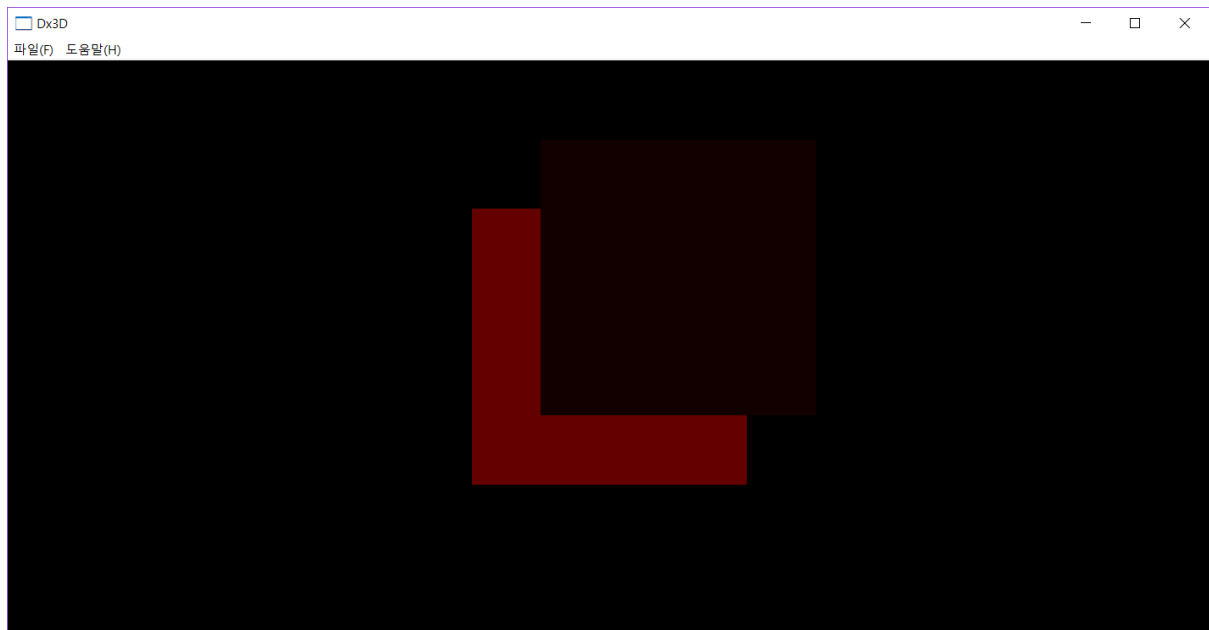
1. $[\max(100,0), \max(0, 0), \max(255, 0)] = [100, 0, 255]$
2. $[\max(18, 100), \max(255,0), \max(80, 255)] = [100, 255, 255]$
3. $[\max(18, 0), \max(255, 0), \max(80, 0)] = [18, 255, 80]$



```
D3DCOLOR colorA = D3DCOLOR_ARGB(150, 100, 0, 255);
D3DCOLOR colorB = D3DCOLOR_ARGB(150, 18, 255, 80);
```

```
g_pD3DDevice->SetRenderState(D3DRS_BLENDOP, D3DBLENDOP_ADD);
g_pD3DDevice->SetRenderState(D3DRS_BLENDFACTOR, D3DCOLOR_ARGB(0,255,0,0));
g_pD3DDevice->SetRenderState(D3DRS_SRCBLEND, D3DBLEND_BLENDFACTOR);
g_pD3DDevice->SetRenderState(D3DRS_DESTBLEND, D3DBLEND_INVBLENDFACTOR);
g_pD3DDevice->SetRenderState(D3DRS_ALPHABLENDENABLE, true);
```

1. $(100,0,255) * (255,0,0)/255 + (0,0,0) * ((1.0,1.0,1.0) - (255,0,0)/255) = (100, 0, 0)$
2. $(18,255,80) * (255,0,0)/255 + (100, 0, 0) * ((1.0,1.0,1.0) - (255,0,0)/255) = (18, 0, 0)$
3. $(18,255,80) * (255,0,0)/255 + (0,0,0) * ((1.0,1.0,1.0) - (255,0,0)/255) = (18, 0, 0)$

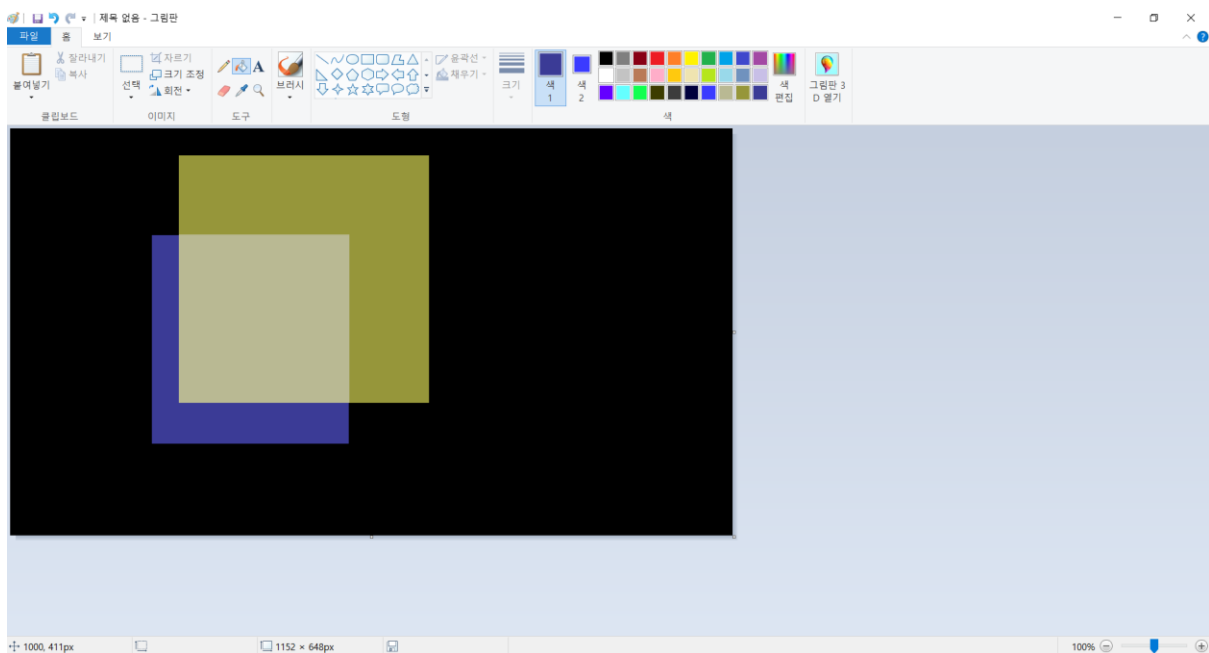
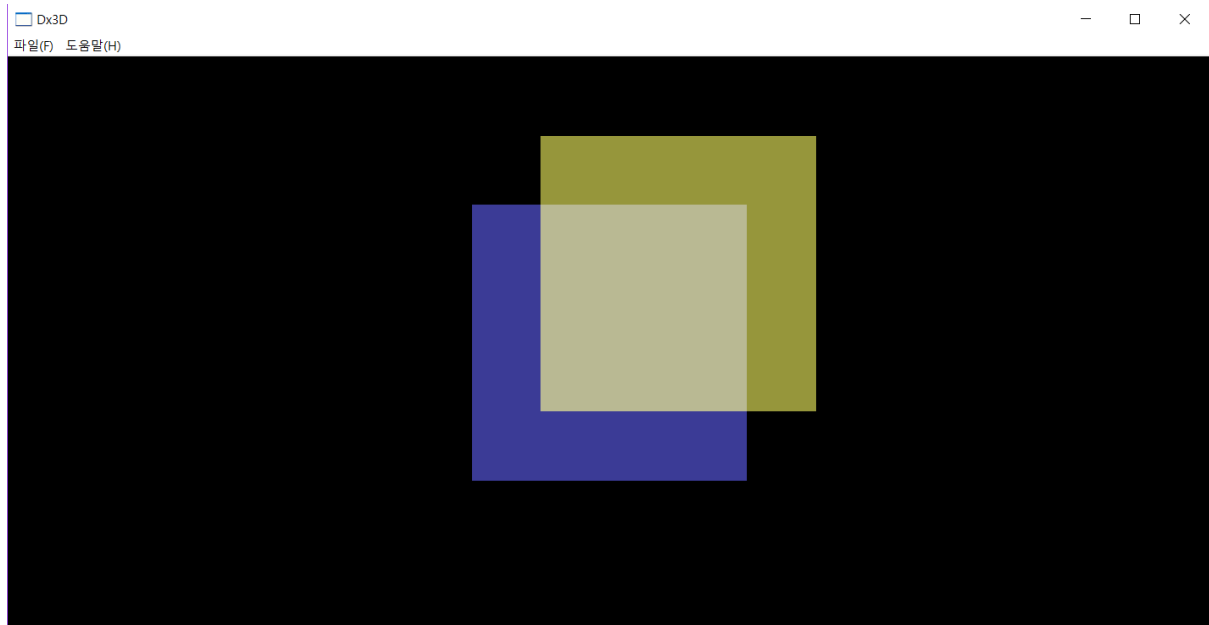


```

D3DCOLOR colorA = D3DCOLOR_ARGB(150, 100, 100, 255);
D3DCOLOR colorB = D3DCOLOR_ARGB(150, 255, 255, 100);
g_pD3DDevice->SetRenderState(D3DRS_BLENDOP, D3DBLENDOP_ADD);
g_pD3DDevice->SetRenderState(D3DRS_SRCBLEND, D3DBLEND_SRCALPHA);
g_pD3DDevice->SetRenderState(D3DRS_DESTBLEND, D3DBLEND_SRCALPHA);
g_pD3DDevice->SetRenderState(D3DRS_ALPHABLENDENABLE, true);

```

1. $[100, 100, 255] * 150 / 255 + [0, 0, 0] * 150 / 255 = [59, 59, 150]$
2. $[255, 255, 100] * 150 / 255 + [59, 59, 150] * 150 / 255 = [185, 185, 147]$
3. $[255, 255, 100] * 150 / 255 + [0, 0, 0] * 150 / 255 = [150, 150, 58]$



```

D3DCOLOR colorA = D3DCOLOR_ARGB(150, 100, 100, 255);
D3DCOLOR colorB = D3DCOLOR_ARGB(150, 255, 255, 100);
g_pD3DDevice->SetRenderState(D3DRS_BLENDOP, D3DBLENDOP_ADD);
g_pD3DDevice->SetRenderState(D3DRS_SRCBLEND, D3DBLEND_INVSRCCOLOR);
g_pD3DDevice->SetRenderState(D3DRS_DESTBLEND, D3DBLEND_ONE);
g_pD3DDevice->SetRenderState(D3DRS_ALPHABLENDENABLE, true);

```

1. $[100, 100, 255] * ([255, 255, 255] - [100, 100, 255]) / 255 + 1.0 * [0, 0, 0] = [60, 60, 0]$
2. $([255, 255, 100] * ([255, 255, 255] - [255, 255, 100]) / 255 + 1.0 * [60, 60, 0]) = [60, 60, 60]$
3. $([255, 255, 100] * ([255, 255, 255] - [255, 255, 100]) / 255 + 1.0 * [0, 0, 0]) = [0, 0, 60]$

