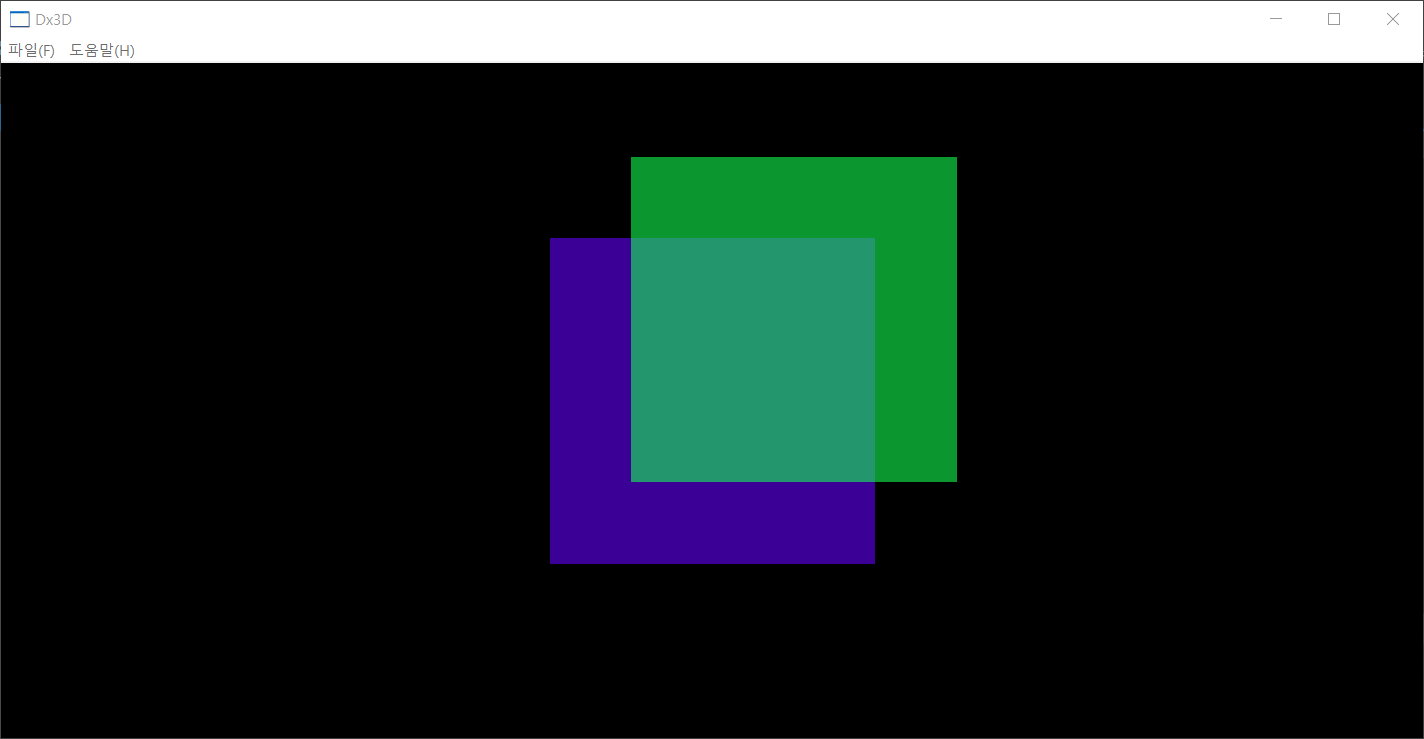
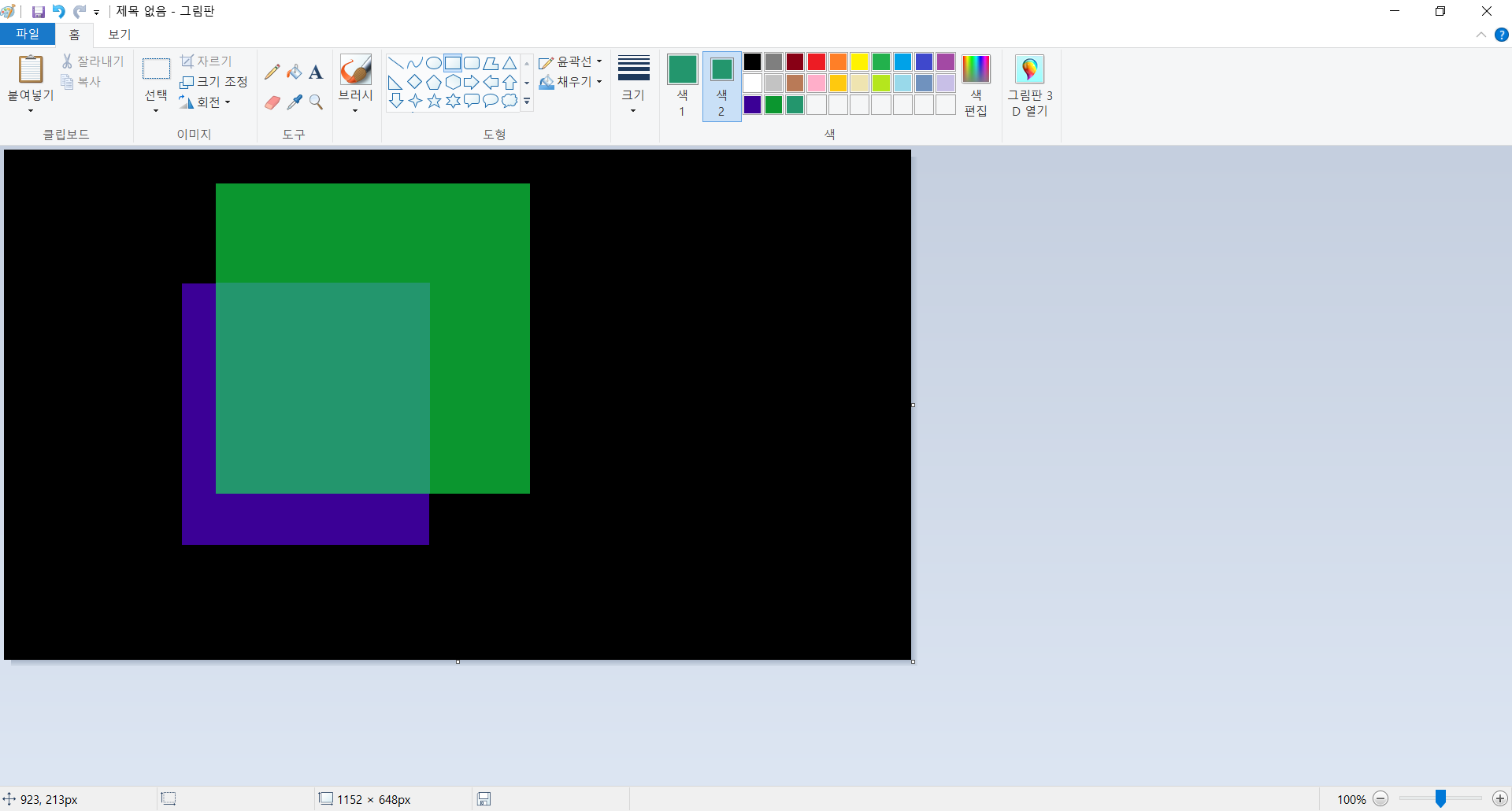
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| --- |
| D3DCOLOR colorA = D3DCOLOR\_ARGB(150, 100, 0, 255);  D3DCOLOR colorB = D3DCOLOR\_ARGB(150, 18, 255, 80);  g\_pD3DDevice->SetRenderState(D3DRS\_BLENDOP, D3DBLENDOP\_ADD);  g\_pD3DDevice->SetRenderState(D3DRS\_SRCBLEND, D3DBLEND\_SRCALPHA);  g\_pD3DDevice->SetRenderState(D3DRS\_DESTBLEND, D3DBLEND\_INVSRCALPHA);  g\_pD3DDevice->SetRenderState(D3DRS\_ALPHABLENDENABLE, true); |

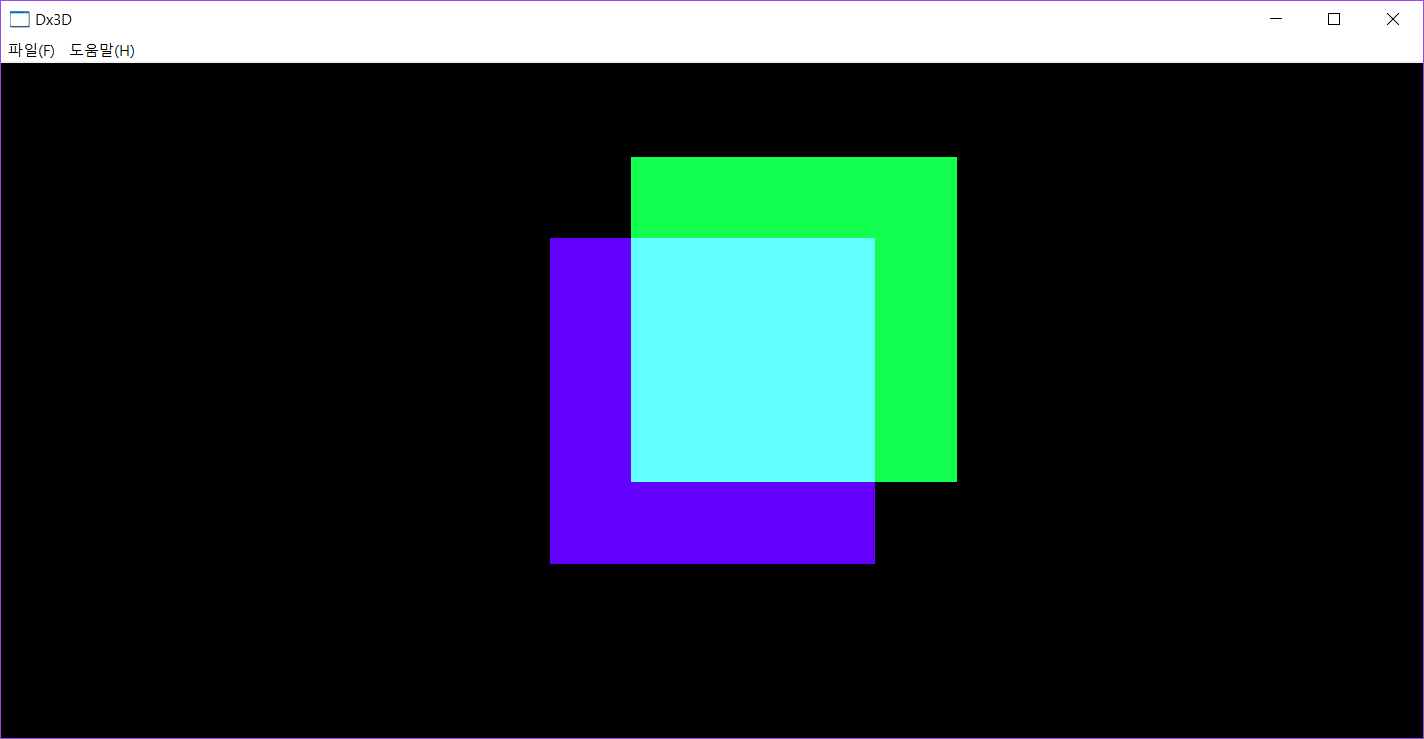
1. (100, 0, 255) \* 150/255 + (0,0,0)\*(1.0 – 150/255) = (59, 0, 150)
2. (18,255,80) \* (150/255) + (59, 0, 150) \* (1.0-150/255) = (35, 150, 109)
3. (18,255,80) \* (150/255) + (0,0,0)\*(1.0 – 150/255) = (11, 150, 47)

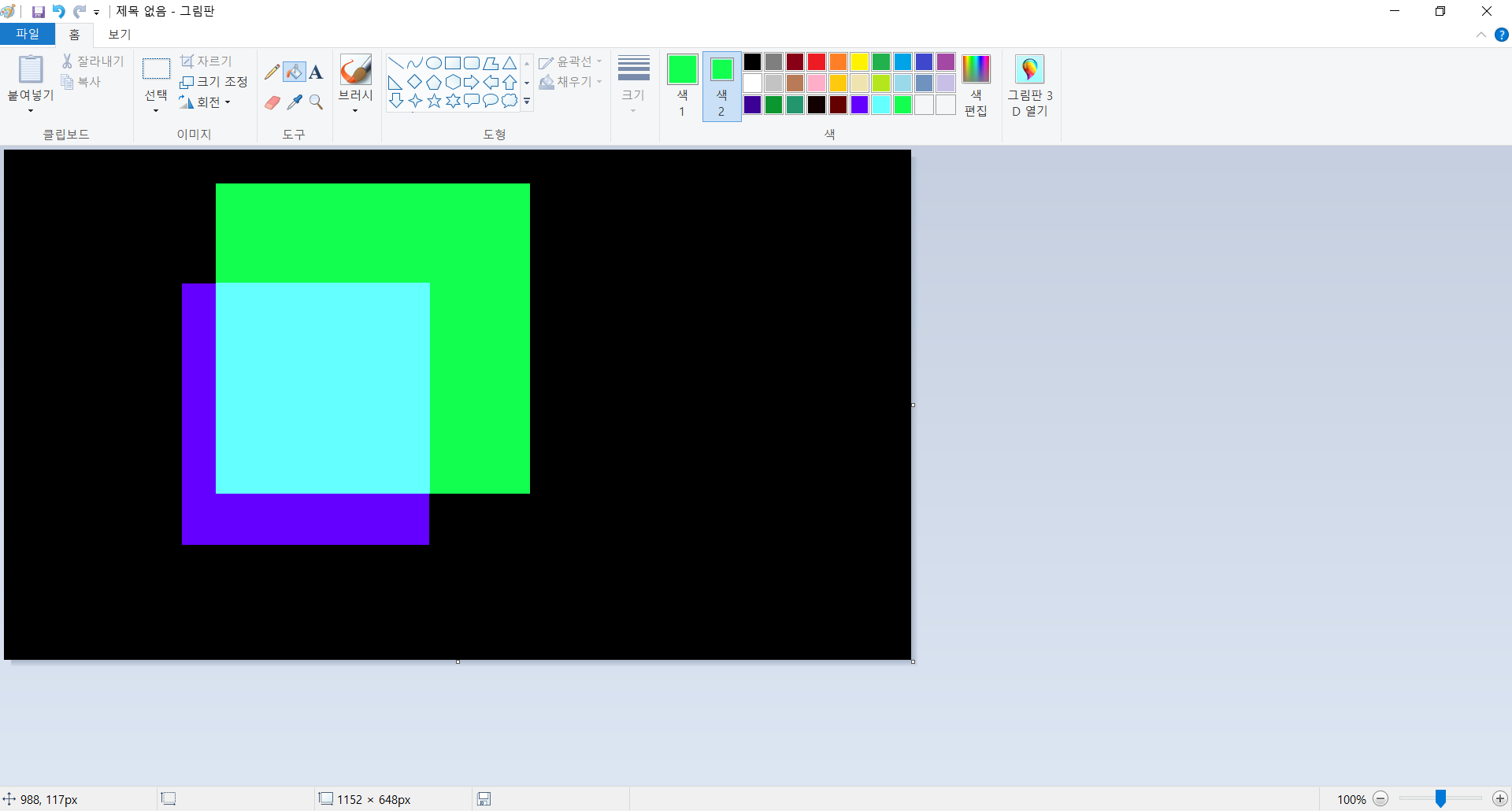




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| D3DCOLOR colorA = D3DCOLOR\_ARGB(150, 100, 0, 255);  D3DCOLOR colorB = D3DCOLOR\_ARGB(150, 18, 255, 80);  g\_pD3DDevice->SetRenderState(D3DRS\_BLENDOP, D3DBLENDOP\_MAX);  g\_pD3DDevice->SetRenderState(D3DRS\_ALPHABLENDENABLE, true); |

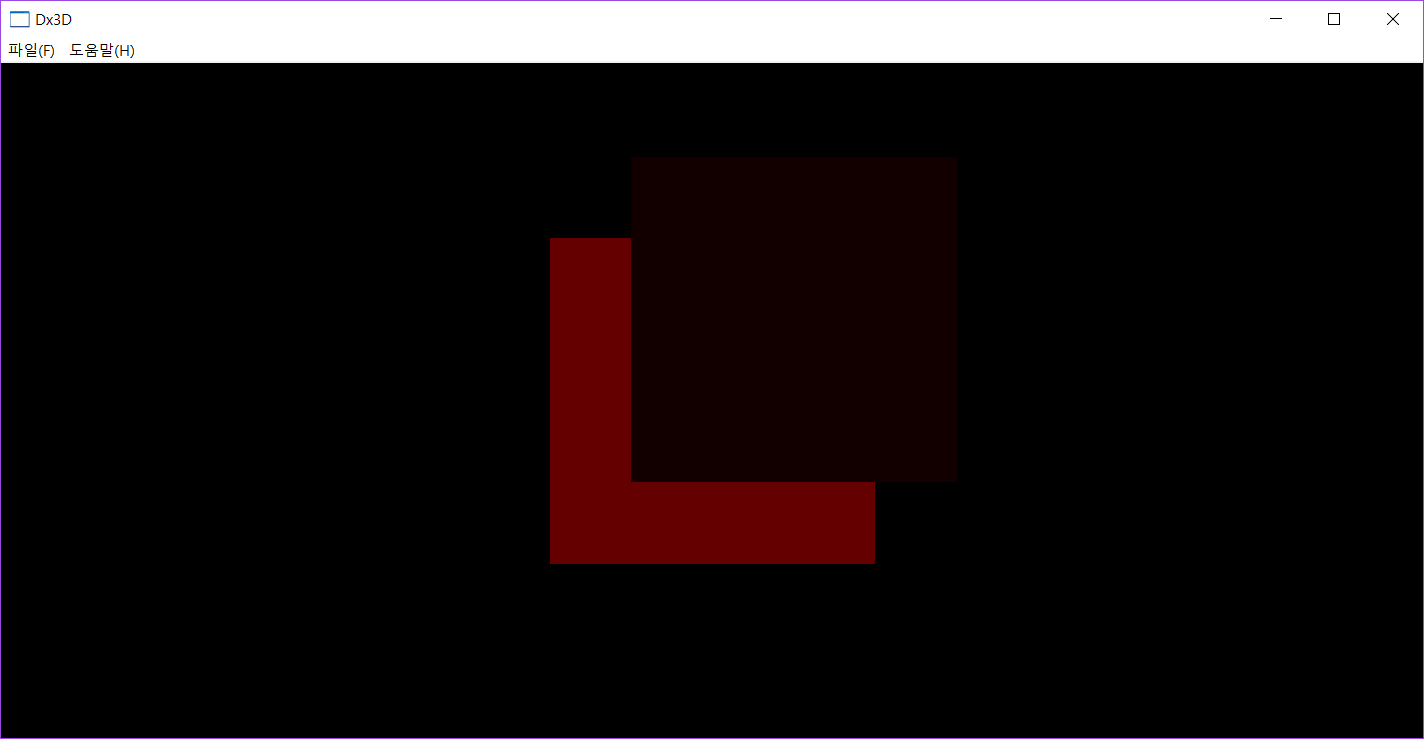
1. [max(100,0), max(0, 0), max(255, 0)] = [100, 0, 255]
2. [max(18, 100), max(255,0), max(80, 255)] = [100, 255, 255]
3. [max(18, 0), max(255, 0), max(80, 0)] = [18, 255, 80]

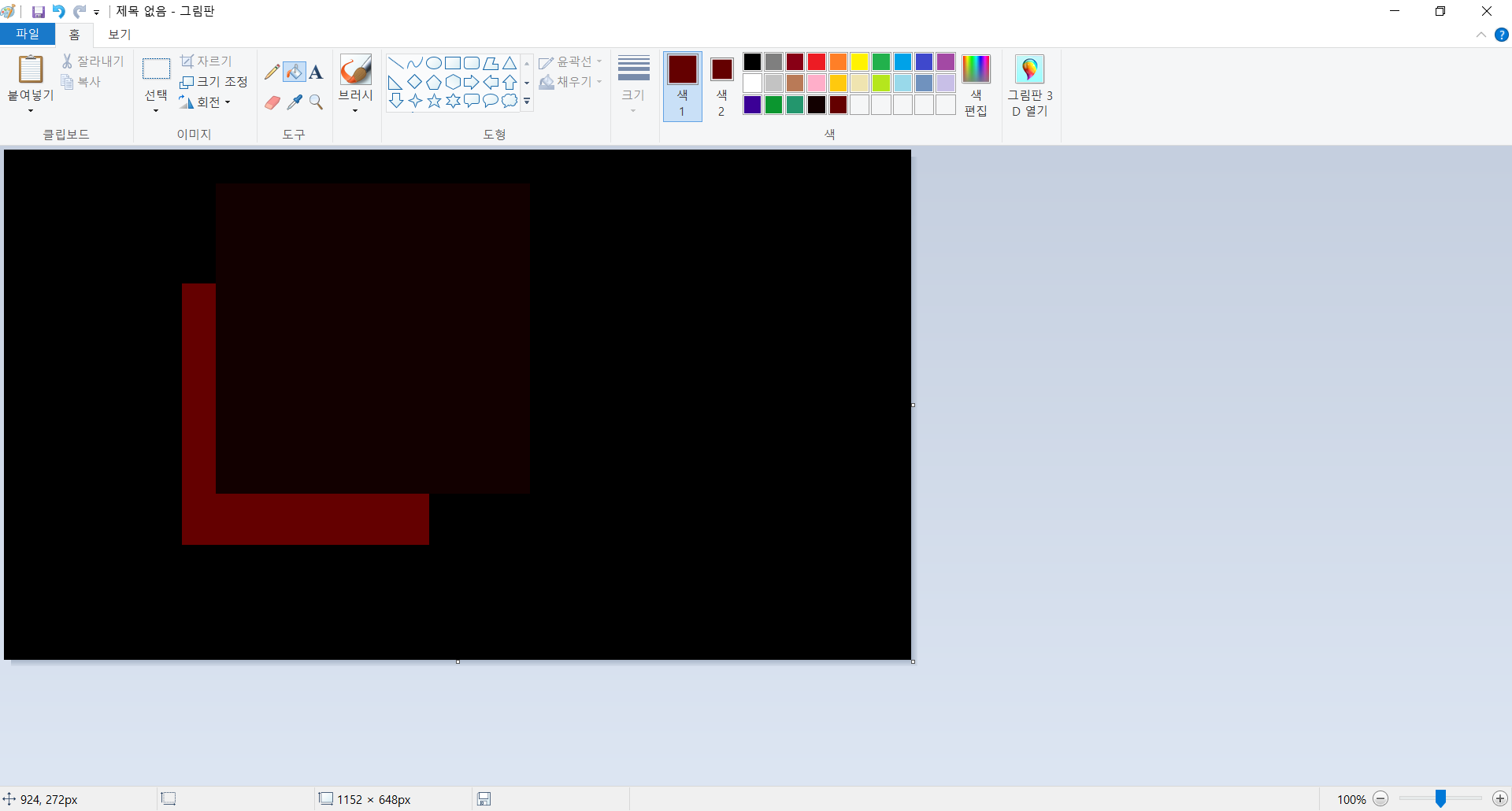




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| --- |
| D3DCOLOR colorA = D3DCOLOR\_ARGB(150, 100, 0, 255);  D3DCOLOR colorB = D3DCOLOR\_ARGB(150, 18, 255, 80);  g\_pD3DDevice->SetRenderState(D3DRS\_BLENDOP, D3DBLENDOP\_ADD);  g\_pD3DDevice->SetRenderState(D3DRS\_BLENDFACTOR, D3DCOLOR\_ARGB(0,255,0,0));  g\_pD3DDevice->SetRenderState(D3DRS\_SRCBLEND, D3DBLEND\_BLENDFACTOR);  g\_pD3DDevice->SetRenderState(D3DRS\_DESTBLEND, D3DBLEND\_INVBLENDFACTOR);  g\_pD3DDevice->SetRenderState(D3DRS\_ALPHABLENDENABLE, true); |

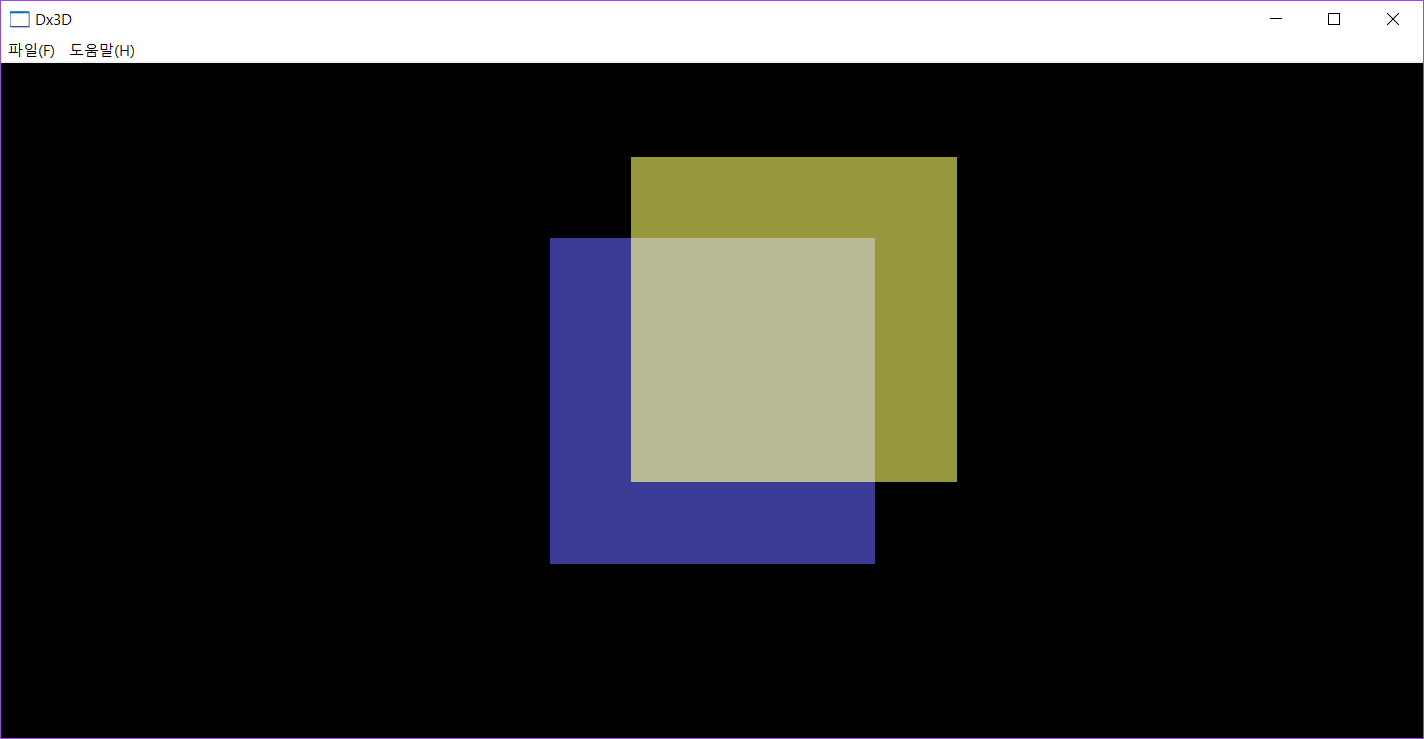
1. (100,0,255) \* (255,0,0)/255 + (0,0,0) \* ((1.0,1.0,1.0) - (255,0,0)/255) = (100, 0, 0)
2. (18,255,80) \* (255,0,0)/255 + (100, 0, 0) \* ((1.0,1.0,1.0) - (255,0,0)/255) = (18, 0, 0)
3. (18,255,80) \* (255,0,0)/255 + (0,0,0) \* ((1.0,1.0,1.0) - (255,0,0)/255)= (18, 0, 0)

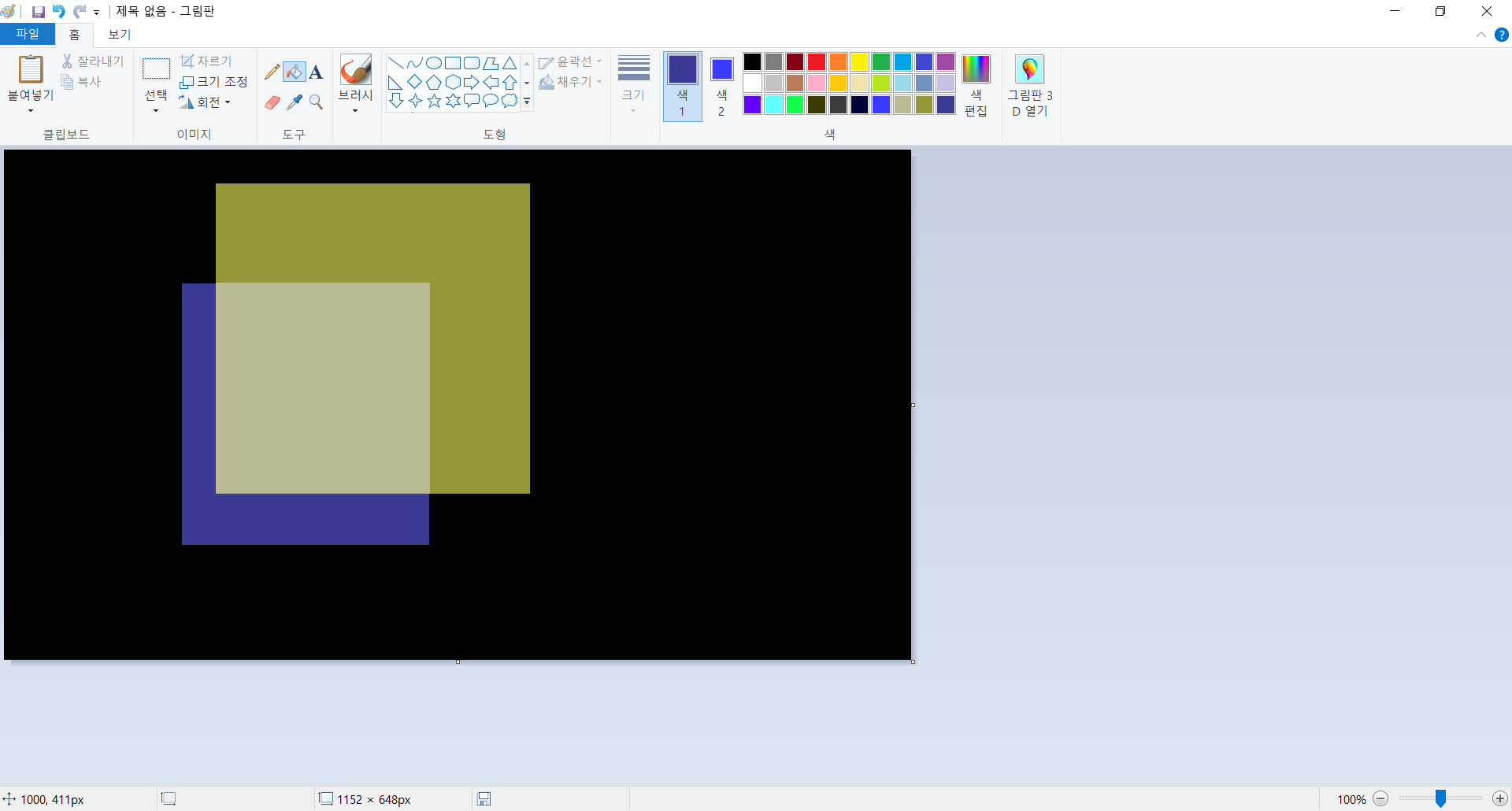




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| --- |
| D3DCOLOR colorA = D3DCOLOR\_ARGB(150, 100, 100, 255);  D3DCOLOR colorB = D3DCOLOR\_ARGB(150, 255, 255, 100);  g\_pD3DDevice->SetRenderState(D3DRS\_BLENDOP, D3DBLENDOP\_ADD);  g\_pD3DDevice->SetRenderState(D3DRS\_SRCBLEND, D3DBLEND\_SRCALPHA);  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]

