

[set\\_trans\\_blender\(3\)](#)[Allegro manual](#)[set\\_trans\\_blender\(3\)](#)**NAME**

`set_trans_blender` – Enables a truecolor blender. Allegro game programming library.

**SYNOPSIS**

```
#include <allegro.h>
```

```
void set_trans_blender(int r, int g, int b, int a);
```

**DESCRIPTION**

Enables a linear interpolator blender mode for combining translucent or lit truecolor pixels.

**SEE ALSO**

`set_blender_mode(3)`, `set_alpha_blender(3)`, `set_write_alpha_blender(3)`, `color_map(3)`,  
`draw_trans_sprite(3)`, `draw_lit_sprite(3)`, `drawing_mode(3)`, `set_add_blender(3)`,  
`set_burn_blender(3)`, `set_color_blender(3)`, `set_difference_blender(3)`, `set_dissolve_blender(3)`,  
`set_dodge_blender(3)`, `set_hue_blender(3)`, `set_invert_blender(3)`, `set_luminance_blender(3)`,  
`set_multiply_blender(3)`, `set_saturation_blender(3)`, `set_screen_blender(3)`, `ex3d(3)`, `exblend(3)`,  
`exrotscl(3)`, `exshade(3)`, `extrans(3)`, `extrans2(3)`, `exxfade(3)`

