OpenGL Outline Effects

> Note that the OpenGL Outline Effects are OpenGL effects and only available on platforms supporting OpenGL.

GlOutlineBitmapBrushColorBlend

The OpenGl Outline Bitmap Brush Color Blend effect draws an outline to the configured image according to the performed configurations and additionally blends the image with the configured color.

> This effect is specially designed for the use with text. Do not apply it to any text cache type other than BitmapCache!



Image

Here you define the image that should be displayed. The image can be selected from the list of imported images in the "Choose Item" dialog.



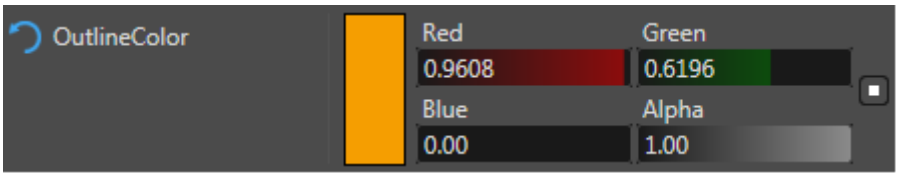
Outline Width

This property configures the width of the outline.
Please note that this width shall not exceed the width of the thinnest lines that are outlined.



Outline Color

The color of the outline can be configured with this color property. The outline's color can be entered using the input fields. Alternatively, you can click on the color field on the left can, which opens the "Color Palette" Window where you can pick the desired color from a color palette.



Color

This property defines the constant color for modulating all input color channels (RGBA). This means, the displayed image is blended with the color specified by this property, based on the Blending options configured below.



Blending Options

To configure the color blending, several color blend options are available.
More details regarding color blending properties in CGI Studio can be found at the SolidColorBrushColorBlend effect.

Further information about blending in general are given in chapter Blending.

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