

alCombine

synopsis

Utility shaders to combine float and color types in various ways (multiply, mix etc).

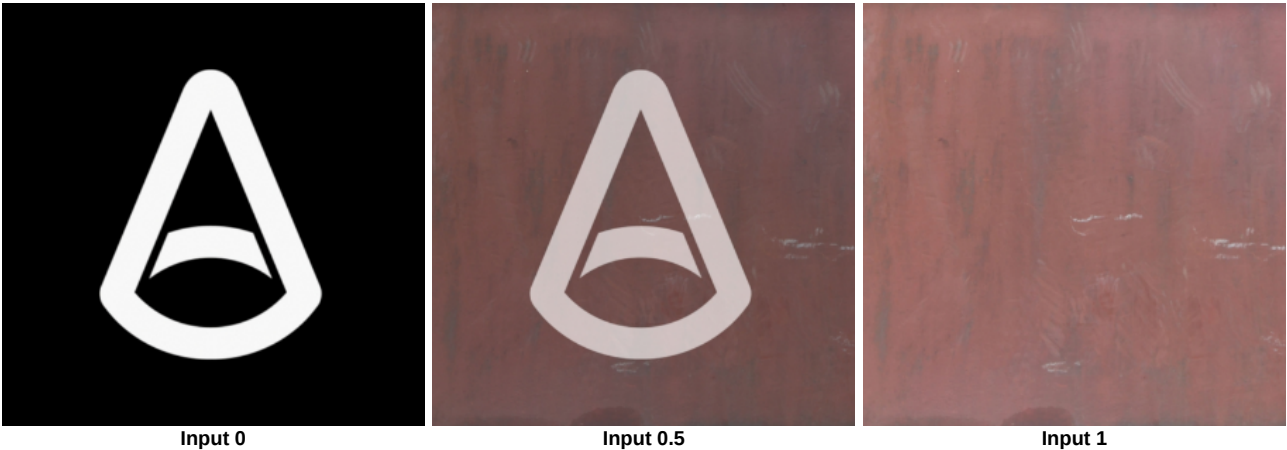
input1

...

input2

...

input3



combine_op

