

Full Blend mode number list for calling Gimp blend modes in GEGL

In example `coloreraze = gegl_node_new_child (gegl,`

```
"operation", "gimp:layer-mode", "layer-mode", 57, "blend-space", 1,
```

```
NULL);
```

Layer Mode 57 is Gimp's Color Erase Blend mode.

This document is meant to list all Gimp blend modes so individuals who make GEGL Plugins can call them to be part of their plugins.

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0. GIMP_LAYER_MODE_NORMAL_LEGACY, /*< desc="Normal (legacy)",
1. GIMP_LAYER_MODE DISSOLVE, /*< desc="Dissolve" >*/
2. GIMP_LAYER_MODE_BEHIND_LEGACY, /*< desc="Behind (legacy)", abbrev="Behind (l)" >*/
3. GIMP_LAYER_MODE_MULTIPLY_LEGACY, /*< desc="Multiply (legacy)", abbrev="Multiply (l)" >*/
4. GIMP_LAYER_MODE_SCREEN_LEGACY, /*< desc="Screen (legacy)", abbrev="Screen (l)" >*/
5. GIMP_LAYER_MODE_OVERLAY_LEGACY, /*< desc="Old broken Overlay", abbrev="Old Overlay" >*/
6. GIMP_LAYER_MODE_DIFFERENCE_LEGACY, /*< desc="Difference (legacy)", abbrev="Difference (l)" >*/
7. GIMP_LAYER_MODE_ADDITION_LEGACY, /*< desc="Addition (legacy)", abbrev="Addition (l)" >*/
8. GIMP_LAYER_MODE_SUBTRACT_LEGACY, /*< desc="Subtract (legacy)", abbrev="Subtract (l)" >*/
9. GIMP_LAYER_MODE_DARKEN_ONLY_LEGACY, /*< desc="Darken only (legacy)", abbrev="Darken only (l)" >*/
10. GIMP_LAYER_MODE_LIGHTEN_ONLY_LEGACY, /*< desc="Lighten only (legacy)", abbrev="Lighten only (l)" >*/
11. GIMP_LAYER_MODE_HSV_HUE_LEGACY, /*< desc="HSV Hue (legacy)", abbrev="HSV Hue (l)" >*/
12. GIMP_LAYER_MODE_HSV_SATURATION_LEGACY, /*< desc="HSV Saturation (legacy)", abbrev="HSV Saturation (l)" >*/
13. GIMP_LAYER_MODE_HSL_COLOR_LEGACY, /*< desc="HSL Color (legacy)", abbrev="HSL Color (l)" >*/
14. GIMP_LAYER_MODE_HSV_VALUE_LEGACY, /*< desc="HSV Value (legacy)", abbrev="HSV Value (l)" >*/
15. GIMP_LAYER_MODE_DIVIDE_LEGACY, /*< desc="Divide (legacy)", abbrev="Divide (l)" >*/
16. GIMP_LAYER_MODE_DODGE_LEGACY, /*< desc="Dodge (legacy)", abbrev="Dodge (l)" >*/
17. GIMP_LAYER_MODE_BURN_LEGACY, /*< desc="Burn (legacy)", abbrev="Burn (l)" >*/
18. GIMP_LAYER_MODE_HARDLIGHT_LEGACY, /*< desc="Hard light (legacy)", abbrev="Hard light (l)" >*/
19. GIMP_LAYER_MODE_SOFTLIGHT_LEGACY, /*< desc="Soft light (legacy)", abbrev="Soft light (l)" >*/
20. GIMP_LAYER_MODE_GRAIN_EXTRACT_LEGACY, /*< desc="Grain extract (legacy)", abbrev="Grain extract (l)" >*/
21. GIMP_LAYER_MODE_GRAIN_MERGE_LEGACY, /*< desc="Grain merge (legacy)", abbrev="Grain merge (l)" >*/
22. GIMP_LAYER_MODE_COLOR_ERASE_LEGACY, /*< desc="Color erase (legacy)", abbrev="Color erase (l)" >*/
23. GIMP_LAYER_MODE_OVERLAY, /*< desc="Overlay" >*/
24. GIMP_LAYER_MODE_LCH_HUE, /*< desc="LCh Hue" >*/
25. GIMP_LAYER_MODE_LCH_CHROMA, /*< desc="LCh Chroma" >*/
26. GIMP_LAYER_MODE_LCH_COLOR, /*< desc="LCh Color" >*/
27. GIMP_LAYER_MODE_LCH_LIGHTNESS, /*< desc="LCh Lightness" >*/
28. GIMP_LAYER_MODE_NORMAL, /*< desc="Normal" >*/
29. GIMP_LAYER_MODE_BEHIND, /*< desc="Behind" >*/
30. GIMP_LAYER_MODE_MULTIPLY, /*< desc="Multiply" >*/
31. GIMP_LAYER_MODE_SCREEN, /*< desc="Screen" >*/
32. GIMP_LAYER_MODE_DIFFERENCE, /*< desc="Difference" >*/
33. GIMP_LAYER_MODE_ADDITION, /*< desc="Addition" >*/
34. GIMP_LAYER_MODE_SUBTRACT, /*< desc="Subtract" >*/
35. GIMP_LAYER_MODE_DARKEN_ONLY, /*< desc="Darken only" >*/
36. GIMP_LAYER_MODE_LIGHTEN_ONLY, /*< desc="Lighten only" >*/
37. GIMP_LAYER_MODE_HSV_HUE, /*< desc="HSV Hue" >*/
38. GIMP_LAYER_MODE_HSV_SATURATION, /*< desc="HSV Saturation" >*/
39. GIMP_LAYER_MODE_HSL_COLOR, /*< desc="HSL Color" >*/
40. GIMP_LAYER_MODE_HSV_VALUE, /*< desc="HSV Value" >*/
41. GIMP_LAYER_MODE_DIVIDE, /*< desc="Divide" >*/
42. GIMP_LAYER_MODE_DODGE, /*< desc="Dodge" >*/
43. GIMP_LAYER_MODE_BURN, /*< desc="Burn" >*/
44. GIMP_LAYER_MODE_HARDLIGHT, /*< desc="Hard light" >*/
45. GIMP_LAYER_MODE_SOFTLIGHT, /*< desc="Soft light" >*/
46. GIMP_LAYER_MODE_GRAIN_EXTRACT, /*< desc="Grain extract" >*/
47. GIMP_LAYER_MODE_GRAIN_MERGE, /*< desc="Grain merge" >*/
48. GIMP_LAYER_MODE_VIVID_LIGHT, /*< desc="Vivid light" >*/
49. GIMP_LAYER_MODE_PIN_LIGHT, /*< desc="Pin light" >*/
50. GIMP_LAYER_MODE_LINEAR_LIGHT, /*< desc="Linear light" >*/
51. GIMP_LAYER_MODE_HARD_MIX, /*< desc="Hard mix" >*/
52. GIMP_LAYER_MODE_EXCLUSION, /*< desc="Exclusion" >*/
53. GIMP_LAYER_MODE_LINEAR_BURN, /*< desc="Linear burn" >*/
54. GIMP_LAYER_MODE_LUMA_DARKEN_ONLY, /*< desc="Luma/Luminance darken only", abbrev="Luma darken only" >*/
55. GIMP_LAYER_MODE_LUMA_LIGHTEN_ONLY, /*< desc="Luma/Luminance lighten only", abbrev="Luma lighten only" >*/
56. GIMP_LAYER_MODE_LUMINANCE, /*< desc="Luminance" >*/
57. GIMP_LAYER_MODE_COLOR_ERASE, /*< desc="Color erase" >*/
58. GIMP_LAYER_MODE_ERASE, /*< desc="Erase" >*/
59. GIMP_LAYER_MODE_MERGE, /*< desc="Merge" >*/
60. GIMP_LAYER_MODE_SPLIT, /*< desc="Split" >*/
61. GIMP_LAYER_MODE_PASS_THROUGH, /*< desc="Pass through" >*/
62. GIMP_LAYER_MODE_REPLACE, /*< desc="Replace" >*/

By low chance if any blend mode is in error try the number before and after. In the future when Gimp gets new blend modes all my filters may have to be updated by increasing or decreasing a number – End of document.