Opaque:
 The map or color in its normal state with No Alpha opacity, and No blended overlay.

Add:
 Looks at the color information in each channel and brightens the base color reflecting the colors behind it, creating the effect of an additive overlay. It creates an opacity value based on the grayscale levels of the map.

Multiply:
 Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color. Multiplying any color with black produces black. It creates an opacity value based on the inverted grayscale levels of the map. (Blacks are opaque, whites are transparent)

Multiple and Add:
 Multiplies the base colors by themselves, lights become brighter, darks become darker. It creates an opacity value based on the inverted alpha levels of the map. (Blacks are opaque, whites are transparent)

Screen:
 Similar to Add but not burning the brightness levels as much. It creates an opacity value based on the grayscale levels of the map.

AlphaBlend:
 The map or color in its normal state, If the map contains an alpha channel, it uses the alpha channels grayscale values to establish the opacity of the map.

AlphaTest:
 The map or color in its normal state, If the map contains an alpha channel, it uses the alpha channel to establish the opacity of the map however, it adjusts the threshold of the alpha channel to make it higher in contrast, no grays just black and white, resulting in harsher edges in the opacity.

AlphaTest and Blend:
 Combines aspects from AlphaTest and Alphablend.

looks in the how to folder in renegade public tools