

Ai Modules

# Rectangle

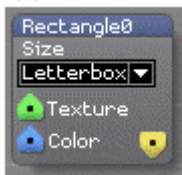
<b>section</b>	Generator
<b>short description</b>	renders a rectangle, with a texture and background colour
<b>licence level</b>	Anjuna
<b>ports</b>	Output [GL render]
	Color [numeric/vector]
	Texture [texture]
	Size Input [numeric/vector]
<b>parameter</b>	Size [dropdown select] - Letterbox/Crop/Stretch/Multi Letterbox/Centered resp. Viewport/None in Autosize skin
<b>skins</b>	AutoSize

## used in example

- [Artnet Video Switch](#)
- [CSV Score Board](#)
- [Simple Javascript Patch](#)
- [Visualiser: Moving RGB Matrix](#)
- [Moving Screens](#)
- [Simulated Screen](#)

## Manual

Renders a rectangle to the GL output, using either the input texture or any texture currently applied via GL/BindTexture



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