

Ai Modules

Camera (GL)

section	GL
short description	renders the input from the point of view which is set by the camera input
licence level	Bondi
ports	Input [gl/render]
	Output [gl/render]
	Eye Pos [control]
	Look At [control]
	Side [control]
	Cam [multipurpose] - connect to a camera controller
parameter	Near [input/numeric]
	Far [input/numeric]
	ZTest [togglebutton]
skins	[Default], EyeTarget

used in example

- [Javascript Multiline Text](#)

Manual

Renders the input GL render from the point of view of the input camera



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