

Ai Modules

Render Merge

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|--------------------------|--|
| section | GL |
| short description | merges a number of GL streams into one, observing a top-bottom-order. |
| licence level | Anjuna |
| ports | Input 0 ... Input 3 [GL render] |
| | Select [control/numeric] |
| | LinkIn [multipurpose] |
| | LinkOut [multipurpose] |
| | Output [GL render] |
| parameter | 0 ... 3 [togglebutton] enable the respective input |
| skins | 01HMerge , 2Inputs, 3Inputs, 4Inputs, 4Link, 4LinkSelect, 4Select |

used in example

- [Artnet Video Switch](#)
- [CSV Score Board](#)
- [Javascript Multiline Text](#)
- [Midi Layer Select](#)
- [Visualiser: Moving RGB Matrix](#)
- [Modules](#)
- [Render Path](#)

Manual

Renders each of the GL inputs in order, or alternatively renders a single specified input if the 'Select' input is connected (acting like a render switch in the latter case).



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