

Ai Modules

# Render To Texture

|                          |   |
|--------------------------|---|
| <b>section</b>           | GL  |
| <b>short description</b> | Renders a 2D Texture out of a GL render stream  |
| <b>licence level</b>     | Anjuna  |
| <b>ports</b>             | Input [GL render]   |
|                          | Output [texture]  |
|                          | Size Input [control/numeric] size of the target texture                                     |
| <b>parameter</b>         | Width [input/numeric] - width of the target texture   |
|                          | Height [input/numeric] - height of the target texture                                       |
|                          | Size Mode [dropdown select] - Size input/Auto - which mode to define the texture resolution |
| <b>skins</b>             | ./.   |

## used in example

- [Visualiser: Moving RGB Matrix](#)
- [Simulated Screen](#)

## Manual

Converts a Yellow render port into a green texture port. On the GPU the render pipeline is rendered into a texture at the specified width and height, or alternatively the dimensions can be set automatically by the dimensions of the incoming render by selecting the 'Auto' Size mode option.



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