

Render To Texture

section	GL
short description	Renders a 2D Texture out of a GL render stream
licence level	Anjuna
ports	Input [GL render]
	Output [texture]
	Size Input [control/numeric] - size of the target texture
parameter	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
skins	./.

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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