

Ai Modules

# Scale

<b>section</b>	gl
<b>short description</b>	Scale a gl render - either only in one dimension, or in total.
<b>licence level</b>	Anjuna
<b>ports</b>	Input [gl/render]
	Output [gl/render]
	X/Y/ZMod [control/numeric]
<b>parameter</b>	S [knob/rotary fader] - total scale
	X/Y/ZScale [knob/rotary fader] - x/y/z scale
	X/Y/ZModAmount [knob/rotary fader]
<b>skins</b>	[Default], XYZ_mod

This operates on GL streams. In order to scale a texture before rendering it there is another module [TexScale](#).

## used in example

- [CSV Score Board](#)
- [Javascript Multiline Text](#)

## Manual

Adjusts the scale (zoom / magnification) of input GL primitives



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<https://avosupport.de/wiki/ai/modules/gl/scale?rev=1540734677>

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