

Ai Modules

# TexScale

<b>section</b>	GL
<b>short description</b>	Scale a texture - either only in one dimension, or in total.
<b>licence level</b>	Bondi
<b>ports</b>	Input [texture]
	Output [texture]
	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>	./.

This operates on textures before rendering. In order to scale a rendered object there is another module [Scale](#).

## used in example

**Plugin Backlinks: Nothing was found.**

## Manual

Adjusts the scale (zoom / magnification) of the input GPU texture.



From:  
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:  
<https://www.avosupport.de/wiki/ai/modules/gl/texscale>

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