

# TexTranslate

<b>section</b>	GL
<b>short description</b>	repositions a texture
<b>licence level</b>	Bondi
<b>ports</b>	Input [texture]
	Output [texture]
	VectorIn [control/vector]
	XVectorMod/YVectorMod/ZVectorMod [control/numeric]
<b>parameter</b>	X/Y/Z [knob/rotary fader]
	XModAmount/YModAmount/ZModAmount [knob/rotary fader]
<b>skins</b>	[Default], Text, VectorIn

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

## used in example

**Plugin Backlinks: Nothing was found.**

## Manual

Adjusts the position of the input GPU texture in 2D texture coordinate space.



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

Permanent link:  
<https://avosupport.de/wiki/ai/modules/gl/texttranslate?rev=1540753653>

Last update: **2018/10/28 19:07**

