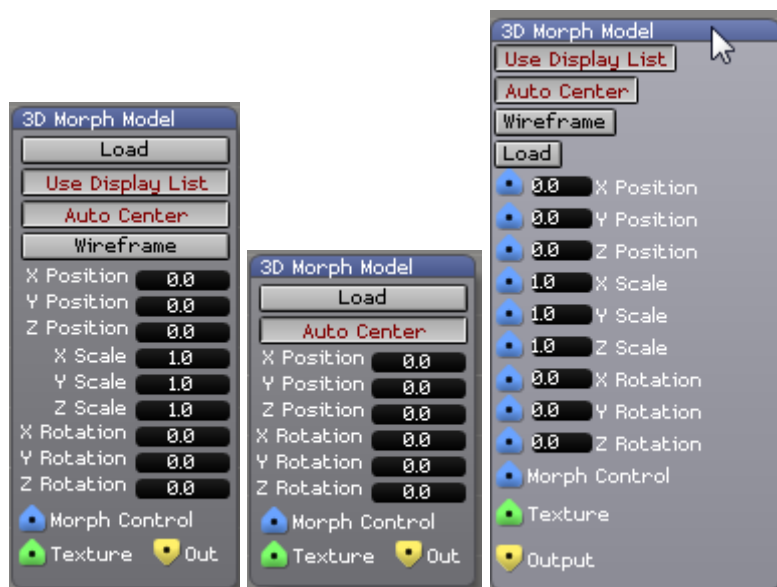


Ai Modules

3D Morph Model

section	Import
short description	lets you import 3D models, position/scale/rotate/texture them, and morph between them
licence level	Miami
ports	Output [GL/render]
	Morph Control [control/numeric]
	Texture [texture]
	X/Y/Z Position [control/numeric] - adjust the position of the model in 3D space
	X/Y/Z Scale [control/numeric] - adjust the scaling of the model
	X/Y/Z Rotation [control/numeric] - adjust the rotation of the model in 3D space
parameter	Use Display List [togglebutton] - tbd.
	Auto Center [togglebutton] - tbd.
	Wireframe [togglebutton] - whether to show the model as wireframe, or with solid texture
	Load [button] - opens a file browser, to select the model to load. <i>Only .3ds files can be loaded.</i>
	X/Y/Z Position [text/numeric] - display/enter the position value
	X/Y/Z Scale [text/numeric] - display/enter the scale value
skins	X/Y/Z Rotation [text/numeric] - display/enter the rotation value
	Original, Compact, Newports (initially the Original skin is shown, however Load Default Skin loads Newports)



used in example

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

Manual

text from manual

[picture_from_manual](#)

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