

Ai Modules

# Texture

<b>section</b>	Import
<b>short description</b>	loads a 2D image as texture
<b>licence level</b>	Anjuna
<b>ports</b>	Tex0~2 Filename Input [string/filename] Tex0 ~ Tex2 [texture] - the GL texture outputs
<b>parameter</b>	Auto Reload [input/numeric] Mipmaps [togglebutton] Bilinear [togglebutton] Wrap [togglebutton] EmbedImages [togglebutton] Target [dropdown select] 2D/3D Load0 ~ Load2 [pushbutton] - opens file browser to select image file
<b>skins</b>	FileNames, OneBank, Thumbnail, TwoBanks

## used in example

- [CSV Score Board](#)

## Manual

Opens a local image file and outputs a GPU texture containing the image



From:

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

Permanent link:

<https://avosupport.de/wiki/ai/modules/import/texture>

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