

Ai Modules

Texture

section	Import
short description	loads a 2D image as texture
licence level	Anjuna
ports	Tex0~2 Filename Input [string/filename]
	Tex0 ~ Tex2 [texture] - the GL texture outputs
parameter	Auto Reload [input/numeric]
	Mipmaps [togglebutton]
	Bilinear [togglebutton]
	Wrap [togglebutton]
	EmbedImages [togglebutton]
	Target [dropdown select] 2D/3D
skins	Load0 ~ Load2 [pushbutton] - opens file browser to select image file
	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?rev=1541086567>

Last update: **2018/11/01 15:36**

