

Ai Modules

String Texture

section	Text
short description	renders a texture from a string
licence level	Bondi
ports	String [string] - the string to render
	Font Name [possibly a string] - font name
	Font Size [control/numeric] - size of the rendered string
	Texture Size [control/vector] - with and height of the texture to render
	Color [control/vector] - colour of the textur to render
parameter	param 1 [type] - description
skins	./.

used in example

- [Artnet Video Switch](#)
- [CSV Score Board](#)

Manual

text from manual
[picture_from_manual](#)

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