

Ai Modules

# AiMediaTileTrigger

<b>section</b>	UI
<b>short description</b>	Ports used to trigger and select items in the performance page, related to the bottom bar (place some media on the bottom of the performance page...).
<b>licence level</b>	Anjuna
<b>ports</b>	Media Bank Select [numeric/control]
	Layer Select [numeric/control]
	Fixture Select [numeric/control]
	Next Tile [numeric/control]
	Trigger 0 ... Trigger 14 [numeric/control]
	Render Out [GL Render]
<b>skins</b>	./.

In order to function this module needs to be hooked into the [Render Path](#).

While creating [Midi Layer Select](#) I noticed that this module doesn't like decimal numbers in the Layer Select port. If you experiment with this, e.g. with a knob, make sure the values are always rounded, e.g with a formula module using rint()).

## used in example

- [Midi Layer Select](#)

## Manual

This module can be used in the stage patch (once merged with an active render path) to trigger clips from the Bottom bar. You can drag Media tiles onto the bottom bar along the bottom of the screen. When the values on the 'Trigger n' ports go from 0 to 1 then the clip which is lined up with the green central highlight (or focal row) the n'th column of the roller cue will be triggered. You can also use this module to automate the selection of the Media Bank and Automate the selection of the layers.



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