

Modules

As stated in the [Introduction](#) modules are the smallest parts used in the Ai node-based engine. They are provided by the Ai system. A full list of the available modules is published in the manual which is installed with the software in Distrib\Help\Ai_Man_v8.chm and in the V9 User Manual available at the [Avolites Download site](#).

The modules used in the examples in this wiki are explained here as well so that you can easily link between modules and their use in real-life patches.

Currently these modules are discussed in this wiki:

Subnamespaces:

C

- [controller](#)

F

- [file_io](#)

G

- [generator](#)
- [gl](#)

I

- [import](#)

M

- [math](#)

N

- [network](#)

P

- [patch](#)

S

- [scripting](#)

T

- [text](#)

U

- [ui](#)

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