

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:

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- [ArtNet Input Large](#)
- [Artnet Input Small](#)
- [ArtNet Server](#)
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- [BlendMode](#)

C

- [Camera \(Controller\)](#)
- [Camera \(GL\)](#)
- [Clear](#)
- [Const Diff](#)
- [Constant](#)
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- [controller](#)
- [Convert To String](#)
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- [Filename As String](#)

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- [Formula](#)

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- [Rectangle](#)
- [Render Merge](#)
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S

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- [String To Number](#)
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- [TCP Client Module](#)
- [TexScale](#)

- [text](#)
- [Text \(Generator\)](#)
- [TexTranslate](#)
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- [ui](#)

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- [Vector](#)
- [Vector Join](#)
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- [Window](#)

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