

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

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- [gl](#)

I

- [import](#)

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- [3D Morph Model](#)

A

- [AiMediaTileTrigger](#)
- [ArtNet Input Large](#)
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B

- [BlendMode](#)

C

- [Camera \(Controller\)](#)
- [Camera \(GL\)](#)
- [Clear](#)
- [Const Diff](#)
- [Constant](#)
- [ConstantWithText](#)
- [Convert To String](#)
- [CSV File Reader](#)

E

- [Ethernet Command](#)

F

- [Filename As String](#)
- [Formula](#)

J

- [Javascript](#)

L

- [Latch](#)
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M

- [Monitor](#)

N

- [Notepad](#)
- [Null Render](#)

P

- [Patch IO](#)

R

- [Rectangle](#)

- [Render Merge](#)
- [Render To Texture](#)

S

- [Scale](#)
- [String Combine](#)

S cont.

- [String Length](#)
- [String Texture](#)
- [String To Number](#)
- [Sub String](#)

T

- [TCP Client Module](#)
- [TexScale](#)
- [Text \(Generator\)](#)
- [TexTranslate](#)
- [Texture](#)
- [Translate](#)

V

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

W

- [Window](#)

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