Ai System Patches

Sample Texture Region Simple

short description	Renders a part of a texture. Size of this part, of the texture and of the target GL render can be defined
ports	Texture In [texture]
	Output [GL render]
parameter	Src Resolution [input/numeric] - width/height of the target gl render resolution
	px Position Output [input/numeric] - top/left position of where to place the result in the output render
	px Size [input/numeric] - width/height of the rendered texture part (result) in the output render
	px Pos Texture [input/numeric] - top/left position of the texture part to be extracted
	px Size [input/numeric] - width/height of the texture part to be extracted

used in example

- Visualiser: Moving RGB Matrix

Manual

This patch takes the texture provided on the Texture In port and draws a sample region from within the texture into the specified location on the output. This variant of the Sample Texture Region patches has been tweaked to reduce the parameters to a simple set of basic parameters, suitable for many rectangular LED tile applications.