Ai Modules

Render Merge

section	GL
short description	merges a number of GL streams into one, observing a top-bottom-order.
licence level	Anjuna
ports	Input 0 ... Input 3 [GL render]
	Select [control/numeric]
	LinkIn [multipurpose]
	LinkOut [multipurpose]
	Output [GL render]
parameter	0 ... 3 togglebutton] enable the respective input
skins	**01HMerge**, 2Inputs, 3Inputs, 4Inputs, 4Link, 4LinkSelect, 4Select

used in example

- Artnet Video Switch
- CSV Score Board
- Javascript Multiline Text
- Midi Layer Select
- Visualiser: Moving RGB Matrix
- Modules
- Render Path

Manual

> Renders each of the GL inputs in order, or alternatively renders a single specified input if the 'Select' input is connected (acting like a render switch in the latter case).

From:
https://www.avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://www.avosupport.de/wiki/ai/modules/gl/render_merge?rev=1539582168

Last update: **2018/10/15 05:42**