

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).



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