

Ai Modules

# Render To Texture

<b>section</b>	GL
<b>short description</b>	Renders a 2D Texture out of a GL render stream
<b>licence level</b>	Anjuna
<b>ports</b>	Input [GL render]
	Output [texture]
	Size Input [control/numeric] size of the target texture
<b>parameter</b>	Width [input/numeric] - width of the target texture
	Height [input/numeric] - height of the target texture
	Size Mode [dropdown select] - Size input/Auto - which mode to define the texture resolution
<b>skins</b>	./.

## used in example

- [Visualiser: Moving RGB Matrix](#)
- [Simulated Screen](#)

## Manual

Converts a Yellow render port into a green texture port. On the GPU the render pipeline is rendered into a texture at the specified width and height, or alternatively the dimensions can be set automatically by the dimensions of the incoming render by selecting the 'Auto' Size mode option.



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