Ai Modules

Scale

section	GL
short description	Scale a gl render - either only in one dimension, or in total.
licence level	Anjuna
ports	Input [gl/render]
	Output [gl/render]
	X/Y/ZMod [control/numric]
parameter	S [knob/rotary fader] - total scale
	X/Y/ZScale [knob/rotary fader] - x/y/z scale
	X/Y/ZModAmount [knob/rotary fader]
skins	[Default], XYZ_mod

This operates on GL streams. In order to scale a texture before rendering it there is another module TexScale.

used in example

- CSV Score Board
- Javascript Multiline Text

Manual

> Adjusts the scale (zoom / magnification) of input GL primitives
>
> 
>

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