Ai Modules

TexScale

section	GL
short description	Scale a texture - either only in one dimension, or in total.
licence level	Bondi
ports	Input [texture]
	Output [texture]
	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	./.

This operates on textures before rendering. In order to scale a rendered object there is another module Scale.

used in example

Plugin Backlinks: Nothing was found.

Manual

> Adjusts the scale (zoom / magnification) of the input GPU texture.
> 
>

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