

Ai Modules

# TexScale

|                          |  |
|--------------------------|--|
| <b>section</b>           | GL   |
| <b>short description</b> | Scale a texture - either only in one dimension, or in total. |
| <b>licence level</b>     | Bondi  |
| <b>ports</b>             | Input [texture]  |
|                          | Output [texture]   |
|                          | X/Y/ZMod [control/numeric]                                   |
| <b>parameter</b>         | S [knob/rotary fader] - total scale                          |
|                          | X/Y/ZScale [knob/rotary fader] - x/y/z scale                 |
|                          | X/Y/ZModAmount [knob/rotary fader]                           |
| <b>skins</b>             | ./.  |

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.



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

Permanent link:  
<https://www.avosupport.de/wiki/ai/modules/gl/texscale?rev=1540754165>

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