Ai Modules

TexTranslate

section	GL
short description	repositions a texture
licence level	Bondi
ports	Input [texture]
	Output [texture]
	VectorIn [control/vector]
	XVectorMod/YVectorMod/ZVectorMod [control/numeric]
parameter	X/Y/Z [knob/rotary fader]
	XModAmount/YModAmount/ZModAmount [knob/rotary fader]
skins	[Default], Text, VectorIn

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

used in example

Plugin Backlinks: Nothing was found.

Manual

> Adjusts the position of the input GPU texture in 2D texture coordinate space.
>
> 
>

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