

Ai Modules

# Translate

<b>section</b>	gl
<b>short description</b>	repositions a gl render stream
<b>licence level</b>	Anjuna
<b>ports</b>	Input [gl render]
	Output [gl render ]
	VectorIn [control/vector]
	XVectorMod/YVectorMod/ZVectorMod [control/numeric]
<b>parameter</b>	X/Y/Z [knob/rotary fader]
	XModAmount/YModAmount/ZModAmount [knob/rotary fader]
	Matrix [dropdown select] - Default/Projection/ModelView
<b>skins</b>	SimpleXy, VectorIn

This operates on GL streams. In order to translate a texture before rendering it there is another module [TexTranslate](#).

## used in example

- [CSV Score Board](#)
- [Javascript Multiline Text](#)

## Manual

Adjusts the position of input GL primitives in 2D or 3D space.



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

Permanent link:  
<https://www.avosupport.de/wiki/ai/modules/gl/translate?rev=1540733178>

Last update: **2018/10/28 13:26**

