

Ai Modules

Translate

| | |
|--------------------------|---|
| section | gl |
| short description | repositions a gl render stream |
| licence level | Anjuna |
| ports | Input [gl render] |
| | Output [gl render] |
| | VectorIn [control/vector] |
| | XVectorMod/YVectorMod/ZVectorMod [control/numeric] |
| parameter | X/Y/Z [knob/rotary fader] |
| | XModAmount/YModAmount/ZModAmount [knob/rotary fader] |
| | Matrix [dropdown select] - Default/Projection/ModelView |
| skins | 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=1540733205>

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

