

Ai Modules

# Window

<b>section</b>	GL
<b>short description</b>	opens a variable-size window and displays the input render content.
<b>licence level</b>	Anjuna
<b>ports</b>	Input [GL render]
	Color [control/vector]
	Depth [control/numeric]
<b>parameter</b>	Window [button] - opens the window.
<b>skins</b>	Clear Options

## used in example

- [Advanced Output Patch](#)
- [Artnet Video Switch](#)
- [CSV Score Board](#)
- [Javascript Multiline Text](#)
- [Simple Javascript Patch](#)
- [Midi Layer Select](#)
- [Moving Screens](#)
- [Simulated Screen](#)
- [Modules](#)
- [Render Path](#)

## Manual

Creates and maintains a windowed, full screen, or multi-screen OpenGL display.



From:

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

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<https://www.avosupport.de/wiki/ai/modules/gl/window?rev=1539585043>

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