Ai Modules

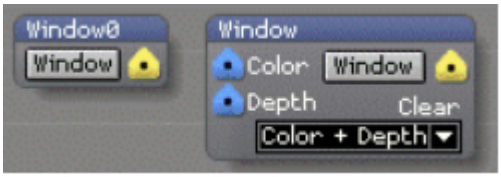
Window

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

Manual

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

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