

Ai Modules

Texture

section	Import
short description	loads a 2D image as texture
licence level	Anjuna
ports	Tex0~2 Filename Input [string/filename] Tex0 ~ Tex2 [texture] - the GL texture outputs
parameter	Auto Reload [input/numeric] Mipmaps [togglebutton] Bilinear [togglebutton] Wrap [togglebutton] EmbedImages [togglebutton] Target [dropdown select] 2D/3D Load0 ~ Load2 [pushbutton] - opens file browser to select image file
skins	FileNames, OneBank, Thumbnail, TwoBanks

used in example

- [CSV Score Board](#)

Manual

Opens a local image file and outputs a GPU texture containing the image



From:

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

Permanent link:

<https://www.avosupport.de/wiki/ai/modules/import/texture?rev=1541086567>

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