

Ai Modules

# String Texture

<b>section</b>	Text
<b>short description</b>	renders a texture from a string
<b>licence level</b>	Bondi
<b>ports</b>	String [string] - the string to render
	Font Name [possibly a string] - font name
	Font Size [control/numeric] - size of the rendered string
	Texture Size [control/vector] - with and height of the texture to render
	Color [control/vector] - colour of the textur to render
<b>parameter</b>	param 1 [type] - description
<b>skins</b>	./.

## used in example

- [Artnet Video Switch](#)
- [CSV Score Board](#)

## Manual

text from manual  
[picture\\_from\\_manual](#)

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Last update: **2018/10/17 14:42**

