

Ai Modules

String Texture

section	Text
short description	renders a texture from a string
licence level	Bondi
ports	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
	Out [texture] - the rendered texture
parameter	./.
skins	./.

used in example

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

Manual

Uses the input string data to draw text with any font registered within the operating system.



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

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