

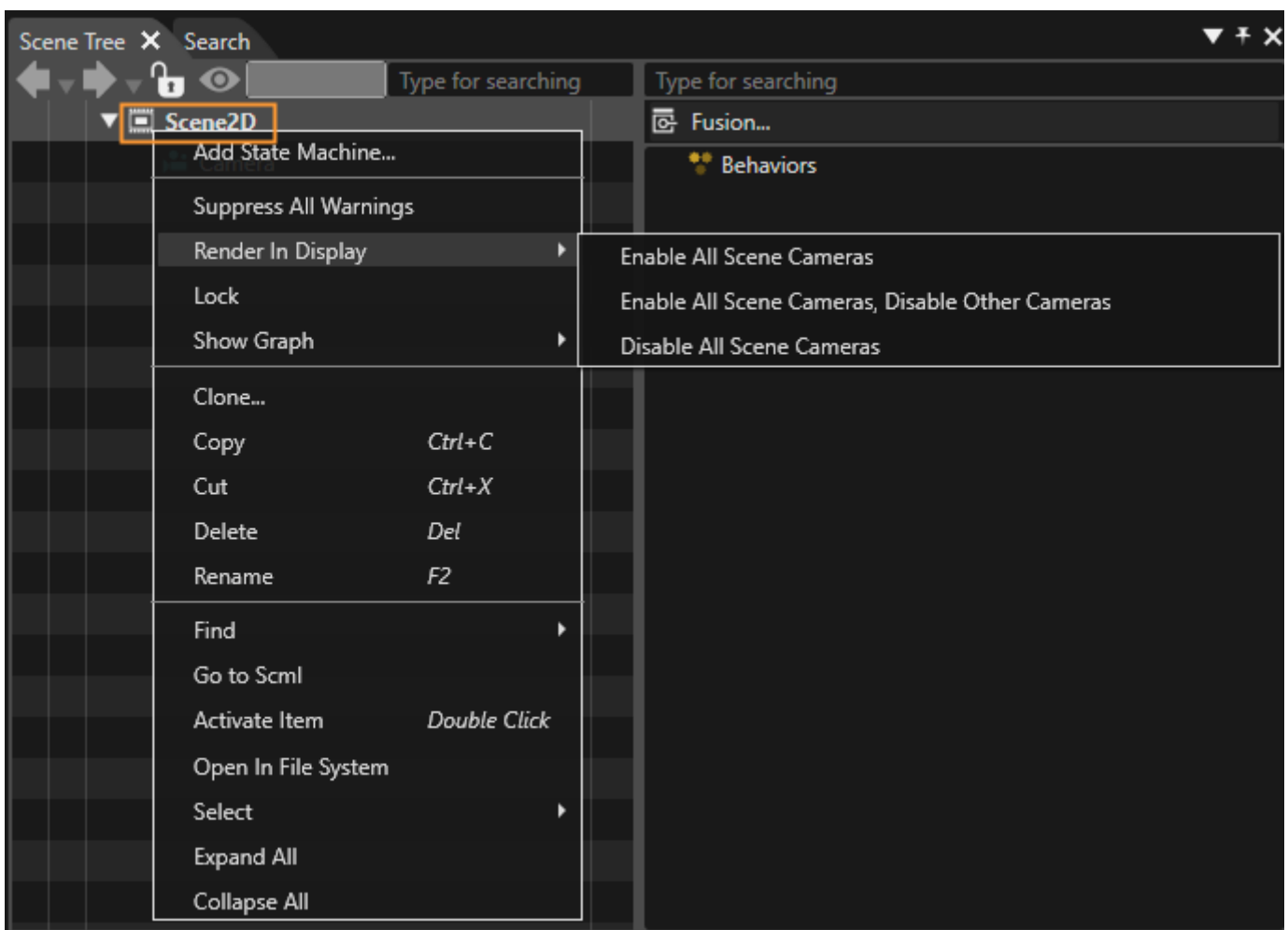
Smart Scene/Camera Preview

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It is possible to enable/disable camera visualization into the display(s) based on scenes. Depending (offscreen) cameras are automatically activated. The actions are offered via context menu on the camera, render target, display objects, and scenes. This option is available for the user via the following context menus:

1. Scene - Render in display (menu having children items):

- Enable all cameras
- Disable all cameras

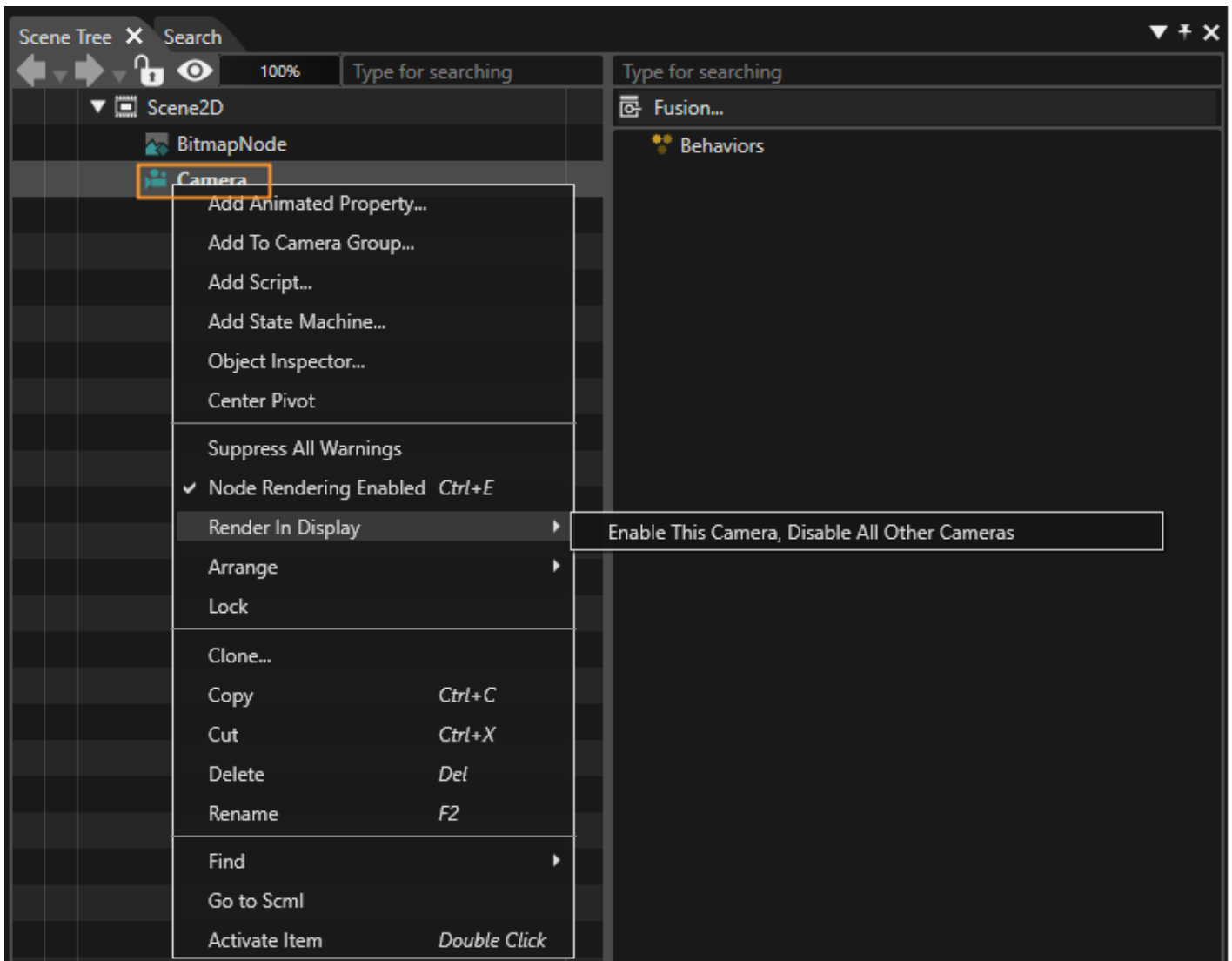


"Render in Display" Option in the Scene's Context Menu

2. Camera - Render in display (menu item having children items):

- Render only this camera - clears all cameras and enables only this camera

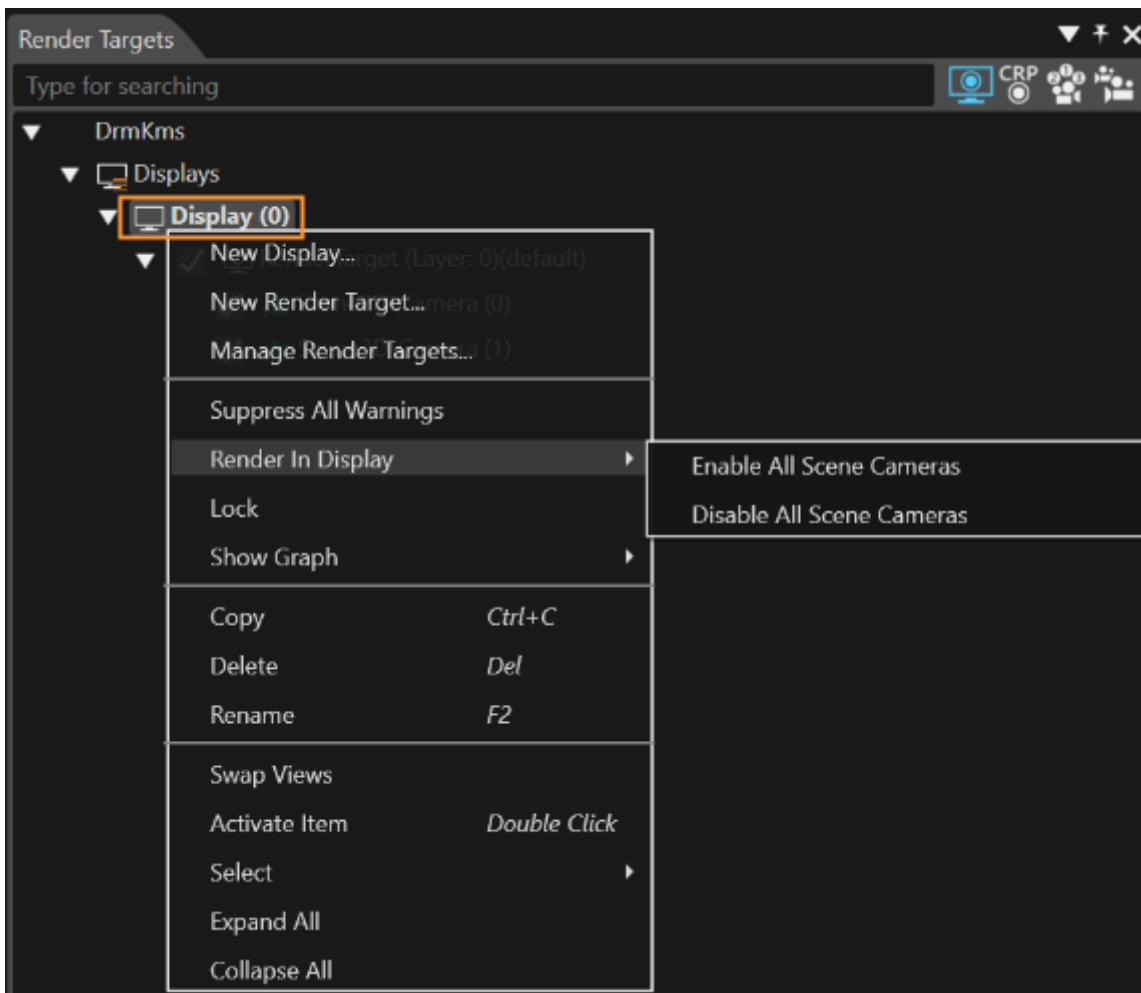
- Render all except this camera



"Render in Display" Option in the Camera's Context Menu

3. Display - Render in display (menu having children items):

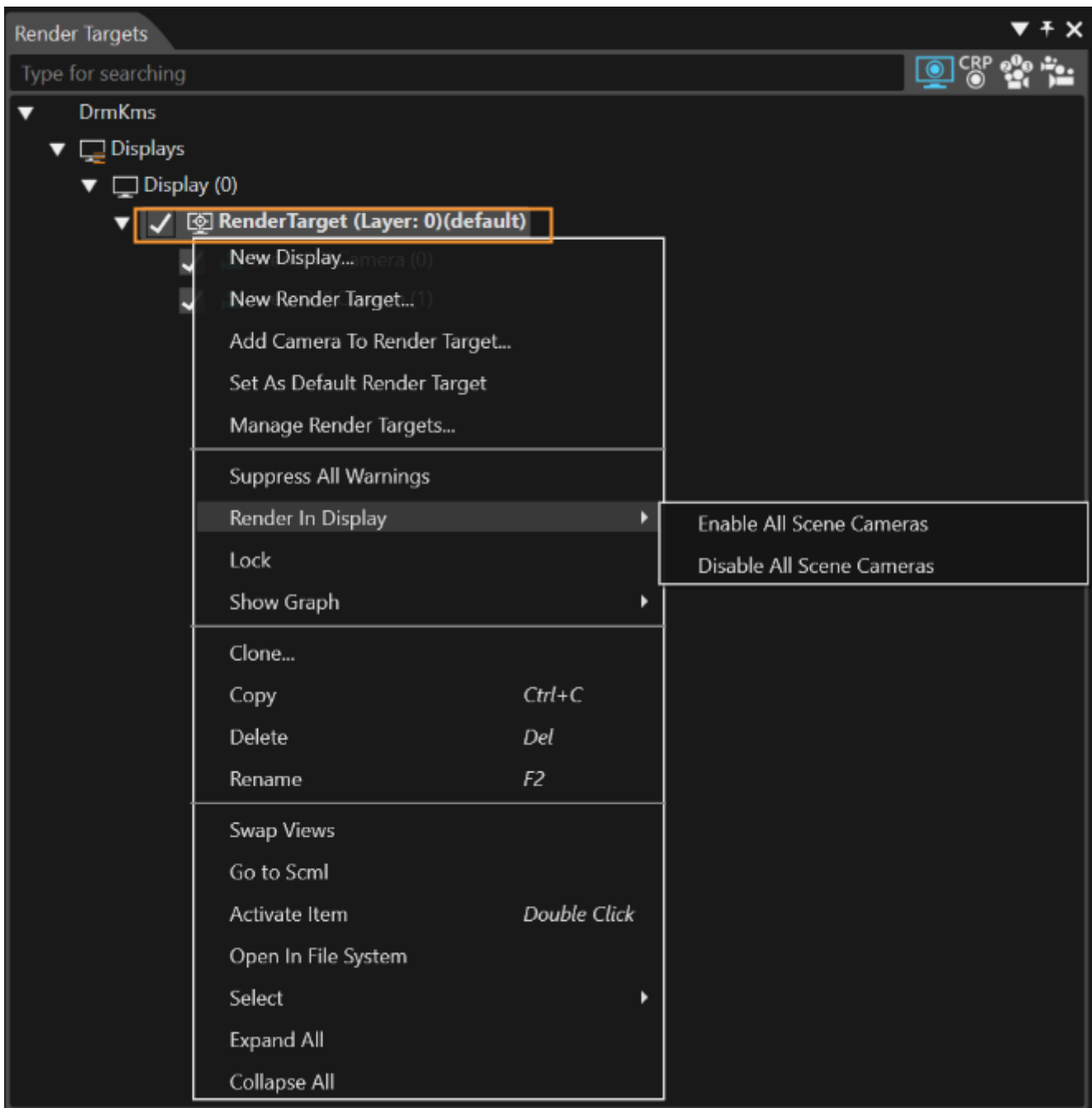
- Enable all cameras
- Disable all cameras



"Render in Display" Option in the Display's Context Menu

4. RenderTarget - Render in display (menu having children items):

- Enable all cameras
- Disable all cameras



"Render in Display" Option in the Render Target's Context Menu

Dependent cameras are 2D and 3D cameras which render in off-screen RenderTargets and the offscreen RenderTarget is used in a 3D scene as texture (e.g. billboard).

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