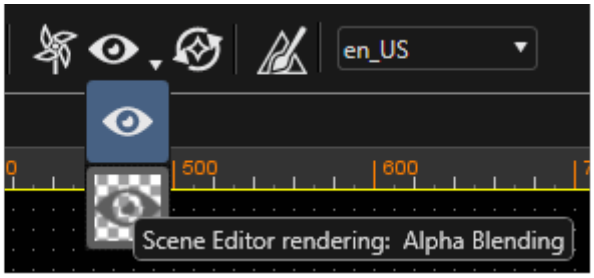
RenderTarget Alpha Blending

Using the icons in the toolbar the user can switch between "Normal Scene Editor Rendering" and "Alpha Blending Scene Editor Rendering".



The alpha blending render mode shows the check pattern in the background. The actual scene is rendered to an offscreen buffer and then blended against the background, that displays the check pattern.

Normal Mode



Alpha Blending Mode



This approach enables the user to immediately test certain blend settings.

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