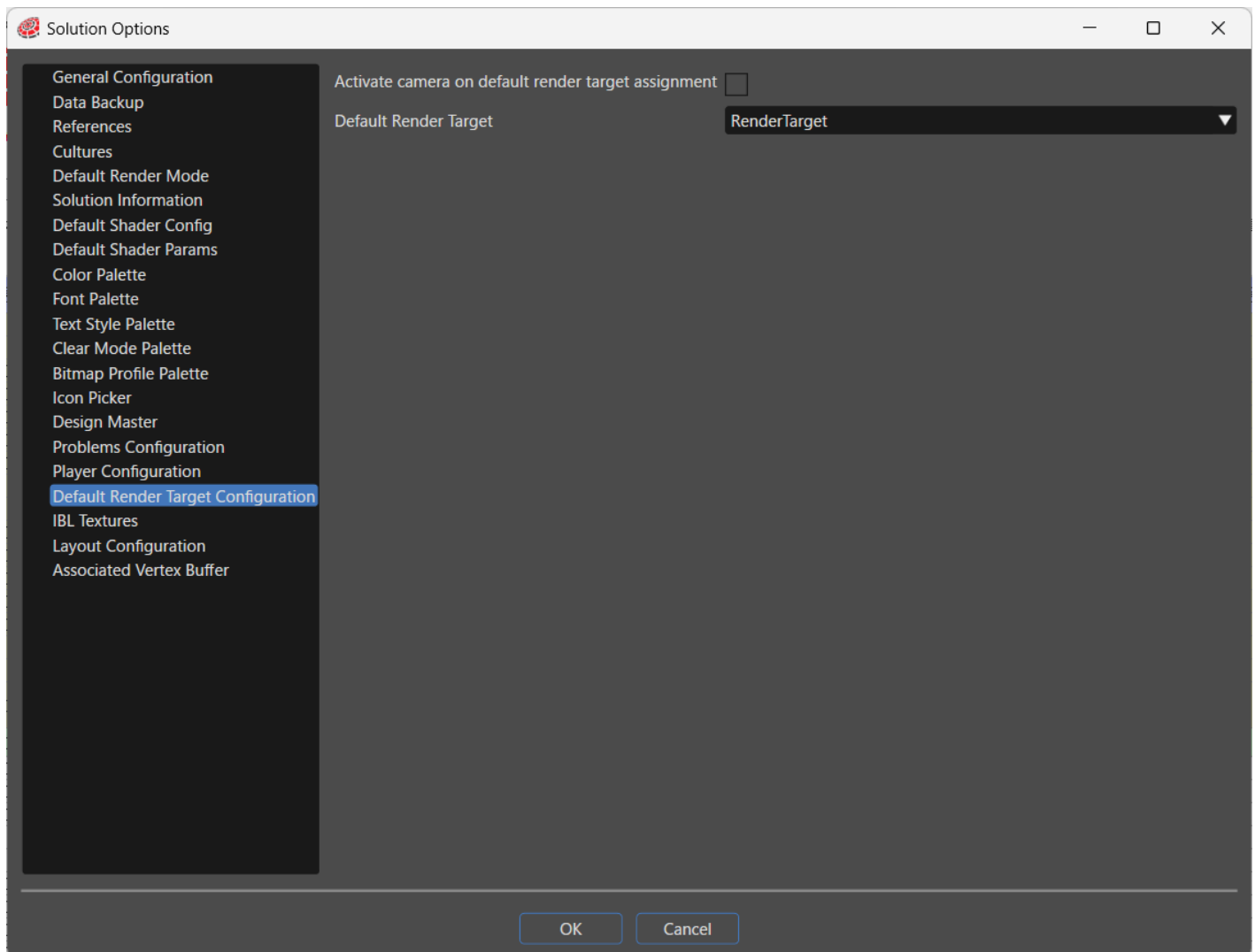


Default Render Target Configuration

In the File->Solution Options menu the "Default Render Target Configuration" section allows to set a default render target or to choose whether the camera is activated or not after it has been automatically assigned to the default render target. Default Render Target can also be set to any render target added within the solution.

For more information on how to add a new render target, please refer to Chapter [Add a new Render Target](#).



Not all cameras can be assigned to a default render target (e.g. newly created 2D camera cannot be assigned to a default 3D render target).