Render Targets

Render Targets Device Capabilities

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Following is an overview about what kind of render targets are supported on which device:

Device	Number of Displays Supported	Types of Layers Supported	Unit Types
iMX6	4	1 color layer	Mixed2D3DDisplayTarget: Candera::iMX6WindowSurfaceRenderTarget Mixed2D3DOffscreenTarget: Candera::iMX6FrameBufferRenderTarget Candera::SoftwareLayer

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