

# 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:<br><a href="#">Candera::iMX6WindowSurfaceRenderTarget</a><br>Mixed2D3DOffscreenTarget:<br><a href="#">Candera::iMX6FramebufferRenderTarget</a><br><a href="#">Candera::SoftwareLayer</a> |

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