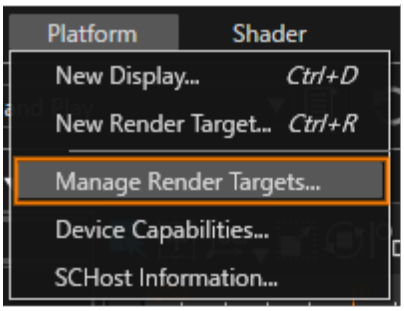
Manage Render Targets

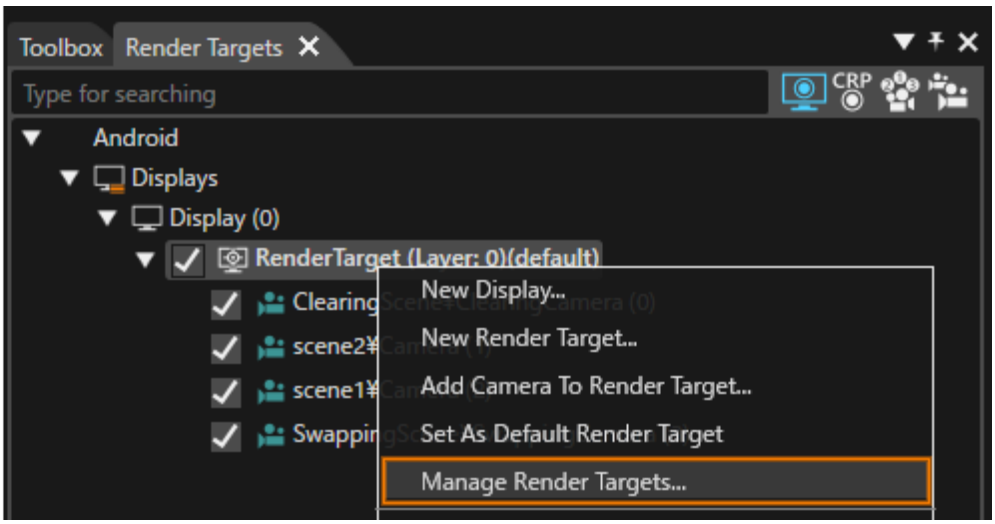
Manage Render Targets dialog allows you to view and edit the various settings of the render targets included in solution.

Open the Manage Render Targets dialog

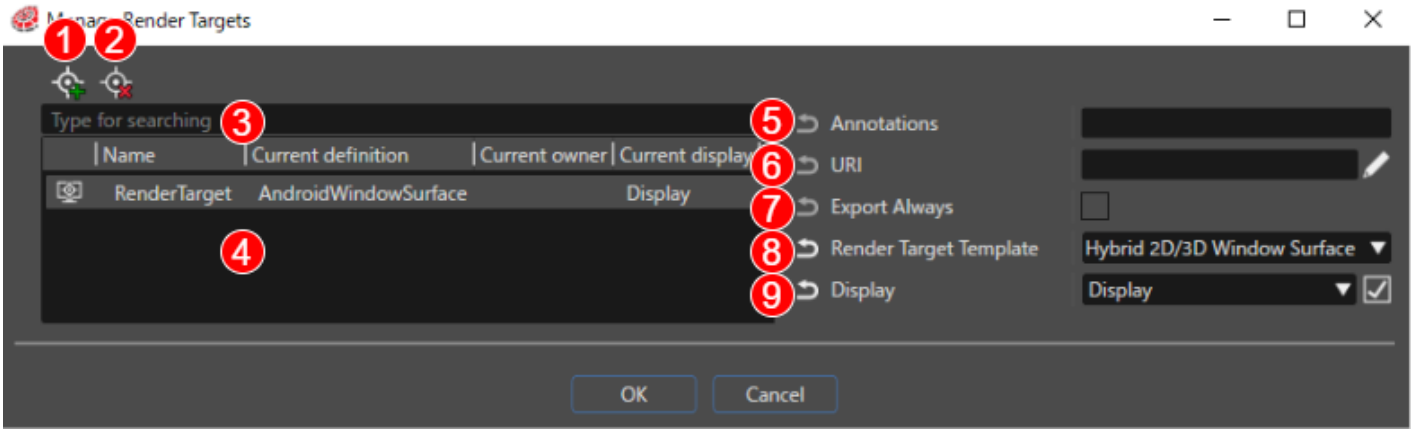
The Manage Render Targets dialog can be opened in two ways:

- From the [Platform > Manage Render Targets...] menu on the menu bar
- The context menu of any render target in the Render Targets panel





Manage Render Targets dialog details



(1)	Create Render Target	Create a new Render Target.
(2)	Delete Render Target	Delete a Render Target.

(3)	Search	If multiple Render Targets are set, you can enter a search term to narrow the number of results.
(4)	Render Target list	A list of Render Targets included in the solution is displayed. (If a search term is set, only Render Targets that correspond to the search results are displayed.)
(5)	Annotations	The Render Target Annotations
(6)	URI	The Render Target URI
(7)	Export Always	If enabled, the Render Target selected at the time of asset generation is always exported to the asset.
(8)	Render Target Template	The Render Target type
(9)	Display	The display that is linked to the Render Target

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