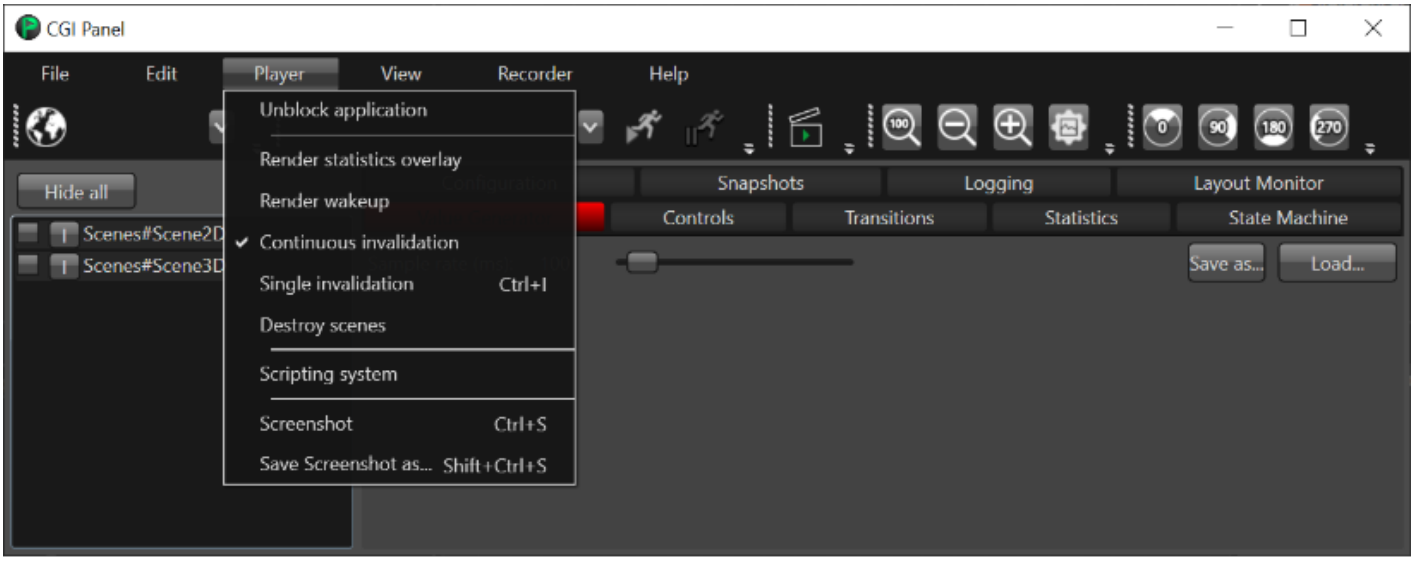
Player Menu

Player menu allows to control the rendering and scripting system



Options:

- *Unblock application*: unblocks an application which is currently in the waiting state.
- *Render statistics overlay*: enables or disables the render statistics overlay within the scene.
- *Render wakeup*: enables or disables the render wake up mechanism.
- *Continuous invalidation*: enables or disables continuous invalidation. (Please note that it should be disabled when Dirty Area Management feature is used)
- *Single invalidation*: sends a single 'invalidate all' message.
- *Destroy scenes*: enables or disables the destroying of the scenes as soon they are hidden.
- *Scripting system*: enables or disables the script system.
- *Screenshot*: saves a PNG file for each display in the folder of the loaded asset.
- *Save Screenshot as...*: saves a PNG file for each display but the location can be set via "Save as ..." dialog.

Revision #6
Created 2023-02-17 06:33:56 UTC by Tsuyoshi.Kato
Updated 2025-11-04 01:23:28 UTC by Kanai Tomoaki