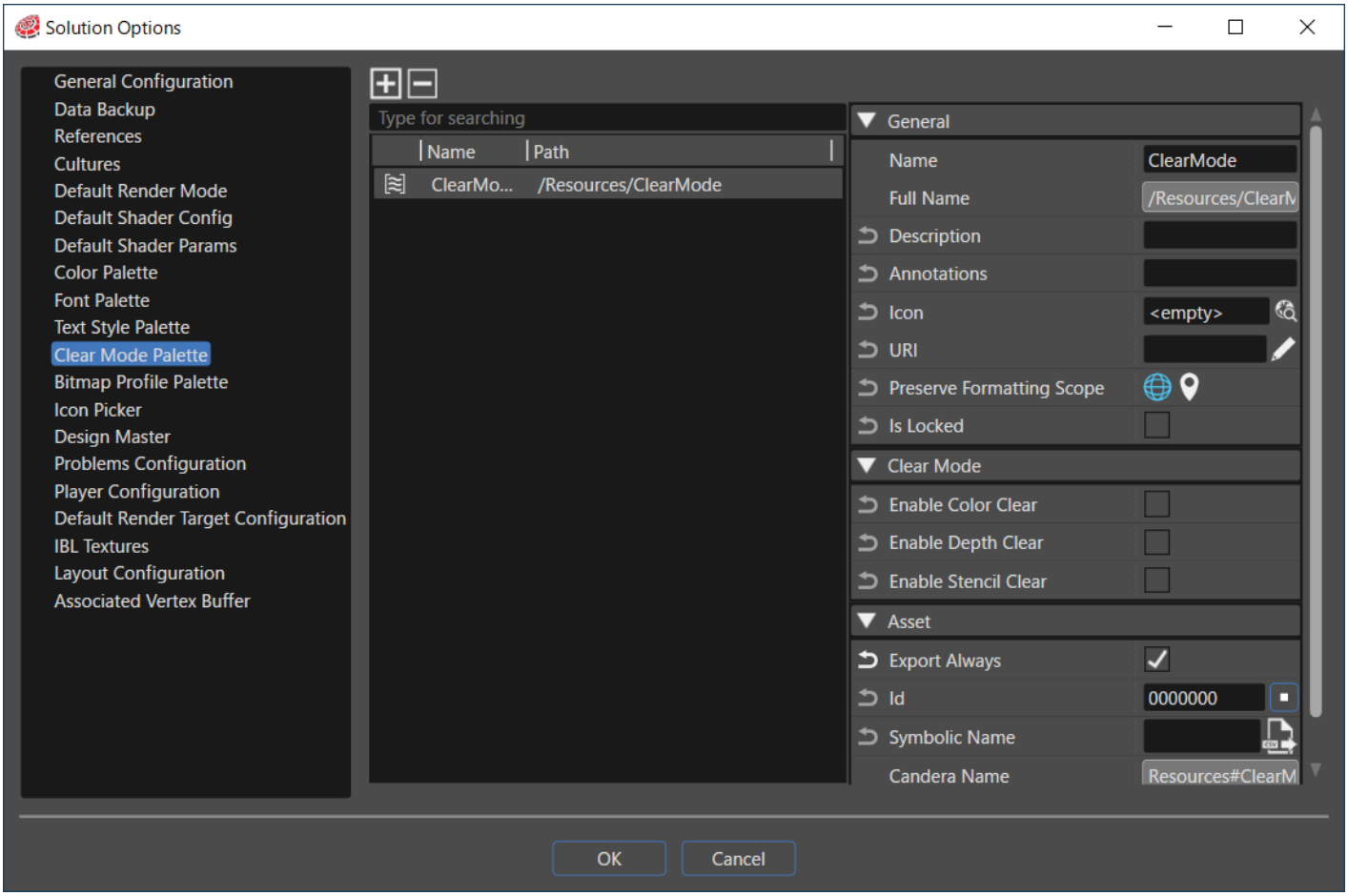
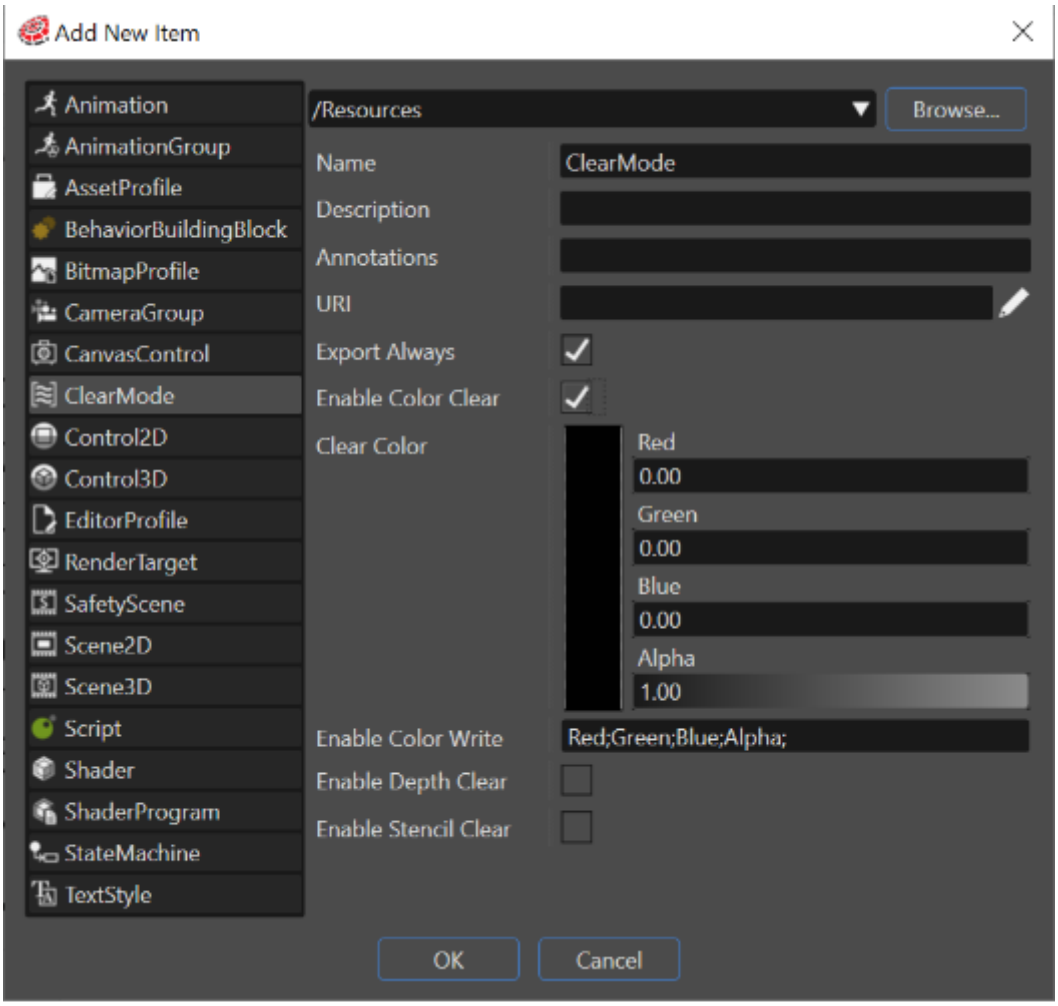
Clear Mode

The "Clear Mode" item can be created via "Solution Explorer" panel by using the context menu option ("Add" > "New Item"). In this way, all its specific properties ("Clear Color", "Enable Color Write", "Enable Depth Clear" and "Enable Stencil Clear") are related with just one item instead of being included among many other properties of every render target.

A Clear Mode Palette View is available in Solution Options. By using it ("File" > "Solution Options"), it is possible to create different clear mode items which can be saved and reused.

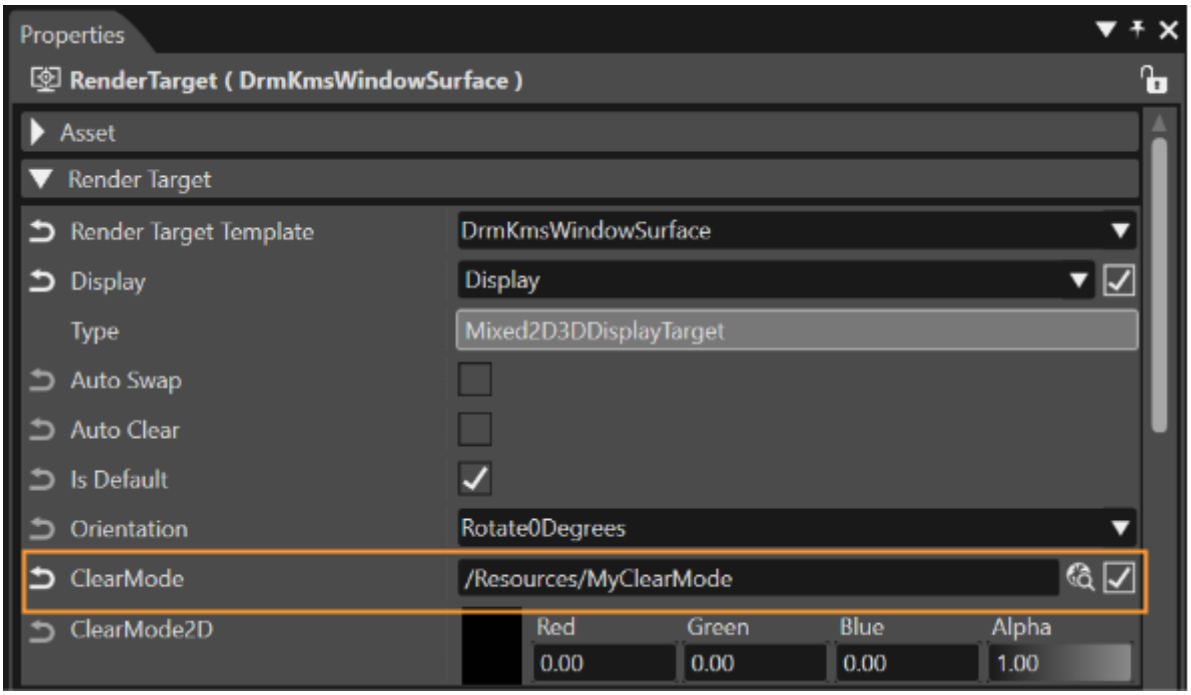


If there are many render targets which are referencing the same clear mode item, it is enough to modify the desired property just once rather than modifying all of them.



After the creation of a "Clear Mode" item, it can referenced by one or more Render Targets. This operation can be done using the "Clear Mode" property available in the "Properties" panel associated with any available render target.

> If a ClearMode is a associated to a RenderTarget, the RenderTarget is cleared using that ClearMode before any of the attached cameras renders to it.



See also:

- Candera::ClearMode

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