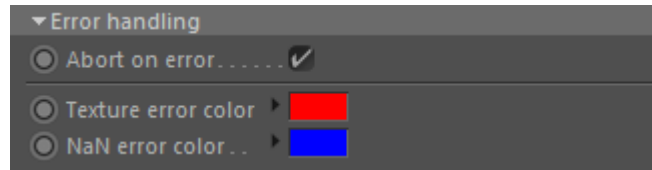


Error Handling



Abort on Error

If set, rendering will stop as soon as an error is detected. This is the recommended setting. In general, you should not ignore important error messages, or you'll risk crashes, rendering artifacts and undefined behavior.

Texture Error Color

Color used to report texture errors.

NaN Error Color

Color used to report NaN's.



Scenes that contain a bad mesh will render green. Scenes that contain a bad shader will render magenta.