

DxSetRenderTarget

This function changes the drawing destination for the dx functions. It can be used to select a previously created render target, or if called with no arguments, restore drawing directly to the screen.

Syntax

```
bool dxSetRenderTarget ( [ element renderTarget, bool clear = false ] )
```

If no arguments are supplied, the screen is restored as the drawing destination.

OOP Syntax [Help! I don't understand this!](#)

Method: *rendertarget:setAsTarget(...)*

Optional Arguments

- **renderTarget:** The render target element whose pixels we want to draw on.
- **clear:** If set to true, the render target will also be cleared.

Returns

Returns *true* if the render target was successfully changed, *false* otherwise.

Usage restrictions

- Items drawn with *postGUI* set to *true* will not appear on a custom render target.
- dxSetRenderTarget can be set at any time as long as `<min_nrp_version>` in meta.xml is set to at least 1.3.0-9.04431 e.g. **`<min_nrp_version client="1.3.0-9.04431" />`**