

Selecting this command causes the rendering engine to use filled polygons complete with an illumination model, a distance hazing model, an altitude based color model, and a wave texture model for water areas. This is the mode to use to produce final images. Significant control of the above mentioned models is possible through the use of the other commands in this menu.

Using this mode can be significantly slower than using the Lines mode, however there is no difference in the memory used.

When Polygons is selected, a checkmark will appear next to the item in the menu.