

Panel View Options

In the View Options panel

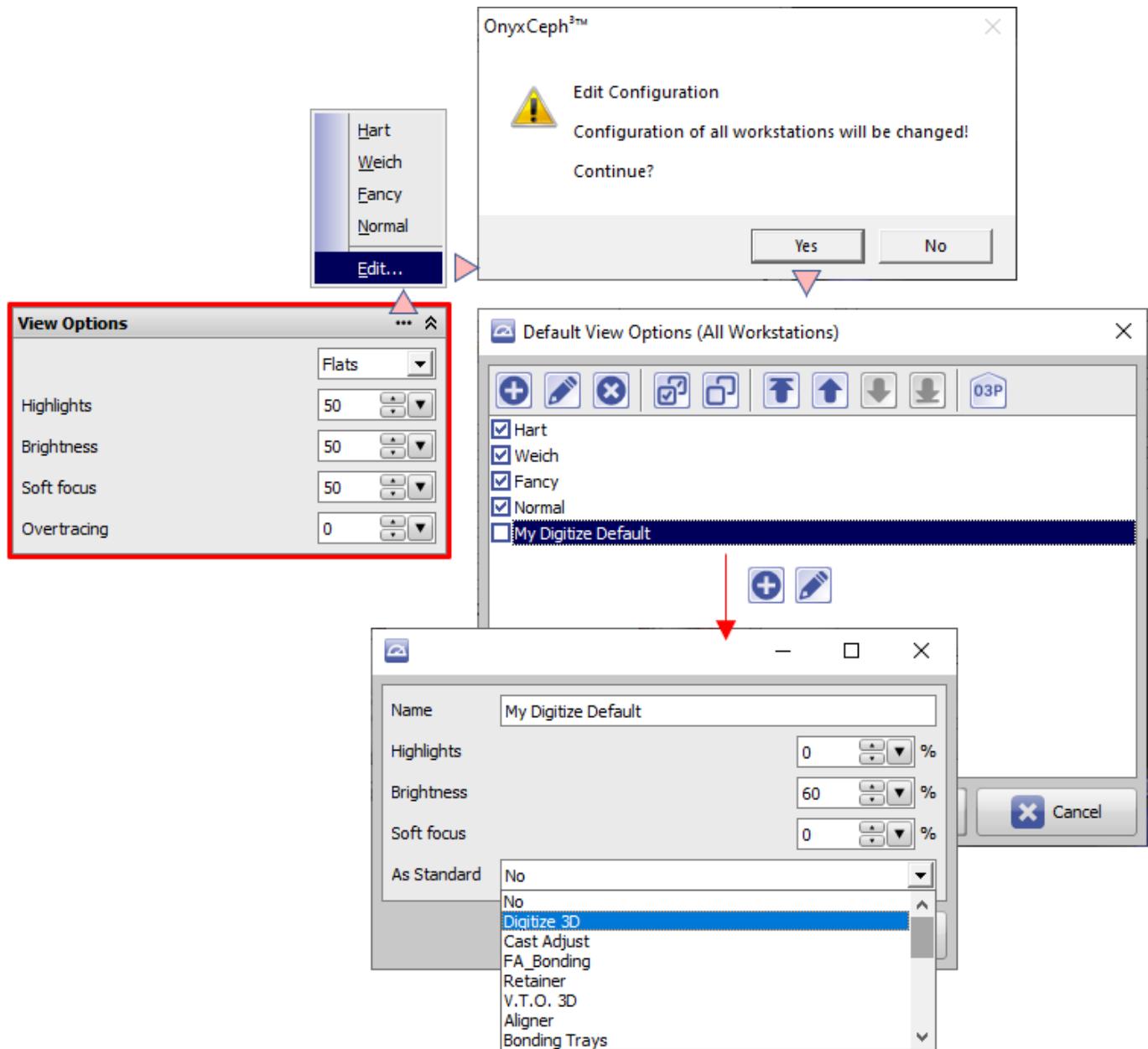
- Type of 3D representation (points, meshes, surfaces, surfaces+meshes)

and the [%] parameters

- Highlights
- Brightness
- Blur
- Overdraw

can be set for the current 3D views. The numerical value of the respective parameter can be set using the Up/Down keys or using the horizontal slider with the left mouse button pressed above the drop-down arrow.

The context menu of the panel can be opened, as usual, by right-clicking or by using the [...] button in the header:



There you can select pre-defined view options, modify them or create/add new ones. View options can also be set as default for specific 3D modules.



Setting, modifying, or selecting object options has a system-wide effect.

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