

# Polygon Edition EditMode

This mode lets you modify an already created polygonal undergrowth area. You are able to add, remove, and move around vertices in the polygon.

- To add a vertex, simply double click on an edge of the poly.
- To remove a vertex, right click on it.
- To move a vertex around, just click and hold on one and drag it over the terrain. Note that the final polygon should be convex, so same restrictions as when the polygon is created apply.
- When finished, press the **Done** button to save your new polygon.
- Press **Cancel** if you wish to give up any changes made.

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