Subject: Re: Another WIP Map
Posted by PermaGrin on Wed, 15 Feb 2006 19:02:01 GMT
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Jeep Rubi wrote on Wed, 15 February 2006 07:52I dont see the point unless the buildings go underground you shouldnt need it, or even want it because it just adds more polys to your map.

Zfighting is the reason you want to do this. As Ack stated, if you have two pieces of geometery laying too close to one another, the engine has a hard time determining which piece is actually on top. So what happens is one frame the game might think the concrete floor of you building is ontop (which it is) and the next frame the game may think the ground is above the floor (which it is not), which in turn cuase the goemetery to flicker between building floor and ground. One way to get around Zfighting besides cutting up the lower section and snapping the verts of the bottom verts of the building is to have the buildings floor far enough above the ground where the engine knows which is on top all the time, but this may result in a floating building. Best course of action is to take the time and cut up the surrounding area and delete the under lying mesh pieces and the border of the hole with the building.