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Subject: Clipping Errors

Posted by [Sanada78](#) on Sat, 27 Dec 2003 04:20:40 GMT

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I've known about these "clipping" problems you get in models exported from GMax for sometime, but I just noticed how it happens.

When you export a model (usually terrain) and open it in Level Edit, you sometimes get these clipping errors between two different objects with their faces aligned.

This picture shows this:

It shows the clipping error between the two objects.

View from GMax.

Now, in GMax, I zoomed in on the same spot and the error is there. I checked to see if the co-ordinates were just slightly out of line between the vertexes, but they where the same. I then noticed that if I clicked and highlighted either X, Y or Z co-ordinate number (located at the lower end if the screen). If this co-ordinate just happened to by one that was misaligned, once I deselected it, it would align correctly, fixing the clipping error. Basically, I selected the misaligned vertex, highlighted the numbers in the co-ordinate bar, and then deselected them and it aligned with the other correct adjacent vertex.

Why does it do this? Is there a glitch in the software or is it just a general problem? Also, is there an easy was to fix these little errors with out having to manually check them like the way I explained above?

I've noticed that in Westwood maps, you hardly, if ever, see these clipping errors so I'm thinking it's a software glitch.