Posted by c0vert7 on Mon, 14 Jan 2013 00:28:49 GMT
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Anyone have a fix for lines in terrain or modles that stick out past itself. I welded all 4 corners and than it still shows this...
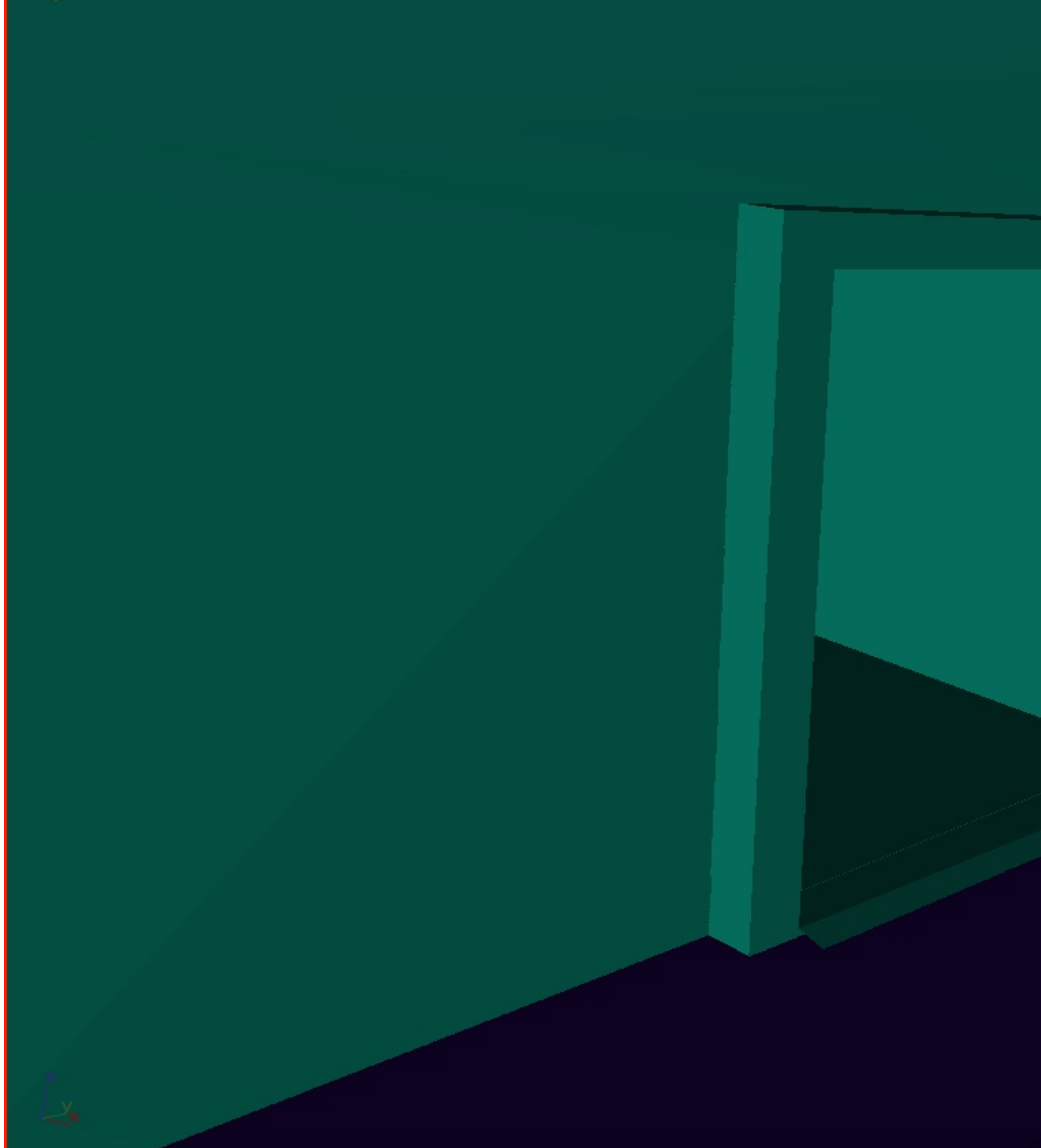

Am I going to have to explode it and weld more or ?

File Attachments
1) d.jpg, downloaded 679 times

File   Edit   Tools   Group   Views   Create   Modifiers   Animation   Graph Editors   Customize   MAXScript   Help

All   View   X   Y   Z   zx

Perspective

0 / 100

5   10   15   20   25   30   35   40

Subject: Re: Unmatched lines in terrain.
Posted by Mauler on Mon, 14 Jan 2013 02:11:29 GMT
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Still isn't welded properly..

Subject: Re: Unmatched lines in terrain.
Posted by c0vert7 on Mon, 14 Jan 2013 02:13:37 GMT
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I cant find anything wrong on it, it was a pretty simple weld, was 4 vertex in the walls and 4 on the pertruding entrance...

Subject: Re: Unmatched lines in terrain.
Posted by Mauler on Mon, 14 Jan 2013 06:10:37 GMT
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well its hard to tell you what it could be, from that screenshot you provided, but it would seem that there might be some vertices not aligning properly... from my experiences it's most likely that...

here's a shot of my misaligned welds

Subject: Re: Unmatched lines in terrain.
Posted by c0vert7 on Mon, 14 Jan 2013 12:34:08 GMT
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Well I deleted the protruding areas 3 times and rewelding using all sorts of different methods and still come up the same lol. I guess ill try something else

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Subject: Re: Unmatched lines in terrain.
Posted by Aircraftkiller on Mon, 14 Jan 2013 23:08:10 GMT
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Match the verts of the cliff to the outermost rear verts of the "collar" of your "tunnel". That will fix your problem. If it doesn't, post a wireframe view so I can see what the actual issue is here.