
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 were the same. I then noticed that if I clicked and highlighted either X, Y or Z co-ordinate number (located at the lower end of the screen). If this co-ordinate just happened to be 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 way to fix these little errors without 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.

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Posted by [Aircraftkiller](#) on Sat, 27 Dec 2003 06:42:58 GMT

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The clipping error occurs because of misaligned vertexes, or vertex points that aren't matched.

In order to keep the "sparkly white edges" from appearing, you have to make sure that every matching edge has a matching vertex point.

Otherwise, the edge effect appears.

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Posted by [CnCsoldier08](#) on Sat, 27 Dec 2003 07:25:52 GMT

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ummm, ACK, at your tutorial at CnCDen it says to put the two edges of the things aligned....does it make a difference if I use vertices instead of edges, cause its easier for me

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Posted by [Sanada78](#) on Sun, 28 Dec 2003 01:30:30 GMT

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Okay, thanks.
