
Subject: Re: mesh clipping

Posted by [David Fanning](#) on Wed, 28 Aug 2002 17:14:03 GMT

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Rick Towler (rtowler@u.washington.edu) writes:

> I ended up using 0.001 and 0.999. Unfortunately I
> can't remember why...

Experience, no doubt. :-)

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

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