
Subject: Flythrough

Posted by [Thomas Gutzler](#) on Mon, 10 Mar 2003 07:18:13 GMT

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Hi all,

I have to simulate a flythrough of a polygon-model (airway, comparable to lots of circles with different z-coordinates).

I tried to copy'n'paste'n'modify the flythrough-demo but it didn't work.

It seems to translate in x/y-direction, not z.

Then I tried simple translations in z-direction which didn't work, too.

It seems, the model stays centered in z-direction and if it translates far enough, it reaches the border of the viewbox and is cut off till it completely disappears.

I tried moving the eye into the viewplane (zclip) but this also failed - nothing seemed to happen. Moving it further somewhen results in:

'Warning: EYE must be greater than the ZCLIP near value. EYE has been set to near+0.1.'

I'm clueless now.

Has anybody done something like that and could tell me a few secrets about getting it to work ?

thx,
Tom
