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Subject: Re: find a plane in a 3D plot

Posted by [Wox](#) on Mon, 22 Sep 2008 14:33:23 GMT

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On Mon, 22 Sep 2008 11:15:45 +0200, Wox <nomail@hotmail.com> wrote:

> 3. Find all intersections between the box-lines and the plane:

>  $t = [n \cdot (p_0 - p_1)] / [n \cdot (p_2 - p_1)]$

>  $\Rightarrow$  (numerator eq 0) AND (denominator eq 0)  $\Rightarrow$  line in plane  $\Rightarrow t=1$

It should be  $t=0$  AND  $t=1$  (i.e. two intersection points for this line)

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