
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:

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

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

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