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