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Subject: Clipping Errors

Posted by [Aircraftkiller](#) on Sat, 27 Dec 2003 06:42:58 GMT

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The clipping error occurs because of misaligned vertexes, or vertex points that aren't matched.

In order to keep the "sparkly white edges" from appearing, you have to make sure that every matching edge has a matching vertex point.

Otherwise, the edge effect appears.

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