3D BATTLE Diagram

The following diagram is the new 3D Hexagon used for 3D BATTLE's including Space Battle's!

Due to the inherent 3D problem of fully connecting all empty space with the 3D Hexagon as described in a previous chapter with the similar diagram Apotheum Colluseum will use Corridor's. Or, the 3D Hexagon can simply overlap at some points which could cause some confusion to the AI unless exceptions on such spaces are used. Or, it connects all empty space by connecting the 3D Hexagon's with another 3D Polygon. This results, miraculously or just by high abstract 3D geometry, in a 10-sided 3D Decagon consisting of 8 triangles sides and 2 square sides (9 and 10 behind).

It, however connects 2 sides of two combined 3D Hexagon's. So, that's a start.

Will it even out or do we have to keep adding irregular 3D Polygons causing an Infinite Crash in the scripting...

This, thus, creates a major problem and confirms what was stated in the previous chapter that one cannot connect 3D Hexagons to fill up space cause one now has only triangles to work with on the open sides and a 3D Hexagon has NO triangles.

What if we improvise and draw it a little bit differently. This time with a cube.

The result is 8 sides, 2 on the hexagon and one on the cube, 2 of which are open squares. Presto, a Hexagon has square sides!

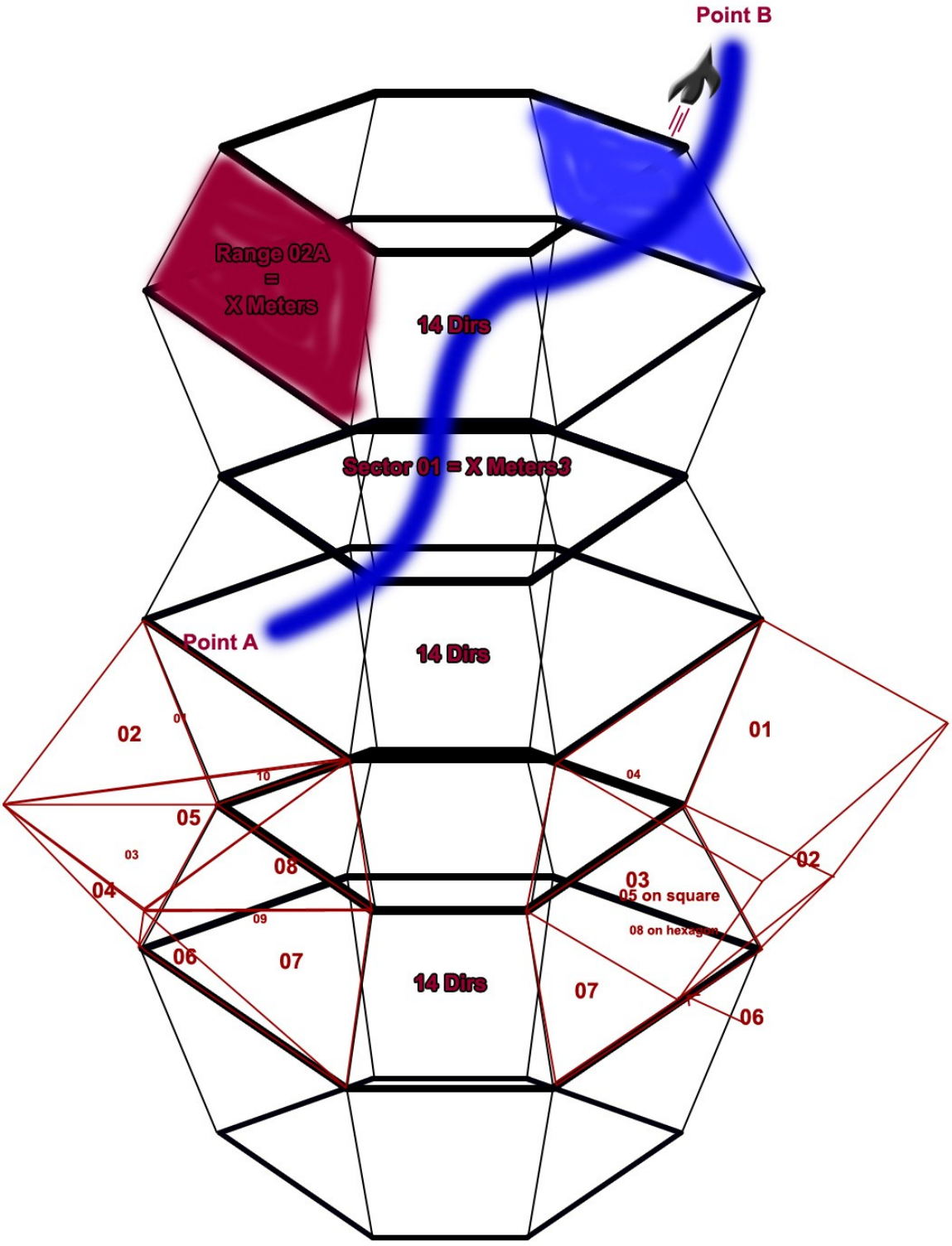
On these two open square sides one can place two more 3D Hexagon's.

I can therefore, by definition fill up Infinite Space with 3D Hexagon's and irregular 3D Polygon's.

Thus, one cannot avoid some 'Corridor Effect'. Otherwise, we're just stuck with the multilayered Cube.

See Next page for the **3D BATTLE Diagram.**

Let's have a look:


Point B
Range 02A
=
X Meters
14 Dirs
Sector 01 = X Meters3
Point A
14 Dirs
14 Dirs
02
01
05
03
08
04
03
05 on square
02
08 on hexagon
06
07
07
06