

Erratic performance during drain implementation.

Symptoms:

1. **Implement moving erratically while implementing drains.**
2. **Implement moving erratically while implementing drains with Cross Slope enabled.**

Cause:

T3RRA creates a surface using a raster which is a grid of elevation heights. These gridded cells are referred to as “pixels” and have a uniform edge size. As the vehicle moves it reads the elevation from consecutive pixels beneath the blade. If the neighboring pixels are significantly different in elevation the blade can move substantially as it crosses pixel boundaries.

Solutions:

1. **In some situations, it may make sense to decrease pixel size so that neighboring pixels are closer in elevation. If your implement is 2 meters wide and your drain width is 4 meters, try decreasing your pixel size or increasing your drain width.**
2. **Disable Cross Slope.**

