

# 3D-XplorMath

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## A Tool for the Visualization of Mathematical Objects and Processes

"Let us help one another to see things better."  
Claude Monet

Home Page: <http://3D-XplorMath.org/>

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3D-XplorMath includes algorithms and  
source code from many places. These  
are either in the public domain or are  
used with permission. Special thanks  
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The xWindows Program Shell

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Fast Fourier Transform Code Courtesy of

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Saving Surfaces as .obj and .inc Files

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Conversion to Free Pascal

Adriaan van Os

For online documentation  
see the Documentation menu.

The latest release version of 3D-XplorMath is available  
from CNET:

<http://www.cnet.com/>

or at the 3D-XplorMath Web-site:  
(includes Java version in 7 languages)

<http://3D-XplorMath.org/>

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## The End