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
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The xWindows Program Shell
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Saving Surfaces as .obj and .inc Files
Paul Bourke

Conversion to Free Pascal
Adriaan van Os
Conversion to Linux (beta version)
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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