Read Me Last

The 3D-XplorMath Consortium

This program is still under active development, and the members of the 3DXM Consortium would appreciate your comments, criticisms, and suggestions. Please email any such comments to:

palais@math.uci.edu

Of course if you want to tell us you find the program interesting, useful, or amusing we will be happy to hear that. But we are really much more interested in knowing what you DON'T like about it: bugs you have discovered, difficulties you have found in using it, or parts of the documentation that you consider to be confusing or insufficient. We assure you that we will take all such suggestions seriously, and try to fix any problems that are brought to our attention. We are also interested in any suggestions for new "categories" to be added to 3D-XplorMaths repertory, any particularly interesting pre-programmed examples to be added to those of an already existing category, and suggestions for features you feel would improve the program. (But, of course, "creeping featuritis" has spoiled many a good program, so we won't promise to add everyone's favorite idea.)