# HyperCuber version 2.0
by Greg Ferrar

## Program Description
HyperCuber is a program which displays and rotates an n-dimensional object. In its early days, it was able only to display a four-dimensional "cube," also known as a hypercube; that's where the name came from. HyperCuber is now able to display and rotate objects of any dimension, and it lets you view these objects from any three-dimensional, four-dimensional, ..., and n-dimensional viewpoint.

## System Requirements
HyperCuber requires System 7 or later and a Mac equipped with a 68020 or better processor and an FPU (or 68040 processor with built-in FPU). It needs about 600K of RAM, though it can run in less if you use a small window, and don't open the memory-intensive "About HyperCuber..." window.

## Motivation
I wrote HyperCuber because hypercubes have always fascinated me. Additional enhancements have been motivated by a my personal disapproval of all "limitations," which seems to find its way into all my programs. I couldn't stand to leave HyperCuber alone while it was still limited to only four dimensions!

HyperCuber is, as far as I know, just a toy. If anyone can find any practical use for it, let me know! Also, if you dream up any practical uses it might have if only it had Feature X, let me know and I just might add that feature for you! Some of HyperCuber's nifty features are the result of user input (see Thanks).

## Thanks
• Jack Gray for prodding me along the path to arbitrary dimensions.
• Sven Guckes for suggesting that I label my angles with numbers.
• Sven Guckes for envisioning "Full-screen" and "Hide Menu Bar."
• Many others, with lots of good suggestions, many of which I haven't been able to implement...yet. Sorry if I forgot anyone!

## Source Code
In case anyone is interested, the complete source code for HyperCuber is available to anyone who asks. See the Final Comments chapter for more information.