

src/src/space4d.js

```
1  /**
2   * @file Describes ADSODA space4d
3   * @author Jeff Bigot <jeff@raktres.net> after Greg Ferrar
4   * @module space4d
5   */
6
7  // import { Space } from "./space.js";
8  import { Solid } from './solid.js'
9
10 /**
11  * return an array representing a 3D cube
12  * @param {number} min
13  * @param {number} min
14  * @returns cube 3D cube
15  */
16 export function cube3D (min, max) {
17   return new Solid(3, [
18     [-1, 0, 0, max],
19     [1, 0, 0, -min],
20     [0, -1, 0, max],
21     [0, 1, 0, -min],
22     [0, 0, -1, max],
23     [0, 0, 1, -min]
24   ])
25 }
26
27 /**
28  * return an array representing a 4D cube
29  * @param {number} min
30  * @param {number} min
31  * @returns cube 4D cube
32  * */
33
34 export function cube4D (min, max) {
35   return new Solid(4, [
36     [-1, 0, 0, 0, max],
37     [1, 0, 0, 0, -min],
38     [0, -1, 0, 0, max],
39     [0, 1, 0, 0, -min],
40     [0, 0, -1, 0, max],
41     [0, 0, 1, 0, -min],
42     [0, 0, 0, -1, max],
43     [0, 0, 0, 1, -min]
44   ])
45 }
46
```