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## [Issue #17](#) (open): [DECISION] Real time, cross platform visualizations with zero dependencies for the N-body package REBOUND

[@floe](#) on  
Jan 29, 2026 20:36: [opened]

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[@floe](#) on  
Jan 29, 2026 20:36: **Conflicts of interest**

- I declare that I have no known conflicts of interest with the authors.
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### Reviewed version

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### Reviews summarized

- [#3](#)
  - [#9](#)
  - [#12](#)
  - [#14](#)
  - [#16](#)
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### Meta-Review

Reviewers R1 @sharponlooker and R3 @Rmelikyan endorse this paper (R2 @RaphaelWimmer requests a re-review, however, all their suggestions have been implemented in the meantime). There is no separate open materials review, as these aspects have already been commented on by R2 as well. All other individual comments have already been addressed before this metareview, therefore this paper is ready for acceptance and will be officially published in JoVI within the next days.

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### Decision

Endorse: I am willing to endorse this paper, with at most minor copyediting.

[@floe](#) on  
Feb 02, 2026 11:08: P.S. @hannorein I have one minor usability suggestion: would it be possible to give the different axes of the "bounding cube" in the demo different colors (e.g. RGB for XYZ)? It's sometimes a bit ambiguous to figure out what's rotated where when they are all uniform.

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