Errata for *Rendering Vector Art on the GPU*

I know of one error that appears in both the book and on-line article, and one that appears only in the on-line article.

1) Both book and on-line article: The second row, first column for the matrix $M$ in Section 25.3.2
   
   currently $\frac{1}{3}(-l_s m_t - l_t m_s + l_s m_s)$ should be $\frac{1}{3}(-l_s m_t - l_t m_s + 3 l_s m_s)$

2) On-line article only: Section 25.3
   
   currently $a_3 = b_2 \cdot (b_1 \times b_1)$ should be $a_3 = b_2 \cdot (b_1 \times b_0)$

If more errors are found, please let me know.