
Subject: Re: FG-arithmetic error and moving objects
Posted by [David Fanning](#) on Tue, 03 Mar 2015 17:29:59 GMT
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Dick Jackson writes:

> And to David: I'm going to guess that what you're seeing is yellow complementary afterimages.
(it's all in your head! :-). Since the world is suddenly interested in our visual system this past week,
I'll toss out this barely-relevant (but fascinating) link:
> https://en.wikipedia.org/wiki/Lilac_chaser

Totally weird. Is it coincidence that the sun is shining and it is
snowing simultaneously here? :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
