
Subject: Re: FG-arithmetic error and moving objects
Posted by [David Fanning](#) on Wed, 04 Mar 2015 14:40:13 GMT
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Helder writes:

> And I have the feeling I'm getting to be the official bug-finder* of FG (I say this without pretenses, only frustration)].

The good news is, things have greatly improved. When I had this job, all I could get to work correctly was a simple line plot:

http://www.idlcoyote.com/ng_tips/onion.php

It's a good job. It will keep you employed for years. ;-)

Cheers,

David

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Sepore ma de ni thue. ("Perhaps thou speakest truth.")
