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Subject: Re: Frame Rate With Xinteranimate  
Posted by [Liam Gumley](#) on Thu, 06 May 1999 07:00:00 GMT  
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Ross McLaren wrote:

> We are attempting to use XInteranimate to generate simple animations for  
> use in the testing of a video tracker. We need a constant, but not  
> necessarily fast, frame rate. At present XInteranimate shows a frame  
> rate that varies with time and the slider control is unpredictable to  
> say the least, dropping from hundreds of frames/second to around 16 with  
> one click of the slider- we really need around 25. Any ideas/tips would  
> be much appreciated.

Ross,

You could try my frame tools, available at

<http://cimss.ssec.wisc.edu/~gumley/frame.html>

For example,

```
PRO TEST_FRAMES
fset, frames=10
for i=1,10 do begin
  xyouts, 0.0, 0.0, strcompress(i), charsize=10.0, /normal
  af
endfor
If, del=1.0/25.0
END
```

As long as you are logged in at the console of the machine running IDL,  
it should run fast enough. Let me know if it works for you.

Cheers,  
Liam.

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Liam E. Gumley  
Space Science and Engineering Center, UW-Madison  
<http://cimss.ssec.wisc.edu/~gumley>

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