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Subject: Frame Rate With Xinteranimate

Posted by [Ross McLaren](#) on Thu, 06 May 1999 07:00:00 GMT

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Hello,

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.

Regards,

Ross

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