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Subject: rate in xinteranimate

Posted by [florele15](#) on Fri, 27 Aug 2004 16:50:01 GMT

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I would like to know if someone of you have faced the following situation when animating with xinteranimate.

My animation starts displaying at a slow speed (just as I want), and the animation window has all the buttons turned off. After showing all the frames for the first time, it starts running at maximum speed, but fortunately the button of "frames/second" is now turned on. This is a bug in my animation. I tried fixing it with "rate" in the first xinteranimate statement as it says in the manual. But, it is not working. The manual also mentions that I should use "Set" before calling "Rate". That is what I did as well.

Any insight on this issue will be strongly appreciated.

XInteranimate, Set=[1000, 1000, 3],rate

Have a good one!

Flor

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