Subject: size of window object and xinteranimate loading
Posted by adharac on Fri, 17 Sep 2004 02:31:14 GMT

Hello everyone
This is a dumb question but I really have not been able to figure it
out!
I am using xinteranimate and my macro runs smoothly....however, not
all the objects that should be seen in the animation window of
xinteranimate appear!
The only way I can see everything is by setting the first call of
xinteranimate smaller and the window object window as well. However,
this is a tradeoff between being able to see everything and seeing it
smaller!
How can I see everything and at the same time see it in a full screen
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thanks,
Adhara