
Subject: Re: rate in xinteranimate

Posted by [David Fanning](#) on Fri, 27 Aug 2004 17:16:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Flor (one of *many* aliases, I think) writes:

- > 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.

The slow running you see is XInterAnimate loading the pixmap.

After loading, it seems to run at a high rate of speed.

The rate is set not on the *first* XInterAnimate call (as you are doing) in which you are setting up the size of the window and the number of frames, nor on the *second* XInterAnimate call, in which you are loading the pixmaps, but on the *third* XInteranimate call, where (my guess) you have the animation set up to run at about half speed (rate=50). Try setting the rate there and you will have more luck.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
