
Subject: size of window object and xinteranimate loading

Posted by [adharac](#) on Fri, 17 Sep 2004 02:31:14 GMT

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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
????

thanks,
Adhara
