

Movie Speed Palette

The movie speed palette is shown below.

- The controller changes the speed of the active movie
 - setting 1 = standard speed,
 - positive settings are forward,
 - negative settings are reverse,
 - setting 0 = movie paused,
 - range = -5 to +5 times standard speed.

Tip: Press command which clicking on the controller to set the active movie's speed back to 1.0 (normal speed).

- Clicking in the zoom box (top-right corner) reveals constantly updating information about the active movie's time (shown below).

- Time is in the format hours : minutes : seconds : sub-seconds. The sub-seconds counter can be set using Preferences....
- Length is the duration of the movie.

- Clicking in the zoom box again reveals constantly updating information about the active movie (shown below).

- Frame is the number of the current frame being played.
 - To cancel a frame count, press the escape key, or type command- (the command key and the period key).
- Total is the total number of frames in the movie.
- FPS is the number of frames that were actually played in the last second. A more accurate value is achieved if background applications (including control panels such as Launcher) are not open.

· **Movie** is the number of frames in the movie in the last second. This number may be greater than FPS because QuickTime may skip frames in order to keep up with the time. It can be thought of as the number of frames that should have been played in the last second for the movie to play at its best.

Tip: While editing movies, it is a good idea to keep the movie speed palette closed or fully 'zoomed-in'. When the movie is changed and the palette is 'zoomed-out' fully, the number of frames has to be recalculated, and this usually takes a few seconds, depending on the movie's length.