[Return to article](http://docs.google.com/index.html#frameRate)

# Keeping a Constant Frame Rate: Example2Applet

This applet is very similar to [the previous example](http://docs.google.com/Example1Applet.html), except that it keeps better track of time in the **run()** method. The actual code for this applet is in [Example2Applet.java](http://docs.google.com/Example2Applet.java). This is the updated method:

*/\*\*  
 \* This method is called by the thread that was created in  
 \* the start method. It does the main animation.  
 \*/*  
 public void run() {  
 *// Remember the starting time*  
 long tm = System.currentTimeMillis();  
 while (Thread.currentThread() == animator) {  
 *// Display the next frame of animation.*  
 repaint();  
  
 // Delay depending on how far we are behind.  
 try {  
 tm += delay;  
 Thread.sleep(Math.max(0, tm - System.currentTimeMillis()));  
 } catch (InterruptedException e) {  
 break;  
 }  
  
 *// Advance the frame*  
 frame++;  
 }  
 }