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# Using MediaTracker to Avoid Incremental Display: Example9Applet

The code below shows the important methods that we had to update to use a MediaTracker instance to help load images. The animation isn't started until all the frames have been loaded. The code for the entire applet can be found in [Example9Applet.java](http://docs.google.com/Example9Applet.java).

MediaTracker tracker;  
 Image frames[];  
  
 */\*\*  
 \* Initialize the applet and compute the delay between frames.  
 \*/*  
 public void init() {  
 String str = getParameter("fps");  
 int fps = (str != null) ? Integer.parseInt(str) : 10;  
 delay = (fps > 0) ? (1000 / fps) : 100;  
  
 tracker = new MediaTracker(this);  
 frames = new Image[10];  
 for (int i = 1 ; i <= 10 ; i++) {  
 frames[i-1] = getImage(getCodeBase(), "duke/T" + i + ".gif");  
 tracker.addImage(frames[i-1], 0);  
 }  
 }  
  
 */\*\*  
 \* Paint a frame of animation.  
 \*/*  
 public void paintFrame(Graphics g) {  
 *// Only paint when all images have arrived*  
 if (tracker.statusID(0, true) == MediaTracker.COMPLETE) {  
 g.drawImage(frames[frame % 10], 0, 0, null);  
 }  
 }