

# FrameCount

The number of frames into which the control's image is divided.

## Usage

```
Set_Property(OLECtrlEntID, "OLE.FrameCount", Value)
```

## Values

Value can be any positive or negative whole number:

**Default:** 1

## Remarks

The FrameCount property divides the control's image into equal sized frames based solely on the image's width. For instance, if you set the Image property to a 100x50 pixel bitmap and this property to 2, then each frame is 50x50 pixels. Set this property to 10, and each frame will be 10x50 pixels. Setting this value to anything less than 1 is the same as setting it to 1.

Once this property is set, you can use the Frame property to show any one of the individual frames. Or use the Animated and AnimationDelay properties to show the frames in sequence to create animation.

## See Also

[Animated](#), [AnimationDelay](#), [Frame](#)