

In fact, the accuracy of the movie position while playing with Quicktime is not in milliseconds (but usually in  $1/600$  of a second). That means that there can always be a small difference of a few milliseconds when calculating the exact movie position to the position as displayed on screen. Obviously the (same) calculation comes up with a different answer sometimes. Weird, but conversely, there can only be a difference of  $1/600$  of a second calculating from the displayed position to the exact movie position. You would not see the difference.