Subject: Access Animated GIF ??
Posted by sam1 on Wed, 12 Dec 2007 11:15:57 GMT
View Forum Message <> Reply to Message

Hi,

im new to Ultimate++ and im coming from the Unix c side
as i see UPP supports some Image Formats. Im specially interested in the GIF Support. I found no Information in how to access a single Frame inside an Gif Animation. Can it be done? Or must i load every Frame im interested in into an Image Buffer(and how is this done?) ? How can i save multiple image buffers into one GIF ?
how can i set the Frame delay for playing the Gif i saved ?

Because i want to use upp to write a Image Converter for Game Modding im sure i have many more Questions about Imagehandling while im Developing this tool. While writing this here another Question rises: How can i write Support for new Image Formats?
where must i look how the existing formats got implemented (reading and writing)?

Many thanks in advance, i tried the Search but found NOTHING that got me further.

Greetings

Sam