
Subject: Re: Access Animated GIF ??

Posted by [mirek](#) on Sun, 16 Dec 2007 22:13:44 GMT

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sam1 wrote on Wed, 12 December 2007 06:15Hi,

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

Well, GIF animation seems to be supported in generic Raster interface, but the implementation is
missing...

To find out how, look into plugin directory. E.g. load "ide" and check packages like "plugin/bmp" or
"plugin/png".

Mirek
