
Subject: Re: Animated GIF support, anybody?
Posted by [koldo](#) on Tue, 15 Jun 2010 21:52:29 GMT
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luzr wrote on Tue, 15 June 2010 19:19koldo wrote on Tue, 15 June 2010 09:33luzr wrote on Mon, 10 May 2010 08:13I guess this is a valid request:

<http://www.ultimatepp.org/forum/index.php?t=msg&th=2967& amp; amp; amp; amp; amp;start=0&>

Well, anybody willing to add animated GIF support to plugin/GIF?

Mirek
Hello Mirek

This is very easy. The code is there.

Just tell how you want the interface for:

- loading images: How to cross through StreamRaster-Raster-GIFRaster
- showing them.

Actually, interfaces are already there for Raster:

```
class Raster {  
....  
public:  
virtual void  SeekPage(int page);  
virtual int   GetActivePage() const;  
virtual int   GetPageCount();
```

RasterEncoder might need one or two new virtual methods.

Mirek
Hello Mirek

I imagine you say the frame rate (time between frames per every frame) or the aspect ratio .

Meanwhile please think about visualization interface.
