
Subject: Re: Animated GIF support, anybody?
Posted by [koldo](#) on Wed, 16 Jun 2010 12:15:21 GMT
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Hello Mirek

Here I enclose you the files changed.

Just for testing (do not consider it a serious player) I have used the next simple code. It shows 100 frames repeating them if the gif have less frames. Delay is considered but aspect is not.

```
FileIn in(fileName);
One<StreamRaster> raster = StreamRaster::OpenAny(in);
int ind = 0;
for (int i = 0; i < 100; ++i) {
    raster->SeekPage(ind);
    image = raster->GetImage();

    Refresh();
    Ctrl::ProcessEvents();

    int delay = raster->GetPageDelay(ind);
    if (delay <= 0)
        Sleep(100);
    else
        Sleep(delay*10);

    if (ind < raster->GetPageCount()-1)
        ind++;
    else
        ind = 0;
}
```

I have added two new virtual functions:

```
virtual int GetPageAspect(int n);
virtual int GetPageDelay(int n);
```

In GIF format it is defined a delay per frame, but an aspect ratio for all frame set, so a GetAspect(void) version would be valid.

File Attachments

1) [GifFiles.7z](#), downloaded 374 times
