Subject: Re: Animated GIF support, anybody?
Posted by dolik.rce on Mon, 21 Jun 2010 07:38:37 GMT
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I had a quick look at the GIF format spec. The relevant part is paragraph 20. The data block described there should be loaded in GifLocalInfo::Load(). The code seems that it is already doing that.

But since the picture loaded is distorted, it seems that this information (GifLocalInfo::{x,y,width,height}) is not treated in GifProcessor::LoadSubimage(). It only checks if the values are sane. I guess it should also pad the actual image with transparent frame according to the x,y,width and height.

Sorry I don't dig into it myself, but my finals are coming tommorow But expect my helping in few days, if it is not finished by then.

Honza