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Subject: Re: Animated GIF support, anybody?  
Posted by [koldo](#) on Mon, 21 Jun 2010 08:53:31 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 tomorrow. But expect my helping in few days, if it is not finished by then.

Honza  
Agree. Working on that now.

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