
Subject: Re: Animated GIF support, anybody?
Posted by [koldo](#) on Sun, 11 Jul 2010 04:44:41 GMT
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luzr wrote on Tue, 06 July 2010 09:29koldo wrote on Sat, 26 June 2010 12:12luzr wrote on Sat, 26 June 2010 18:02koldo wrote on Thu, 24 June 2010 17:27Very good

Now last disposal method ("Restore to previous") is included in RasterMultiPage Reference demo.

And now is the time for the GIF animation player control. If you tell me the basic class methods I can do it for yourself.

You mean like specialized Ctrl to display GIF animation? Or rather some generic animation player?

Mirek
Yes

Something somebody puts in the layout designer, enter a file name or String with GIF file, and just plays the animation when the window is opened.

No want to spoil the fun, but I think this is way specialized.... and the moment you add this, people will start requiring support for "real" video (divx, xvid, x264). Are your ready for THAT?

That said, encapsulation of those formats would be really really nice.

But without them, animation player should be reserved for examples or bazaar IMO.

Hello Mirek

I think a GIF animation is not used to display movies, just to show dynamic elements in motion, like an hourglass or a progress bar (remember the foot in Nautilus).

In fact I am working actively in a media player, but believe me, it is really much heavier than a GIF player.

Anyway if GIF animation is not going to be included in CtrlLib I will include it in Bazaar with pleasure .
