Subject: Re: Animated GIF support, anybody?
Posted by mirek on Sun, 11 Jul 2010 20:22:33 GMT

View Forum Message <> Reply to Message

koldo wrote on Sun, 11 July 2010 00:44luzr wrote on Tue, 06 July 2010 09:29

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).

Well, I have only outlined what IMO people will want after you add any kind of player

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

Still, if current Raster interface is good enough for that, creating Raster player would make possible to connect it with streaming video one day... (represented as Raster).

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

Well, I can include it with uppsrc, but I do not think it is a generic widget for CtrlLib. After all, RichEdit or Report are separate packages as well.

Mirek