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Subject: Re: Animated GIF support, anybody?  
Posted by [koldo](#) on Thu, 09 Sep 2010 07:08:47 GMT  
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Hello

It is done. Now RasterPlayer default is single threaded.

If compiled with GUI MT it is possible to use SetMT(bool) function to set MT or ST.

"Reference/AnimatedClip" demo is uploaded including both modes.

I am really surprised. Both in Linux and Windows, the ST version goes as smooth as the MT version. Perhaps until now I have used MT sometimes it was not necessary. I am reconsidering my point of view about using timers more frequently .

In few days I will upload the doc.

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