
Subject: Re: Animated GIF support, anybody?
Posted by [koldo](#) on Sat, 11 Sep 2010 19:08:42 GMT
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Mindtraveller wrote on Thu, 09 September 2010 09:09It looks like RasterPlayer package has linking errors:

Linking...

\$blitz.obj : error LNK2005: "class Upp::Image __cdecl GetRect(class Upp::Image const &,struct Upp::Rect_<int> const &)" (?GetRect@@YA?AVImage@Upp@@@ABV12@

ABU?\$Rect_@H@2@@@Z) already defined in RasterPlayer.obj with MSC9 compiler, if Functions4U is added to project.

This is because GetRect duplicates one from Functions4U.

I've changed function name to GetRectRP and it links fine (quick & dirty).

It would be also great to support gif transparency.

Hello Pavel

Thank you. Included.

Mirek: Could you include

Image GetRect(const Image& orig, const Rect &r)

(or something equivalent) in Draw?
