Subject: Access Animated GIF ??
Posted by sam1 on Wed, 12 Dec 2007 11:15:57 GMT
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Hi,

im new to Ultimate++ and im coming from the Unix c side
as i see UPP supports some Image Formats. Im specially interested in the GIF Support. I found no Information in how to access a single Frame inside an Gif Animation. Can it be done? Or must i load every Frame im interested in into an Image Buffer(and how is this done?) ? How can i save multiple image buffers into one GIF ?
how can i set the Frame delay for playing the Gif i saved ?

Because i want to use upp to write a Image Converter for Game Modding im sure i have many more Questions about Imagehandling while im Developing this tool. While writing this here another Question rises: How can i write Support for new Image Formats?
where must i look how the existing formats got implemented (reading and writing)?

Many thanks in advance, i tried the Search but found NOTHING that got me further.

Greetings

Sam

Subject: Re: Access Animated GIF ??
Posted by mirek on Sun, 16 Dec 2007 22:13:44 GMT
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sam1 wrote on Wed, 12 December 2007 06:15Hi,

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Sam

Well, GIF animation seems to be supported in generic Raster interface, but the implementation is missing...

To find out how, look into plugin directory. E.g. load "ide" and check packages like "plugin/bmp" or "plugin/png".

Mirek

Subject: Re: Access Animated GIF ??
Posted by klrkt on Sun, 09 May 2010 17:28:34 GMT
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I have the same problem.
Using theIde downloaded 4 weeks ago (approx)
Windows XP, MSC9 (debug or Optimal)
I compile the ImageView example - NO changes.
Jpg, png, Tiff, BMP - image files view as expected.

However any animated "GIF" file does not.
e.g. The "redface" smiley displays as 2 mismatched halves.
I would like it to display as in this message and web browser.

Most animated gif files display a black "smudge" across the top and NO animation.

Can you explain what I am doing wrong, or how to fix?

Thank you.

Subject: Re: Access Animated GIF ??
Posted by klrkt on Sun, 09 May 2010 17:30:26 GMT
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Sorry posted wrong ICON...

Subject: Re: Access Animated GIF ??
Posted by mirek on Sun, 09 May 2010 17:36:16 GMT
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Well, anybody willing to add animated GIF support to plugin/GIF?

Mirek

Subject: Re: Access Animated GIF ??
Posted by klrkt on Sun, 09 May 2010 18:13:14 GMT
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I am willing to try - but obviously don't know how.
Can you provide some hints/tips?