

Subject: : AmigaOS4

Topic: : Displaying animated GIFs / PNGs

Re: Displaying animated GIFs / PNGs

Author: : tomsoniq

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URL:

@Raziel

Hi,

that's pretty close but it attaches a datatype object to an empty space in a window at a fixed position where no gadget is.

I need it as a child of a layout object.

I also tried adding it with LAYOUT_AddImage instead of LAYOUT_AddChild but that doesn't help either.

So my code for the layout section of the window currently is:

```
LAYOUT_AddChild, LayoutObject,
```

```
LAYOUT_VertAlignment, LALIGN_CENTER,
```

```
LAYOUT_HorizAlignment, LALIGN_CENTER,
```

```
LAYOUT_AddChild, Objects[OBJ_BUTTON] = ButtonObject,
```

```
GA_Text, "Button",
```

```
ButtonEnd,
```

```
CHILD_WeightedWidth, 0,
```

```
CHILD_WeightedHeight, 0,
```

```
LAYOUT_AddImage, Objects[OBJ_PICTURE] = NewDTObject("picture.png",
```

```
DTA_SourceType, DTST_FILE,
```

```
DTA_GroupID, GID_PICTURE,
```

```
PDTA_DestMode, PMODE_V43,
```

```
PDTA_ScaleQuality, 1,
```

```
TAG_END),
```

```
CHILD_WeightedWidth, 0,
```

```
CHILD_WeightedHeight, 0,
```

```
LayoutEnd,
```

```
CHILD_WeightedHeight, 0,
```

But I only get the button, not the picture.