

Subject: : AmigaOS4

Topic: : Displaying animated GIFs / PNGs

Re: Displaying animated GIFs / PNGs

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URL:

Note that there are two GIF Anim data types. One is a picture subclass, the other is a animation subclass.

I don't think you can realistically attach either to a window although it probably depends on exactly what you are trying to achieve.

You either need to decode the frames through data types (but that depends on knowing whether you have picture or animation data, and handle it differently for each), or use your own decoding routine (or a 3rd party library - libnsgif is small and easy to use). In either case you will need to manually update the data in the window for each frame.