

Subject: : AmigaOS4

Topic: : Displaying animated GIFs / PNGs

Re: Displaying animated GIFs / PNGs

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URL:

@tomsoniq

LAYOUT_AddImage is correct, but you need to give it a Reaction imageclass, not a datatype object. I don't think there is an anim.image, but there is a bitmap.image which will load and display a picture subclass for you. If you want animation you'll need to update it with each frame manually.