

Subject: : AmigaOS4

Topic: : Displaying animated GIFs / PNGs

Re: Displaying animated GIFs / PNGs

Author: : TSK

Date: : 2020/12/5 15:27:25

URL:

@tomsoniq, others

You can add a datatype object into a "Reaction" layout but CHILD\_DataType,TRUE is needed.

```
LAYOUT_AddChild,IDataTypes->NewDTObject(...,TAG_END),  
CHILD_DataType,TRUE,  
CHILD_NoDispose,TRUE,
```

I don't think a layout/window can display animations on its own, like others have said. You have to display frames one by one on your own.

Trying to display an anim gif as a datatype object that way (above) after installing gifanim datatype from os4depot simply crashes badly. In case the author of anim gif is interested it crashes with memory pointer DEADBEEF.