
Subject: Animated GIF Object... HIGHLY BETA

Posted by [Matthew J. Sheats](#) on Sun, 29 Aug 1999 07:00:00 GMT

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Howdy Folks,

Last week there was a short lived discussion about the lack of an animated gif reader/writer for IDL. Welp, far be it from me to let a problem like that stand unchallenged. So I began working on one.

After about 10 hours of work, I have a GIF89A Reader working. It's IDL Object Oriented. You instantiate the object, tell it what file you want it to load, and it loads all frames into a linked list. (So in memory).

From there you can (at this point) display the gif.. and that's about it for right now. (Mainly because it's 4 pm on a Sunday, and I want to go home).

Right now it supports:

- * Full Gif 89a support (as far as I can tell)
- * Global Color Map
- * Local Color Maps
- * Comment Display (The Gif Workshop from Mindspring loves those...)
- * Looping (But won't loop infinitely..)
- * Loop Delays
- * Application Data BLocks
- * Assorted other goofiness I can't think of.

So, if anyone wants to try it out.. I'd like a few people to run it over there favorite gifs and see what happens. Just drop me an e-mail and I'll send it over. At the moment, it requires my own linked list class as well...

In the next week I plan to add editing/writing capabilities, and better data access capabilities to it.

Thanks,

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Subject: Re: Animated GIF Object... HIGHLY BETA

Posted by [mallors](#) on Mon, 30 Aug 1999 07:00:00 GMT

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