
Subject: GIF again.....

Posted by [Richard French](#) on Fri, 05 Jan 2001 22:14:33 GMT

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After 5.4 came out, there were a lot of posts about the disappearance of the GIF writer and reader routines. Can any of you experts tell me about the legality of using shareware C code that reads and writes GIF files, originally used as part of the XV program that displays lots of image types on UNIX boxes? The idea would be to write wrapper routines that could call WriteGIF and ReadGIF in the XV code so that GIF writing and reading could be restored in IDL.

These routines are in the pub/xv subdirectory of
ftp.cis.upenn.edu

If this is not legal, does it mean that XV is not legal,
either, even if you pay the registration fee?

Has anyone come up with a legal scheme under UNIX to
read and write GIF files? If you have to pay a license fee, does
anyone know what the fee would be for a single user?

Thanks for any hints on workarounds.

Dick French

Subject: Re: GIF again.....

Posted by [Jeff Guerber](#) on Sat, 06 Jan 2001 01:23:39 GMT

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Dick,

xv's current home is <http://www.trilon.com/xv/>. I seem to recall seeing something there (although I can't find it now) indicating that GIF licensing is the reason there hasn't been a complete, new version of xv since 3.10a in 1994! (I am not a lawyer, so I'll refrain from taking this any further. Actually, I always thought that it was only writing GIFs that was illegal; but, as I said, IANAL.) We're looking into working around the lack of GIF support in IDL by using PNG (which was developed by the W3C itself) instead :-).

(The Web site does have a number of patches you can apply to the 3.10a sources; my system manager recently rebuilt our copy with the patches, and they seem to work great. Not that it helps for what you want to do.)

Usual disclamers apply: IANAL, I don't speak for NASA or Raytheon,
etc. etc.

Jeff Guerber

On Fri, 5 Jan 2001, Richard G. French wrote:

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- > of the GIF writer and reader routines. Can any of you experts tell me
- > about the legality of using shareware C code that reads and writes
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- > lots of image types on UNIX boxes? The idea would be to write
- > wrapper routines that could call WriteGIF and ReadGIF in the XV
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- > Thanks for any hints on workarounds.
- > Dick French

Subject: Re: GIF again.....

Posted by [wmconolley](#) on Mon, 08 Jan 2001 10:13:12 GMT

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Richard G. French <rfrench@wellesley.edu> wrote:

- > JD Smith wrote:
- > That imagemagick site looks terrific - thanks for the tip.
- >
- > I am happy to discontinue creating gifs, but I have about
- > 1000 gifs I've made already that I would like to be able to read!

Well, I had the same problem and produced:

PRO READ_GIF, FILE, IMAGE, R, G, B, MULTIPLE=mult, CLOSE=close

```
; WMC kludge
if (!version.release eq '5.4') then begin
  print,'Version is 5.4 so faking read_gif with png's'
  base=basename(file)
  spawn,'convert gif:'+file+' png:/tmp/'+base
  image=read_png('/tmp/'+base,r,g,b)
  spawn,'rm /tmp/'+base
  return
endif
```

; Now continue on into the standard read_gif as written by IDL...

This uses the "convert" program from ImageMagick. Its rather kludgy (not even safe for multi-users and will gratuitously fail in 5.5) and also somewhat slow but works OK for now...

-W.

Subject: Re: gif again

Posted by [Stein Vidar Hagfors H\[1\]](#) on Wed, 02 Oct 2002 16:24:12 GMT

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Reimar Bauer <R.Bauer@fz-juelich.de> writes:

> Hi
>
> you are seeing I am very interested in doing as simple as possible a
> set of animations.
>
> Yesterday someone tolds me thats it is possible to have uncompressed
> gif. Did someone know if rsi would implement this kind of format again
> in this mode.
>
> My slow motion animation of about 20 to 100 images would be best
> stored in gif. Because in difference to the other formats I can set a
> wait time to each frame. It looks like that's an uncompressed gif is
> smaller as a compressed mpeg multiplied the frames by 24.

If you can use the unix program mpeg_encode (e.g. version 1.5), instead of IDL's "one-size-fits-all" MPEG cruncher, you don't have to live with the huge files created by multiplying the frames. The key is to encode all "extra" frames as a difference frame from the previous one; since the difference is nothing, almost no space is needed.

In fact, I have a shell script that uses mpeg_play & mpeg_encode together to "expand" a too-fast-playing mpeg by any (integer) factor, without even having the original frames.

--

Stein Vidar Hagfors Haugan

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Subject: Re: gif again

Posted by [Craig Markwardt](#) on Thu, 03 Oct 2002 00:22:19 GMT

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Reimar Bauer <R.Bauer@fz-juelich.de> writes:

> Hi

>

> you are seeing I am very interested in doing as simple as possible a set
> of animations.

>

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> in gif. Because in difference to the other formats I can set a wait time
> to each frame. It looks like that's an uncompressed gif is smaller as a
> compressed mpeg multiplied the frames by 24.

It is possible to take the idl_gif DLM from previous versions of IDL,
and copy it into place in your current installation. In some cases,
that will work.

Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
