

## Gif Animation for symbian 2nd edition phones

Derive your application container class from MPALbAnimationObserver, and declare these

```
CPALbImageViewerBasic* iViewer ;  
void Notify( TAnimationEvent aEvent );
```

And, in your container, Animation method/function use this code. Dont forget to return count in CountComponentControls() and iViewer pointer in ComponetControl() methods.

```
iViewer = CPALbImageViewerBasic::NewL(this, aRect);  
iViewer->SetAnimationObserver(this, ETrue); //for looping  
iViewer->LoadImageL(_L("c:\\nokia\\images\\anim.gif"), EColor4K);  
iViewer->PlayAnimationL(); // support image and animation
```

## Symbian 3rd edition phones

### Headers Required:

```
#include <ICLAnimationDataProvider.h> //ICLAnimationDataProvider  
#include <BasicAnimation.h > //CBasicAnimation
```

### Library Needed:

```
LIBRARY animation.lib //ICLAnimationDataProvider, CBasicAnimation
```

### Source:

```
iGifFileDataprovider = new (ELeave) CICLAnimationDataProvider;  
iGifFileDataprovider->SetFileL(iFsSession, _L("C:\\nokia\\images\\anim.gif"));  
  
igifanimationconfig.iFlags = TAnimationConfig::ELoop;  
igifanimationconfig.iData = 10000;  
TPoint gifpoint = Position();  
iGifAnimatior = CBasicAnimation::NewL(iGifFileDataprovider, gifpoint, CEikonEnv::Static()  
->WsSession(), Window());  
iGifAnimatior->Start(igifanimationconfig);  
  
//In your Draw method  
iGifAnimatior->Draw(gc);
```

Additional way showing GIF animation with image decoder API: [Showing GIF animations](#)

**NOTE:** basicanimattion.h is not available in 3rd edition MR release. ref: [MR documentation](#)

## GIF frame rate consideration

As of S60 3rd edition FP2 the APIs mentioned above won't play well GIFs with 20 frames per second. It will just play too slow because that framework can't deliver 20FPS apparently. I've been using GIFs with only 6.66FPS and they render quite nicely on the phone. It might be worth testing 10 or 15FPS too see if they play

Gif\_animation\_for\_symbian\_2nd\_and\_3rd\_edition\_phones

properly. You may find that different devices deliver different performance.