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## Display animated image?

Posted by d4l3d - 2009/01/30 22:07

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I've been using this,

```
Meter=IMAGE  
ImageName=skel.gif
```

to simply display a gif, but it's an animated gif and I only get the first of five frames. Is there a way to get the animation to work?

TIA

Later: I've found a webapp to split the gif, if that helps.

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## Re:Display animated image?

Posted by Rainy - 2009/02/01 09:37

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Rainmeter doesn't support animated gifs.

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## Re:Display animated image?

Posted by d4l3d - 2009/02/01 15:59

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Thanks. Too bad. Oh well.

Later: Been thinking. If I could split and convert the gif frames to another filetype, is there then a way to play those elements in rapid succession and then loop that entire operation?

Sorry. I get a bit tenacious about challenges.

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## Re:Display animated image?

Posted by CrisVM - 2009/02/13 13:38

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Hi d4l3d.

Good news for you: it's possible to display an animated image. I've seen a gadget that shows an animated flame... (I still have it somewhere on my PC... :P if you want, I can send it to you)

All you have to do is:

- Create an image that contains the frames side by side (5 frames in your case);
- Use the following code example and modify it as needed:

--- begin ---

```
Measure=Calc  
Formula=Counter % 5  
MaxValue=5  
MinValue=0
```

```
MeasureName=CounterMeasure  
Meter=BITMAP  
X=0  
Y=0  
BitmapImage=  
BitmapFrames=5
```

--- end ---

If you have any doubt, please let me know...

Rgds,  
CrisVM

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## Re:Display animated image?

Posted by d4l3d - 2009/02/13 17:11

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Thanks ChrisVM;

This is great! I thought someone might have tried to create a sequential display of some sort.

If you can find that gadget then yes, please. I guess you could send it as an attachment with your reply?

BTW, the code you show also helps to answer a question I had elsewhere about the Calc function.

Two more questions. Do you know if there is a way to influence the speed of the animation and, will this loop?

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## Re:Display animated image?

Posted by CrisVM - 2009/02/16 07:01

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Hi d4l3d.

Well. One question at a time ;)

1) I tried to attach the skin but it does not fit the 122KB limits... so, let's try something different. here is the ini file:  
<http://www.rainlendar.net/cms/images/fbfiles/files/regular.ini> I'll send the images as zipped files in separate posts... All you have to do is save all the three files in the same sub-directory under skins directory.

2) You asked if is there a way to influence the speed. --> YES. I forgot to mention that you can use the Update parameter in the Rainlendar section to do so... The value for this parameter is informed in milliseconds.

3) "will this loop?" --> YES. I didn't try to figure out "why", but yes it does loop...

If I can help more, please let me know...

Rgds,  
CrisVM

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## Re:Display animated image?

Posted by CrisVM - 2009/02/16 07:12

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image one:

<http://www.rainlendar.net/cms/images/fbfiles/files/fire.zip>

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## Re:Display animated image?

Posted by CrisVM - 2009/02/16 07:13

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image two:

<http://www.rainlendar.net/cms/images/fbfiles/files/fire2.zip>

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## Re:Display animated image?

Posted by d4l3d - 2009/02/16 14:47

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CrisVM;

You've been such a great help. I'm anxious to try what you've sent me. My next challenge is to see if I can clear some time to play and if I'm smart enough to get all this to perform to my liking.

BTW, in reply #8915 you wrote Rainlendar. I assume you meant Rainmeter. Anyway, I think I found the function you're referring to.

Thanks again.

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## Re:Display animated image?

Posted by CrisVM - 2009/02/16 14:53

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My mistake... you're right... it's Rainmeter ;)  
plz, let me know if you succeed when you try...

Rgds,  
CrisVM

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