Multiple image options dialog

The multiple image options dialog allows you to control settings that are specific to creating GIF animations such as logical screen size, image position, delay time, disposal method, looping and the GIF background color.

The logical screen size of a GIF animation is the size of the area in which the animation will be played. It can be larger than the dimensions of the largest image within the multiple image GIF animation file, but the logical screen size may not be so small that it will not contain the entirety of all images in the multiple image GIF animation file, taking into account the position of the images. PhotoGIF™ will automatically increase the logical image size to insure that it is large enough to contain all images within the multiple image GIF animation file, but should PhotoGIF™ have to increase the logical image size, your images within the multiple image GIF animation file may no longer be positioned where you intend within the logical screen size. It is good practice to plan well enough in advance when creating a multiple image GIF animation file that the logical image size will not have to be adjusted afterward to accommodate a larger image or the position of an image.

he position of the image being saved is the horizontal and vertical offset from the top, left corner of the logical screen bounds. Individual images within a multiple image GIF animation file do not have to be the same size and can be positioned anywhere within the logical screen bounds.

The looping value applies to the whole multiple image GIF animation and is not specific to the individual image being saved. It is the number of times the animation is expected to play, before stopping.

The delay time is the length of time of delay after an individual image in the animation is rendered before beginning to render the next image in the animation. Delay time is measured in 1/100ths of a second, so a delay value of 100 would result in a 1 second delay for the specific frame of the animation.

The disposal method determines how the individual image is removed or not removed after display, as the GIF animation plays. There are four available disposal methods and an option for requiring user input before proceeding available.

Disposal methods

- 'Unspecified'

This disposal method lets the viewing application determine how the image will be disposed in the animation and may vary in result, depending on what viewing application is used to play the multiple image GIF animation.

- 'Don't Dispose'

This disposal method leaves the image in place and the subsequent image from the multiple image GIF animation will be rendered on top of the image left in place.

- 'Restore background color'

This disposal method removes the image and replaces it with the GIF background color before rendering the next image from the multiple image GIF animation file.

- 'Restore previous contents'

This disposal method removes the image and replaces it with the previous contents, there before the image was rendered, before rendering the next image in the multiple image GIF animation file.

- 'Require user input'

This is an optional flag that can be set with any disposal method that signals the viewing application to wait for user input, before proceeding to dispose of the current image and rendering the next image from the multiple image GIF animation file. The type of action for 'user input' is defined by the viewing application.

Note, that not all disposal methods are supported by all viewing applications. If the set disposal methods do not appear to be functioning properly when viewing it is because they are not supported in the viewing application.