

## Animation GIF ActiveX 2.0

Animation GIF ActiveX is a 32bit OLE Control Module to display GIF file(still and animation, GIF87a and GIF89a) in OLE Container. It supports all GIF89a standard, including transparent, animation, looping, delay time, logical screen, restoring to background, etc. It also supports Netscape GIF extension.

Animation GIF ActiveX 2.0 has many new features including AutoSize, Stretch, custom playing sequence (reverse, pingpong or user-defined), etc. You can bind the GIF property in version 2.0 to database in your application. Version 2.0 has no flickering when displaying large GIF files in transparent or opaque mode. Version 2.0 can recover the correct frames in the damaged GIF file. Version 2.0 is made in ATL, so you don't need any additional DLL when using the ActiveX.

Animation GIF ActiveX supports most popular development platforms including VB, VC++, VFP, VBA, Access, Delphi, etc.

Animation GIF ActiveX is shareware. If you are using an unregistered version, please see [Registration](#) to get information about how to register.

**Important notes for 1.x users:** Because 2.0 is made in ATL, it's very different from version 1.x. The properties, methods, calling interfaces and CLSIDs are changed. So the applications using 1.x should be redesigned for Animation GIF ActiveX 2.0.

If you have any questions, please send E-mail to [jinhui@jcomsoft.com](mailto:jinhui@jcomsoft.com)

Please visit my home page <http://www.jcomsoft.com> to get the newest version, news and more great and **FREE** ActiveX.

*[Now you can register your copy online via world wide web.](#)*

## Register the Animation GIF ActiveX

You can register Animation GIF ActiveX 2.x for US \$45.00. After you register, you will receive a registration key that you can input by clicking the Register button in the About dialog. And you can distribute the ActiveX with your applications to your customers.

For current registered 1.x users, you can upgrade your version to 2.0 for only US\$18.00.

To register, please choose a registration name which must be related to your name or organization name (do not use words like Anonymous), fill and print the [registration form](#) and send check, bank draft or cash to:

**JIN HUI**

**Address: 501/5/285 Xin Hu Rd.  
Shanghai 200436  
People's Republic of China**

**Note:** The name on the check, bank draft and letter must be JIN HUI. Otherwise, the check or bank draft will be rejected by bank, the letter will be returned to the sender.

**If you have credit cards, now you can register Animation GIF ActiveX 2.x on my web page at <http://www.jcomsoft.com>. You will get the registration key within 72 hours via E-mail.**

When I receive your mail, you will receive the registration name and registration key through E-mail.

If you register, your registration name and key is fit for any version of Animation GIF ActiveX. If the ActiveX is updated, you can use the new version for FREE.

The letters from America to China will take about ten days, and letters from Europe and Asia will take about one week. Letters from some areas such as Taiwan, Russia will take longer than two weeks.

If you want the registration key urgently, please send the letter via express mail services such as EMS, DHL or UPS. I will receive your order within three days.

If you cannot receive any information three weeks after you send the order, please contact us through E-mail [jinhui@jcomsoft.com](mailto:jinhui@jcomsoft.com)

## Animation GIF ActiveX Registration Form

Unit Price: US \$45.00

Name \_\_\_\_\_  
Organization \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
Zip code \_\_\_\_\_  
Country \_\_\_\_\_  
Phone (\_\_\_\_) \_\_\_\_\_  
Email \_\_\_\_\_

Preferred registration name (max 15 chars, can use space)

\_\_\_\_\_

Any questions and comments here:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## AutoSize Property

Sets or returns if the ActiveX is autosized according to the size of the GIF file.

**Data Type:**

Boolean

**Remarks:**

If you set the AutoSize property to TRUE. The Animation GIF ActiveX will be autosized according to the size of the GIF file.

## GIF Property

Edits the GIF stored in ActiveX.

**Data Type:**

String

**Remarks:**

If you set the GIF property to empty string, the current GIF stored in application is cleared.  
At design time, you can use the property page of GIF to read in the GIF file.

## Frame Property

Sets or returns current frame shown.

**Data Type:**

Integer

**Remarks:**

Animation GIF is made of frames. You can use Frame property to get current frame number is shown or set the Frame property to set the current frame. The Frame property is greater than or equal to zero and less than the [Frames](#).

**See Also:**

[Frames](#), [GetFrame](#)

## Frames Property

Returns the number of frames in current GIF.

**Data Type:**

Integer

**Remarks:**

Animation GIF is made of frames. You can use Frames property to get the number of frames in current GIF. When the Frames is zero, there is no GIF. If the GIF stores still picture, the frames returns 1.

**See Also:**

[Frame](#)

## Playing Property

Returns whether the GIF is playing.

**Data Type:**

Boolean

**Remarks:**

If the Playing is TRUE, the GIF is playing.

**See Also:**

[Play](#), [Stop](#)

## Play Method

Starts playing the GIF.

**Syntax:**

*object*.**Play**

**Return Type:**

Boolean

**See Also:**

[Stop](#), [Frame](#)

## Stop Method

Stops playing the GIF.

**Syntax:**

*object*.**Stop**

**Return Type:**

Boolean

**See Also:**

[Play](#), [Frame](#)

## ReadGIF Method

Read in an GIF.

### Syntax:

*object*.ReadGIF (*filename* As String)

*filename*      An string that identifies the file name of the GIF.

### Return Type:

Boolean

### Remarks:

You can read the local file when using the local path in the filename or read the GIF file on the http server when using a internet path like "http://servername/path/filename" in the filename parameter.

Visual Foxpro users should use [ReadGIF2](#) instead of ReadGIF.

If you use asynchronous reading mode, the ReadGIF will always return TRUE.

### See Also:

[GIF](#), [HTTPProxy](#), [HTTPUserName](#), [HTTPPassword](#), [ReadGIF2](#), [ReadFinished](#), [Synchronized](#)

## ReadGIF2 Method

Read in an GIF.

### Syntax:

*object*.ReadGIF2 (*filename* As String)

*filename*      An string that identifies the file name of the GIF.

### Remarks:

You can read the local file when using the local path in the filename or read the GIF file on the http server when using a internet path like "http://servername/path/filename" in the filename parameter.

The users of Visual Foxpro should use ReadGIF2 instead of ReadGIF to read in the GIF file, because the ReadGIF method will cause the Visual Foxpro to crash. The users who don't use the Visual Foxpro can use either.

### See Also:

[GIF](#), [HTTPProxy](#), [HTTPUserName](#), [HTTPPassword](#), [ReadGIF](#), [ReadFinished](#), [Synchronized](#)

## GetFrame Method

Gets a frame of current GIF.

### Syntax:

*object*.**GetFrame** (*frame* As Integer)

*frame*            An integer that identifies which frame to be gotten.

### Return Type:

Picture

### See Also:

[Frame](#)

## Step Event

Occurs when the playing GIF steps to next frame.

**Syntax:**

**Sub** *object\_Step*

**See Also:**

[Frame](#)

## ReadFinished Event

Occurs when the asynchronous reading GIF is finished.

**Syntax:**

**Sub** *object\_ReadFinished*

**See Also:**

[Synchronized](#)

**Remarks:**

You can read GIF file into Animation GIF ActiveX using synchronized mode or asynchronous mode. When in asynchronous mode, the ReadGIF or ReadGIF2 return immediately. The reading processing is on the background. When the processing is finished, the ReadFinished Event will occur.

## PlayFinished Event

Occurs when playing is finished (The loop count reaches the Loop property).

**Syntax:**

**Sub** *object* **PlayFinished**

**See Also:**

[Loop](#)

## Transparent Property

Sets whether the GIF is showing transparent.

**Data Type:**

Boolean

**Remarks:**

If the Transparent is TRUE, the GIF's background is the container's background or picture.

If the Transparent is FALSE, the GIF's background is the BackColor of the ActiveX.

## GIFWidth Property

Returns the logical screen width of the GIF.

**Data Type:**  
Integer

## GIFHeight Property

Returns the logical screen height of the GIF.

**Data Type:**  
Integer

## Speed Property

Sets the playing speed of Animation GIF.

**Data Type:**

Integer

**Remarks:**

Sets Speed to 1 to play the Animation GIF using the normal speed. Sets Speed to 2 to play the Animation GIF slower twice than the normal.

## FrameWidth Method

Returns the width of a frame of current GIF.

**Syntax:**

*object*.FrameWidth (*frame* As Integer)

*frame*            An integer that identifies the frame number.

**Return Type:**

Integer

**See Also:**

[Frames](#), [FrameHeight](#)

## FrameHeight Method

Returns the height of a frame of current GIF.

**Syntax:**

*object*.FrameHeight (*frame As Integer*)

*frame*            An integer that identifies the frame number.

**Return Type:**

Integer

**See Also:**

[Frames](#), [FrameWidth](#)

## FrameTop Method

Returns the distance between the top edge of a frame and the top edge of GIF logical screen.

**Syntax:**

*object*.FrameTop (*frame* As Integer)

*frame*            An integer that identifies the frame number.

**Return Type:**

Integer

**See Also:**

[Frames](#), [FrameLeft](#)

## FrameLeft Method

Returns the distance between the left edge of a frame and the left edge of GIF logical screen.

**Syntax:**

*object*.FrameLeft (*frame* As Integer)

*frame*            An integer that identifies the frame number.

**Return Type:**

Integer

**See Also:**

[Frames](#), [FrameTop](#)

## Sequence Property

Sets the playing sequence mode

**Data Type:**

Integer

**Remarks:**

You can control the playing sequence using Sequence property. You can set the Sequence property to 0 (normal sequence, using the sequence in GIF file), 1 (reverse sequence), 2 (pingpong sequence) and 3 (user-defined sequence, using the SequenceString)

## SequenceString Property

Sets the user-defined playing sequence

**Data Type:**

String

**Remarks:**

You can set your own playing sequence using SequenceString property when the Sequence property is 3. SequenceString property is a set of frame numbers separated by comma (",") like "3,2,1,0". The frame number is based on zero.

## Stretch Property

Sets the stretch mode

**Data Type:**

Integer

**Remarks:**

You can set the Stretch property to fit the GIF file to the size of the control. You can set the Stretch property to 0 (no stretch), 1 (full stretch), 2 (proportional stretch).

## HTTPProxy Property

Sets the proxy server when visiting internet

**Data Type:**

String

**Remarks:**

If the application should visit internet via a proxy server, you can set the HTTPProxy property to "http://MyProxyServer:ProxyPort".

**See Also:**

[ReadGIF](#)

## HTTPUserName Property

Sets the user name when you visiting a password protected server.

**Data Type:**

String

**Remarks:**

If the http server you want to get the GIF file is password protected, you can set the user name of the server in HTTPUserName property and set the password in the HTTPPassword property.

**See Also:**

[ReadGIF](#), [HTTPPassword](#)

## HTTPPassword Property

Sets the password when you visiting a password protected server.

**Data Type:**

String

**Remarks:**

If the http server you want to get the GIF file is password protected, you can set the user name of the server in HTTPUserName property and set the password in the HTTPPassword property.

**See Also:**

[ReadGIF](#), [HTTPUserName](#)

## Loop Property

Sets the looping number after starting playnig.

**Data Type:**

Integer

**Remarks:**

If the Loop property is less than 1, the Animaiton GIF won't stop after starting playing. Otherwise, the Animation GIF will stop after loop for the number you set.

**See Also:**

[Play](#), [Stop](#), [AutoRewind](#)

## AutoRewind Property

Sets if the GIF picture returns to the first frame at the end of the looping.

**Data Type:**

Boolean

**Remarks:**

If the AutoRewind is TRUE, the GIF picture will return to the first frame at the end of the looping. Otherwise, the picture will stop at the last frame.

**See Also:**

[Play](#), [Stop](#), [Loop](#)

## Synchronized Property

Sets if ReadGIF is synchronized or asynchronous.

**Data Type:**

Boolean

**Remarks:**

You can read GIF file into Animation GIF ActiveX using synchronized mode or asynchronous mode. When in asynchronous mode, the ReadGIF or ReadGIF2 return immediately. The reading processing is on the background. When the processing is finished, the ReadFinished Event will occur.

If you set the Synchronized to FALSE, the reading processing is asynchronous.

**See Also:**

[ReadGIF](#), [ReadGIF2](#), [ReadFinished](#)

