Thomas Dannert software development

TGIFImage Users Guide

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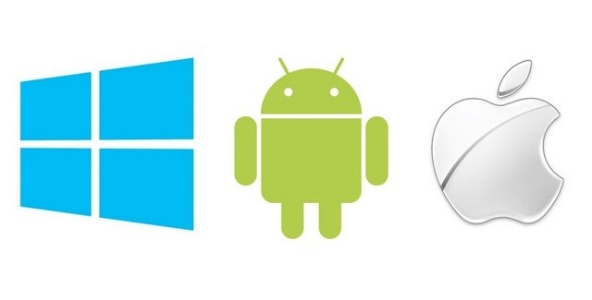
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Chapter

1

# Availability

TGIFImage is a component that is suitable for cross platform development with the Embarcadero FireMonkey framework and is designed for use with Win32, Win64, macOS, iOS and Android operating systems. With the registered version of TPanorama3D, FireMonkey HD applications for Windows and macOS can be created as well as FireMonkey iOS and Android mobile applications that can be deployed to iPhone, iPad, iPod, or Android devices.

# Versions

TGIFImage requires Delphi 10.1 Berlin, 10.2 Tokyo, 10.3 Rio, 10.4 Sidney (Prof/Enterprise/Architect) or later

# Description

TPanorama3D components for use in user interfaces designed with the Embarcadero FireMonkey framework. The components have been designed from the ground up based on the core concepts of the FireMonkey framework: made up of styles, fully cross-platform, scalable and compatible with FireMonkey’s effects, rotation, and livebindings.

# Installing the Package

1. Download and Extract gifimage.zip
2. Open the package FMXGIF100.dpk, compile and then install the package.
3. Add the directory where the TGIFImage source is located to your Win32 library path in the IDE.



# TGIFImage

The "TGIFImage" component for Delphi Firemonkey (FMX) lets you view and play Pictures with GIF format.

# Properties

##### Published

AutoPlay (Boolean)

If AutoPlay is set the Component starts Playing after the Form is loaded.

GIFData

The source of a GIF Picture.

Fill (TBrush)

Defines the Background of the Viewer if no Bitmap is set.

Radar (TPanoControlSettings)

Defines the Position, Size and Visibility of the Radar Panel.

Controller (TPanoControlSettings)

Defines the Position, Size and Visibility of the Controller Panel.

##### Public

CameraX

The Position of the X-Axis in Degrees.

CameraY

The Position of the Y-Axis in Degrees.

CameraZ

The Position of the Z-Axis in Degrees.

ViewWidth (Single, ReadOnly)

The Width of the View in Degrees.

ViewHeight (Single, ReadOnly)

The Height of the View in Degrees.

Zoom (Single)

The Zooming Value (0..100) default 50

Playing (Boolean)

Viewer is playing (yes, no).

# Methods

procedure Play();

Starts Playing

procedure Stop();

Stop Playing

procedure LoadFromFile();

Scroll Left

procedure LoadFromStream();

Scroll Right

procedure MoveUp();

Scroll Up

procedure MoveDown();

Scroll Down

# Events

OnChange (TNotifyEvent)

This Event is fired if the Camera Moves or the Zoom-Value is changed.

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