Gif Play Plugin

This plugin leads your SpriteRenderer,Image,RawImage components to support playing gif(support transparent).

It supports all platforms,like PC,Android,IOS,WebGL etc..

It decodes every frame by using Coroutine,avoid block when running.

It has a preload function at Aseets level,no decoding,no loading,playing at once.

It converts gif frames to unity sprites base on gif protocol,

and all the converts base on C# code,

however you can change the code to arrive your own requirement.

It supports SpriteRenderer Image and RawImage,

however you can change it to support other components.

Quick Start:

1.Attach the script UnityGif to SpriteRenderer Image or RawImage

2.Change the file name .gif to .bytes and drag it to GifAsset SerializeField, pay attention to that not Texture SerializeField

A simple example is provided in the Demo, please refer to it

You can email(372792797@qq.com) me when anything is not expect.

Thanks for using !

Keywords: sequence frames,gif,decode,sprites,textures,images,preload,player,transparent,Android,IOS,WebGL, cross-platform