

Quick Start

1. Import the package
2. Drag and drop you gif file to the asset folder

After the import process is completed you should see a **<gif_name>** folder with sprites named **<gif_name>_0** and a **<gif_name>.asset** file. The asset file contains frames and timings, you can use it with **GifPlayer** script to play your gifs. You can also tweak it manually.

Although the sprites are imported as separate sprites instead of a sprite sheet, it allows Unity dynamic sprite batching to pack sprites tighter.

3. Add a **GifPlayer** script to your Image or SpriteRenderer. Set **<gif_name>.asset** to Gif property.
4. Press play and enjoy!

Pro Features

With the Pro Package you can import gifs at runtime.

To import gif call **GifRuntime.GetGif(byte[] data, string gifName, bool pixelated);**

You can load raw binary data from the web or asset bundles/resources using **.bytes** assets.

```
var bytes = _unityWebRequest.downloadHandler.data;  
var gif = GifRuntime.GetGif(bytes, inputField.text);  
_player.Gif = gif;
```