

Softgroup .Net GIF Animate Readme

Description

GIF (Graphic Interchange Format) is the most popular animated image format used to enhance the user interface of any application.

Softgroup .Net GIF Animate is a fast, small and lightweight .NET control that can be used to play animated GIF images using .NET technology.

With Softgroup .Net GIF Animate control you can :

- Play GIF animations fast and easy with
- Autosize and Stretch of frames
- Animations consumes few system resources
- Stop and Resume animations at any time
- AutoAnimate property to auto-play animations on load
- Load a GIF animation directly from a file
- Load a GIF animation from System.Drawing.Image object
- Support GIF87a and GIF98a including transparent

Requirements

Prior to running Setup to install the Softgroup .Net GIF Animate control, you must already have the .NET Framework 2.x, 3.x or 4.x and Microsoft Visual Studio 2008/2010 installed on the computer.

Installation

Softgroup .Net GIF Animate control is provided as single setup package that contains all required files and documentation.

See FAQ list for more details.

Documentation and informational resources

Softgroup .Net GIF Animate Control has exhaustive documentation supplied with installation where every aspect of using the product is covered in details. See NetGIFAnimate.chm. You can also download the documentation from our site.

Support

If you have a question regarding Softgroup .Net GIF Animate control, take a look through list of Frequently Asked Questions or use support page to obtain information on how to contact Softgroup .Net GIF Animate support team.

Contact Information

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