Namespaces

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PowerGif Reference

Assets.PowerGif Namespace

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Classes
**Version Information**

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This script simply switches GIF-frames (textures) to get "animation" effect.

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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This script simply switches GIF-frames (textures) to get "animation" effect.

The following tables list the members exposed by the AnimatedImage type.
Public Methods
Fields
See Also

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AnimatedImage Methods

AnimatedImage Class  See Also
Public Methods
See Also
PowerGif Reference

AnimatedImage.Play Method

See Also

Play GIF.

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Will play GIF (if it's assigned) on app start if script is enabled.

**Namespace:** [Assets.PowerGif](#)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Version Information
See Also

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AnimatedImage Fields

AnimatedImage Class  See Also
Fields
See Also
Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Version Information
See Also

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Converter Class

Implements converting data from SimpleGif library (Texture2D and Color32).

**Namespace:**  Assets.PowerGif  
**Assembly:**  Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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Implements converting data from SimpleGif library (Texture2D and Color32).

The following tables list the members exposed by the Converter type.
Public Methods
See Also

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PowerGif Reference

Converter Methods

Converter Class  See Also
Public Methods
See Also

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Convert PowerGif.Gif to SimpleGif.Gif.

**Namespace:** Assets.PowerGif  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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PowerGif Reference

Converter.ConvertFrames Method

Converter Class  See Also

Convert GIF frames from SimpleGif to PowerGif.
Overload List
See Also

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Converter.ConvertTexture Method

Converter Class  See Also
Overload List
See Also

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Main class for working with GIF format. It is a wrapper over SimpleGif.Gif.

**Namespace:** [Assets.PowerGif](#)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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Main class for working with GIF format. It is a wrapper over SimpleGif.Gif.

The following tables list the members exposed by the Gif type.
Public Constructors
Public Methods
Fields
See Also

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Create a new instance from GIF frames.

**Namespace:** [Assets.PowerGif](#)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Public Methods
See Also

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Gif.Decode Method

Decode byte array and return a new instance.

**Namespace:** Assets.PowerGif  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
See Also

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Gif.DecodeIterator Method

See Also

Decode byte array and return frames as iterator.

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Version Information
See Also

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Encode all frames to byte array

**Namespace:** Assets.PowerGif
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Gif.EncodeIterator Method

Encode all frames to byte array and return it by parts with iterator

**Namespace:** Assets.PowerGif

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Get frame count. Can be used with Decodelerator to display progress bar.

**Namespace:** Assets.PowerGif  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also
Gif.GetEncodeIteratorSize Method

See Also

Get parts count for EncodeIterator. Can be used with EncodeIterator to display progress bar. First part is first frame, penultimate part is GIF header, last part is ending. Thus it always return frame number plus 2. Performance notice: encoding is much 'expensive' operation than decoding.

**Namespace:** Assets.PowerGif
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
PowerGif Reference

Gif Fields

Gif Class  See Also
Fields
See Also
List of GIF frames.

**Namespace:** [Assets.PowerGif](#)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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GifFrame Class

Texture + delay + disposal method

**Namespace:** Assets.PowerGif

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
GifFrame Members

Texture + delay + disposal method

The following tables list the members exposed by the GifFrame type.
Public Constructors
Fields
See Also
GifFrame Constructor

See Also

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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PowerGif Reference

GifFrame Fields

GifFrame Class  See Also
Fields
See Also
Delay Field

See Also

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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DisposalMethod Field

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
See Also

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Texture Field

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Classes
Version Information

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Decoding GIF example.

**Namespace:** Assets.PowerGif.Examples.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
Decoding GIF example.

The following tables list the members exposed by the `DecodeExample` type.
Public Methods
See Also

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DecodeExample Methods

DecodeExample Class  See Also
Public Methods
See Also

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ExampleBase.Review Method

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also
PowerGif Reference

DecodeExample.Start Method

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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DecodeExample Fields

DecodeExample Class  See Also
Fields
See Also

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Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Version Information
Decoding GIF example. Important note: we can't work with UI and Texture2D in threads. To workaround this: 1. SimpleGif deals with SimpleGif.Texture2D, which contains pixel array the same as UnityEngine.Texture2D. 2. You should call DecodeParallel from Coroutine to display progress and result.

**Namespace:** Assets.PowerGif.Examples.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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Decoding GIF example. Important note: we can't work with UI and Texture2D in threads. To workaround this: 1. SimpleGif deals with SimpleGif.Texture2D, which contains pixel array the same as UnityEngine.Texture2D. 2. You should call DecodeParallel from Coroutine to display progress and result.

The following tables list the members exposed by the DecodeParallelExample type.
Public Methods
Fields
See Also

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PowerGif Reference

DecodeParallelExample Methods

DecodeParallelExample Class  See Also
Public Methods
See Also

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DecodeParallelExample.Start Method

See Also

**Namespace:** Assets.PowerGif.Examples.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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DecodeParallelExample Fields

DecodeParallelExample Class  See Also
See Also

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Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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ProgressFill Field

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also
Decoding large GIF-files can take time. In this case, best practice is to display progress bar. This example shows how to use decode iterator.

**Namespace:** Assets.PowerGif.Examples.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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Decoding large GIF-files can take time. In this case, best practice is to display progress bar. This example shows how to use decode iterator.

The following tables list the members exposed by the DecodeProgressExample type.
Public Methods
Fields
See Also

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PowerGif Reference

DecodeProgressExample Methods

DecodeProgressExample Class  See Also
Public Methods
See Also

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PowerGif Reference

DecodeProgressExample.Start Method

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Fields
See Also

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PowerGif Reference

AnimatedImage Field

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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ProgressFill Field

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Encoding GIF example.

**Namespace:** Assets.PowerGif.Examples.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also
Encoding GIF example.

The following tables list the members exposed by the `EncodeExample` type.
Public Methods
Fields
EncodeExample Methods

EncodeExample Class  See Also
Public Methods
See Also

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EncodeExample.Start Method

**Namespace:** Assets.PowerGif.Examples.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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EncodeExample Fields

EncodeExample Class  See Also
Fields
See Also
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
See Also
Frames Field

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also
Decoding GIF example. Important note: we can't work with UI and Texture2D in threads. To workaround this: 1. SimpleGif deals with SimpleGif.Texture2D, which contains pixel array the same as UnityEngine.Texture2D. 2. You should call EncodeParallel from Coroutine to display progress and result.

**Namespace:** Assets.PowerGif.Examples.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Inheritance Hierarchy
Version Information
Decoding GIF example. Important note: we can't work with UI and Texture2D in threads. To workaround this: 1. SimpleGif deals with SimpleGif.Texture2D, which contains pixel array the same as UnityEngine.Texture2D. 2. You should call EncodeParallel from Coroutine to display progress and result.

The following tables list the members exposed by the EncodeParallelExample type.
Public Methods
Fields
See Also

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EncodeParallelExample Methods

EncodeParallelExample Class  See Also
Public Methods
EncodeParallelExample.Start Method

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Fields
See Also

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PowerGif Reference

AnimatedImage Field

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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PowerGif Reference

ProgressFill Field

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Encoding large GIF-files can take much more time than decoding. In this case, best practice is to display progress bar. This example shows how to use decode iterator.

**Namespace:** Assets.PowerGif.Examples.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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Encoding large GIF-files can take much more time than decoding. In this case, best practice is to display progress bar. This example shows how to use decode iterator.

The following tables list the members exposed by the EncodeProgressExample type.
Public Methods
Fields
See Also

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Public Methods
See Also

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EncodeExampleStart Method

**See Also**

**Namespace:** [Assets.PowerGif.Examples.Scripts](#)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
EncodeProgressExample Fields

EncodeProgressExample Class  See Also
Fields
See Also

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AnimatedImage Field

**Namespace:** Assets.PowerGif.Examples.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Version Information
See Also

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ProgressFill Field

**Namespace:** Assets.PowerGif.Examples.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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ExampleBase Class

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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ExampleBase Members

The following tables list the members exposed by the ExampleBase type.
Public Methods
See Also
ExampleBase Methods

ExampleBase Class  See Also
Public Methods
See Also

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This example shows how to check encoding/decoding operations performance.

**Namespace:** Assets.PowerGif.Examples.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also

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This example shows how to check encoding/decoding operations performance.

The following tables list the members exposed by the PerformanceExample type.
Public Methods
Fields
See Also

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Public Methods
See Also

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PerformanceExample.Start Method

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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PerformanceExample Fields

PerformanceExample Class  See Also
Fields
See Also

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AnimatedImage Field

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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In some cases you may need to get GIF previews (first frame) instead of decoding all frames. For example, you are developing image gallery and it should work fast. Just use decode iterator and stop it on the first iteration. Then you'll get the first frame. You even don't need to use a coroutine in this case.

**Namespace:** Assets.PowerGif.Examples.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Inheritance Hierarchy
Version Information
See Also
In some cases you may need to get GIF previews (first frame) instead of decoding all frames. For example, you are developing image gallery and it should work fast. Just use decode iterator and stop it on the first iteration. Then you'll get the first frame. You even don't need to use a coroutine in this case.

The following tables list the members exposed by the PreviewExample type.
Public Methods
Fields
See Also

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Public Methods
See Also
PowerGif Reference

PreviewExample.Start Method

See Also

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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PreviewExample Fields

PreviewExample Class  See Also
Fields
See Also

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Image Field

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Converter.ConvertFrames (List<GifFrame>) Method

See Also

Convert GIF frames from SimpleGif to PowerGif.

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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Converter.ConvertFrames (List<GifFrame>) Method

See Also

Convert GIF frames from PowerGif to SimpleGif.

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also
PowerGif Reference

Converter.ConvertTexture (Texture2D) Method

See Also

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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PowerGif Reference

Converter.ConvertTexture (Texture2D) Method

See Also

Namespace: Assets.PowerGif
Assembly: Assembly-CSharp (in Assembly-CSharp.dll)
Syntax
Version Information
See Also

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