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How to Use GIF file in Android Studio

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How to use
Animated Gif Images
in **Android App**
Android Studio



Custom Navigation Drawer

Custom Navigation Drawer Library for
Android to navigate through options tab
with smooth slide.



Shrikant Ravi
Android Developer

Infinity Series



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Missing an icon? We will create it! Tell us about an icon you need, and we will draw it for free in one of the existing Icons8 styles. Views and Drawable for animated GIFs in Android. Overview Bundled GIFLib via JNI is used to render frames. This way should be more efficient than WebView or Movie classes. Javadoc Setup Gradle (Android Studio) Insert the following dependency to build.gradle file of your project. dependencies { implementation 'pl.droidsonroids.gif:android-gif-drawable:1.2.25' } Note that Maven central repository should be defined earlier in top-level build.gradle like this: buildscript { repositories { mavenCentral() } } allprojects { repositories { mavenCentral() } } Gradle, snapshot repository. Current development builds (build from dev branch) are published to OSS snapshot repository. To use them, specify repository URL in repositories block, repositories { mavenCentral() maven { url "..." } } dependencies { implementation 'pl.droidsonroids.gif:android-gif-drawable:1.2.25' } Maven dependency pl.droidsonroids.gif:android-gif-drawable:1.2.25 Insert latest version here and Eclipse See Sample eclipse project with setup instructions. Download Latest release downloads Requirements Android 4.2+ (API level 17+) for GifTextureView hardware-accelerated rendering for GifTexImage2D OpenGL ES 2.0+ Building from source Android NDK needed to compile native sources Usage Sample Project See sample directory. Sample project is under construction. Not all features are covered yet. From XML. The simplest way is to use GifImage View, or GifImage Button like a normal Image View. If drawables declared by android:src and/or android:background are GIF files then they will be automatically recognized as GifDrawables and animated. If given drawable is not a GIF then mentioned Views work like plain Image View and Image Button. GifText View allows you to use GIFs as compound drawables and background. From Java code GifImage View, GifImage Button and GifText View have also hooks for setters implemented. So animated GIFs can be set by calling setImageResource(int resid) and setBackgroundResource(int resid). GifDrawable can be constructed directly from various sources: //asset file GifDrawable gifFromAssets = new GifDrawable(getAssets(), "anim.gif"); //resource (drawable or raw) GifDrawable gifFromResource = new GifDrawable(getResources(), R.drawable.anim); //Uri ContentResolver contentResolver = ...; //can be null for file:// Uri gifDrawable gifFromUri = new GifDrawable(contentResolver, gifUri); //byte array [byte] rawGifBytes = ...; GifDrawable gifFromBytes = new GifDrawable(rawGifBytes); //FileDescriptor FileDescriptor fd = new RandomAccessFile("path/anim.gif", "r"); GifDrawable gifFromFd = new GifDrawable(fd); GifDrawable gifFromFdPath = new GifDrawable("path/anim.gif"); //File file file = new File(gifFilesDir, "anim.gif"); GifDrawable gifFromFile = new GifDrawable(gifFile); //AssetFileDescriptor AssetFileDescriptor afd = getAssets().openFd("anim.gif"); GifDrawable gifFromAfd = new GifDrawable(afd); //InputStream (it must support marking) InputStream source = ...; BufferedInputStream bis = new BufferedInputStream(source); Gif LENGTH ; GifDrawable gifFromStream = new GifDrawable(bis); //direct ByteBuffer ByteBuffer rawGifBytes = ...; GifDrawable gifFromBytes = new GifDrawable(rawGifBytes); InputStreams are closed automatically in finalize() if GifDrawable is no longer needed so you don't need to explicitly close them. Calling recycle() will also close underlying input source. Note that all input sources need to have ability to rewind to the beginning. It is required to correctly play animated GIFs (where animation is repeatable) since subsequent frames are decoded on demand from source. Animation control GifDrawable implements an Animatable and Media Player Control so you can use its methods and more: stop() - stops the animation, can be called from any thread start() - starts the animation, can be called from any thread isRunning() - returns whether the animation is currently running or not reset() - rewinds the animation, does not restart stopped one setSpeed(float factor) - sets new animation speed factor, eg. passing 2.0f will double the animation speed seekTo(int position) - seeks animation (within current loop) to given position (in milliseconds) getDuration() - returns duration of one loop of the animation getCurrentPosition() - returns elapsed time from the beginning of a current loop of animation Using Media Player Control Standard controls for a Media Player (like in Video View) can be used to control GIF animation and show its current progress. Just set GifDrawable as Media Player on your Media Controller like this: @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); GifImageButton gib = new GifImageButton(this); setContentViewById(gib); gib.setImageResource(R.drawable.sample); final MediaController mc = new MediaController(this); mc.setMediaPlayer(GifDrawable.gib.getDrawable()); mc.setAnchorView(gib); gib.setOnClickListener(new OnClickListener() { @Override public void onClick(View v) { mc.show(); } }); } Retrieving GIF metadata getLoopCount() - returns a loop count as defined in NETSCAPE 2.0 extension getNumberOfFrames() - returns number of frames (at least 1) getComment() - returns comment text (null if GIF has no comment) getFrameByteCount() - returns minimum number of bytes that can be used to store pixels of the single frame getAllocationCount() - returns size (in bytes) of the allocated memory used to store pixels of given GifDrawable getInputStreamCount() - returns length (in bytes) of the backing input data toString() - returns human readable information about image size and number of frames (intended for debugging purpose) Associating single GifDrawable instance with multiple Views Normally single GifDrawable instance associated with multiple Views will animate only on the last one. To solve that create MultiCallback instance, add Views to it and set callback for given drawable, e.g.: MultiCallback multiCallback = new MultiCallback(); imageView.setImageDrawable(gifDrawable); multiCallback.addView(imageView); anotherImageView.setImageDrawable(gifDrawable); multiCallback.addView(anotherImageView); gifDrawable.setCallback(multiCallback); Note that if you change a drawable of e.g. ImageView, the callback will be removed from the previous drawable. Thereafter, you have to reassign callback or the same GifDrawable instance will stop animating. See #480 for more information. Advanced recycle() - provided to speed up freeing memory (like in android.graphics.Bitmap) isRecycled() - checks whether drawable is recycled getError() - returns last error details Upgrading from 1.2.15 Minimum SDK version changed Minimum API level is now 17 (Android 4.2). armeabi (arm v5 and v6) is no longer supported. Upgrading from 1.2.8 Minimum SDK version changed Minimum API level is now 14 (Android 4.0). Upgrading from 1.2.3 Meaningful only if consumer proguard rules (bundled with library) are not used (they are used by default by Gradle). Proguard rule has changed to -keep public class pl.droidsonroids.gif.GifException{ (int, java.lang.String); } Upgrading from 1.1.17 1.1.17 is the last version supporting API level 8 (Froyo). Starting from 1.2.0 minimum API level is 9 (Gingerbread). Upgrading from 1.1.13 Handling of several edge cases has been changed: GifDrawable#getNumberOfFrames() now returns 0 when GifDrawable is recycled Information included in result of GifDrawable#toString() when GifDrawable is recycled now contains zeroes only Upgrading from 1.1.10 it is recommended (but not required) to call LibraryLoader.initialize() before using GifDrawable. Context is needed in some cases when native libraries cannot be extracted normally. See ReLinker for more details. If LibraryLoader.initialize() was not called and normal library loading fails, Context will be tried to be retrieved in fall back way which may not always work. Upgrading from 1.1.9 int parameter loopNumber has been added to AnimationListener#onAnimationCompleted(). Upgrading from 1.1.8 Proguard configuration not needed Proguard configuration is now bundled with the library, you don't need to specify it yourself. Upgrading from 1.1.3 src XML attribut in GifTextureView has been renamed to gifSource to avoid possible conflicts with other libraries. Upgrading from 1.0.x Proguard configuration update Proguard configuration has changed to: -keep public class pl.droidsonroids.gif.GifException{ (int); } -keep class pl.droidsonroids.gif.GifInfoHandle{ (long,int,int,int); } Drawable recycling behavior change GifDrawable now uses android.graphics.Bitmap as frame buffer. Trying to access pixels (including drawing) of recycled GifDrawable will cause IllegalState Exception like in Bitmap. Minimum SDK version changed Minimum API level is now 8 (Android 2.2). Rendering moved to background thread Rendering is performed in background thread running independently from main thread so animation is running even if drawable is not drawn. However rendering is not running if drawable is not visible, see #setVisible(boolean). That method can be used to control drawable visibility in cases when it is not already handled by Android framework. References This library uses code from GIFLib 5.1.3 and SKIA. Projects using android-gif-drawable ImageFactory NativeScript Plugin by Brad Martin available on NPM Sketch Powerful and comprehensive image loader on Android, with support for GIF, gesture zooming, block display super large image. Want to include your project here? Fill an issue License MIT License See LICENSE file. Page 2 You can't perform that action at this time. You signed in with another tab or window. Reload to refresh your session. You signed out in another tab or window. Reload to refresh your session.

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