

General

Disposing frames

Is there a way to get Lunapic to dispose previous frames in Gif animations. I am trying to take an animated gif I generated from a video and make it transparant for my stream but it seems lunapic is missing a basic animation editing staple of frame disposal so when I make the gif transparant you can see every frame below it. i do not have photoshop or any of the other expensive photo editing programs to fix this so I feel like I am banging my head against a wall trying to make a simple transparant animated gif

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