

webm slideshow vs2005 in C++ with ByteScout Image To Video SDK

How To: tutorial on webm slideshow vs2005 in C++

Here you may find thousands pre-made source code pieces for easy implementation in your own programming C++ projects. Webm slideshow vs2005 in C++ can be implemented with ByteScout Image To Video SDK. ByteScout Image To Video SDK is the SDK that is designed to generate video slideshow with 100+ 2d and 3D transition effects. Can generate WMV, AVI, WEBM video file with adjustable quality, framerate, output video size.

Fast application programming interfaces of ByteScout Image To Video SDK for C++ plus the instruction and the C++ code below will help you quickly learn webm slideshow vs2005. C++ sample code is all you need: copy and paste the code to your C++ application's code editor, add a reference to ByteScout Image To Video SDK (if you haven't added yet) and you are ready to go! Enjoy writing a code with ready-to-use sample C++ codes to implement webm slideshow vs2005 using ByteScout Image To Video SDK.

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Source Code Files:

```

// SimpleSlideshow.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"
#include <conio.h>
#include <GdiPlus.h>

#pragma comment(lib, "gdiplus")
#import "BytescoutImageToVideo.dll"

using namespace BytescoutImageToVideo;
using namespace Gdiplus;

int _tmain(int argc, _TCHAR* argv[])
{
    ::CoInitialize(0);

    CLSID clsid;
    CLSIDFromProgID(OLESTR("BytescoutImageToVideo.ImageToVideo"), &clsid);

    IImageToVideo* i2v = NULL;
    ::CoCreateInstance(clsid, NULL, CLSCTX_ALL, __uuidof(IImageToVideo), (LPVOID*)&i2v);

    if (!i2v)
    {
        fwprintf(stdout, L"Image To Video filter is not installed properly.\n");

        ::CoUninitialize();
        return 1;
    }

    ULONG_PTR m_pGdiToken;
    GdiplusStartupInput m_gdiplusStartupInput;
    GdiplusStartup(&m_pGdiToken, &m_gdiplusStartupInput, NULL);

    // set log
    i2v->SetLogFile("log.txt");

    // register the library
    i2v->put_RegistrationName(L"demo");
    i2v->put_RegistrationKey(L"demo");

    // set output video dimensions
    i2v->put_OutputWidth(640);
    i2v->put_OutputHeight(480);

    i2v->put_UseInEffectForFirstSlide(VARIANT_FALSE);
    i2v->put_UseOutEffectForLastSlide(VARIANT_TRUE);

    CComPtr<ISlides> slides;
    CComPtr<ISlide> slide;

    i2v->get_Slides(&slides);

    // add some transition effects

```

```

slides->put_DefaultSlideInEffect(teBlinds3DHorz);
slides->put_DefaultSlideOutEffect(teBlinds3DVert);

slide = i2v->AddImageFromFileName(L"..\\..\\slide1.jpg");
slide->put_Duration(3000);
slide = i2v->AddImageFromFileName(L"..\\..\\slide2.jpg");
slide->put_Duration(3000);
slide = i2v->AddImageFromFileName(L"..\\..\\slide3.jpg");
slide->put_Duration(3000);

i2v->put_ExternalAudioTrackFromFileName(L"..\\..\\bgmusic.mp3");

i2v->put_OutputVideoFileName(L"Output.webm");

wprintf(L"Starting conversion process - Hit a key to abort ...\n");

HRESULT hr = i2v->Run();

if (FAILED(hr))
{
    CComBSTR s;
    i2v->get_LastError(&s);
    fwprintf(stdout, L"Conversion process failed: %s\n", CString(s));
}
else
{
    int i = 0;
    char *spin = "|/-\\";
    VARIANT_BOOL b = VARIANT_TRUE;

    while (!_kbhit() && b == VARIANT_TRUE)
    {
        LONG progress = 0;
        i2v->get_ConversionProgress(&progress);
        wprintf(L"\rMaking video %d%% %c", progress, spin[i++]);
        i %= 4;
        Sleep(50);

        i2v->get_IsRunning(&b);
    }

    i2v->get_IsRunning(&b);

    if (b == VARIANT_TRUE)
    {
        i2v->Stop();
        wprintf(L"\nConversion process aborted by user.\n");
    }
    else
    {
        _ftprintf(stdout, _T("\nConversion process completed successfully.\n"));
    }
}

wprintf(L"\nPress Enter to continue.\n");
getchar();

i2v->Release();
i2v = NULL;

```

```

        GdiplusShutdown(m_pGdiToken);

        ::CoUninitialize();

        return 0;
    }

```

stdafx.cpp

```

// stdafx.cpp : source file that includes just the standard includes
// SimpleSlideshow.pch will be the pre-compiled header
// stdafx.obj will contain the pre-compiled type information

#include "stdafx.h"

// TODO: reference any additional headers you need in STDAFX.H
// and not in this file

```

stdafx.h

```

// stdafx.h : include file for standard system include files,
// or project specific include files that are used frequently, but
// are changed infrequently
//

#pragma once

// Modify the following defines if you have to target a platform prior to the ones spe
// Refer to MSDN for the latest info on corresponding values for different platforms.
#ifndef WINVER                                     // Allow use of features specific to Windows XP or later
#define WINVER 0x0501                             // Change this to the appropriate value to target other Windows versions
#endif

#ifndef _WIN32_WINNT                                 // Allow use of features specific to Windows XP or later
#define _WIN32_WINNT 0x0501                         // Change this to the appropriate value to target other Windows versions
#endif

#ifndef _WIN32_WINDOWS                             // Allow use of features specific to Windows 98 or later
#define _WIN32_WINDOWS 0x0410                      // Change this to the appropriate value to target Windows 95 or later
#endif

```

```
#ifndef _WIN32_IE // Allow use of features specific to IE 6.0 or
#define _WIN32_IE 0x0600 // Change this to the appropriate value to target other
#endif

#include <stdio.h>
#include <tchar.h>

#define _ATL_CSTRING_EXPLICIT_CONSTRUCTORS // some CString constructors will be ex

#include <atlbase.h>
#include <atlstr.h>

// TODO: reference additional headers your program requires here
```

VIDEO

<https://www.youtube.com/watch?v=FzPgeGFL8YA>

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