www.bytescout.com

multiple videos at once in C# with ByteScout Image To Video SDK

Make multiple videos at once in C#

:

Tutorial on how to do multiple videos at once in C#

Today you are going to learn how to multiple videos at once in C#. ByteScout Image To Video SDK was made to help with multiple videos at once in C#. ByteScout Image To Video SDK is the software development kit that can take a set of images and generate video slide show from them. Includes built-in support for 100+ of 2-D and 3-D slide transitions effects. Supports output in WMV, AVI, WEBM video formats.

You will save a lot of time on writing and testing code as you may just take the code below and use it in your application. 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 add multiple videos at once functions using ByteScout Image To Video SDK in C#.

On our website you may get trial version of ByteScout Image To Video SDK for free. Source code samples are included to help you with your C# application.

FOR MORE INFORMATION AND FREE TRIAL:

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Read more about ByteScout Image To Video SDK

Explore API Documentation

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Get Free API key for Web API

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Source Code Files:

Program.cs

```
using System;
using System.Threading;
using BytescoutImageToVideo;

namespace MultipleInstances
{
    class Program
    {
        private static int numBusy;
        private static ManualResetEvent doneEvent;

        static void Main(string[] args)
        {
            doneEvent = new ManualResetEvent(false);

            Console.WriteLine("Converting JPG slides to video in multiple threads, ple

            numBusy = 10; // 10 threads to start

            // Start threads
            for (int i = 1; i <= numBusy; i++)
            {
                ThreadPool.QueueUserWorkItem(DoWork, i);
            }

            // wait for all threads finished
            doneEvent.WaitOne();

            Console.WriteLine("All threads are finished. Press any key to continue..")
            Console.ReadKey();
        }

        static TransitionEffectType GetRandomEffect()
        {
            Random rr = new Random();
            return (TransitionEffectType)(rr.Next((int)TransitionEffectType.teZoomOut,
        }

        static void DoWork(object data)
        {
            int index = (int)data;

            try
            {
                Console.WriteLine("Thread {0} started...", index);

                                // Create BytescoutImageToVideo.ImageToVideo object ins
                                ImageToVideo converter = new ImageToVideo();

                // Activate the component
                converter.RegistrationName = "demo";
                converter.RegistrationKey = "demo";
```

```
                // Add images and set the duration for every slide
                Slide slide;
                slide = converter.AddImageFromFileName("..\\..\\..\\..\\slide1.jpg");
                slide.Duration = 3000; // 3000ms = 3s
                slide.InEffect = GetRandomEffect();
                slide.OutEffect = GetRandomEffect();


                slide = converter.AddImageFromFileName("..\\..\\..\\..\\slide2.jpg");
                slide.Duration = 3000;
                slide.InEffect = GetRandomEffect();
                slide.OutEffect = GetRandomEffect();

                slide = converter.AddImageFromFileName("..\\..\\..\\..\\slide3.jpg");
                slide.Duration = 3000;
                slide.InEffect = GetRandomEffect();
                slide.OutEffect = GetRandomEffect();

                // Set output video size
                converter.OutputWidth = 640;
                converter.OutputHeight = 480;

                // Set output video file name
                converter.OutputVideoFileName = String.Format("result_{0}.wmv", index)

                // Run the conversion
                converter.RunAndWait();

                // Release resources
                System.Runtime.InteropServices.Marshal.ReleaseComObject(converter);

                Console.WriteLine("Thread {0} finished.", index);
            }
            catch (Exception ex)
            {
                Console.WriteLine("Thread {0} failed: {1}", index, ex.Message);
            }

            // check until numBusy is equal to 0 (as it we use it as a counter to coun
            if (Interlocked.Decrement(ref numBusy) == 0)
            {
                doneEvent.Set();
            }
        }
    }
}
```

VIDEO

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

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