simple slideshow in C# with ByteScout Image To Video SDK

How to code simple slideshow in C#: How-To tutorial

Today we will explain the steps and algorithm of implementing simple slideshow and how to make it work in your application. ByteScout Image To Video SDK was made to help with simple slideshow in C#. 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.

The SDK samples like this one below explain how to quickly make your application do simple slideshow in C# with the help of ByteScout Image To Video SDK. This C# sample code should be copied and pasted into your application's code editor. Then just compile and run it to see how it works. C# application implementation typically includes multiple stages of the software development so even if the functionality works please test it with your data and the production environment.

Our website provides free trial version of ByteScout Image To Video SDK. It comes along with all these source code samples with the goal to help you with your C# application implementation.

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Source Code Files:

Program.cs

```csharp
using System;
using System.Diagnostics;
using BytescoutImageToVideo;

namespace SimpleSlideshow
{
    class Program
    {
        static void Main(string[] args)
        {
            try
            {
                Console.WriteLine("Converting JPG slides to video, please wait...");

                // Create BytescoutImageToVideoLib.ImageToVideo object
                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("..\\..\\..\\..\\
                slide.Duration = 3000; // 3000ms = 3s
                slide = converter.AddImageFromFileName("..\\..\\..\\..\\
                slide.Duration = 3000;
                slide = converter.AddImageFromFileName("..\\..\\..\\..\\
                slide.Duration = 3000;

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

                // Set output video file name
                converter.OutputVideoFileName = "result.wmv";

                // Run the conversion
                converter.RunAndWait();

                // Release resources
                System.Runtime.InteropServices.Marshal.ReleaseComObject

                // Open the result video file in default media player
                Process.Start("result.wmv");

                Console.WriteLine("Done. Press any key to continue..");
                Console.ReadKey();
            }
            catch(Exception e)
            {
                Console.WriteLine("Error: " + e.ToString());
                Console.WriteLine("\nPress any key to exit.");
                Console.ReadKey();
            }
```

```
                    }
            }
}
```

VIDEO

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