

How to extract audio from PDF with PDF extractor SDK in C# using ByteScout PDF Suite

This code in C# shows how to extract audio from PDF with PDF extractor SDK with this [how to tutorial](#)

ByteScout simple and easy to understand tutorials are planned to describe the code for both C# beginners and advanced programmers. ByteScout PDF Suite is the bundle that provides six different SDK libraries to work with PDF from generating rich PDF reports to extracting data from PDF documents and converting them to HTML. This bundle includes PDF (Generator) SDK, PDF Renderer SDK, PDF Extractor SDK, PDF to HTML SDK, PDF Viewer SDK and PDF Generator SDK for Javascript. It can be applied to extract audio from PDF with PDF extractor SDK using C#.

The SDK samples given below describe how to quickly make your application do extract audio from PDF with PDF extractor SDK in C# with the help of ByteScout PDF Suite. Simply copy and paste in your C# project or application you and then run your app! Enjoy writing a code with ready-to-use sample C# codes.

Trial version of ByteScout PDF Suite is available for free. Source code samples are included to help you with your C# app.

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Source Code Files:

```
using Bytescout.PDFExtractor;

namespace ExtractAudio
{
    class Program
    {
        static void Main(string[] args)
        {
            // Create Bytescout.PDFExtractor.MultimediaExtractor instance
            MultimediaExtractor extractor = new MultimediaExtractor();
            extractor.RegistrationName = "demo";
            extractor.RegistrationKey = "demo";

            // Load PDF document
            // (!) We do not provide the sample document, please load your own.
            extractor.LoadDocumentFromFile(@"sample-audio.pdf");

            int i = 0;

            // Initialize sound clips enumeration
            if (extractor.GetFirstAudio())
            {
                do
                {
                    string outputFileName = "audio" + i + extractor.RegistrationName + ".mp3";

                    // Save sound clip to file
                    extractor.SaveCurrentAudioToFile(outputFileName);

                    i++;
                }
                while (extractor.GetNextAudio()); // Advance sounds enumeration
            }

            // Cleanup
            extractor.Dispose();
        }
    }
}
```

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