

SWF to video in C++ and ByteScout SWF To Video SDK

SWF to video in C++

The documentation is designed to help you to implement the features on your side. ByteScout SWF To Video SDK was made to help with SWF to video in C++. ByteScout SWF To Video SDK is the library that can take SWF (Flash Macromedia) files and convert into WMV or AVI video with sound. Dynamic flash movie scenes, variables, actionscripts are supported and you also may adjust output video size, framerate and quality.

Fast application programming interfaces of ByteScout SWF To Video SDK for C++ plus the instruction and the C++ code below will help you quickly learn SWF to video. C++ sample code is all you need: copy and paste the code to your C++ application's code editor, add a reference to ByteScout SWF To Video SDK (if you haven't added yet) and you are ready to go! 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 SWF To Video SDK. It comes along with all these source code samples with the goal to help you with your C++ application implementation.

FOR MORE INFORMATION AND FREE TRIAL:

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[Read more about ByteScout SWF To Video SDK](#)

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[visit www.Bytescout.com](http://www.Bytescout.com)

Source Code Files:

```

#include "stdafx.h"

#import "BytescoutSWFToVideo.dll"

using namespace BytescoutSWFToVideo;

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

    // Create an instance of SWFToVideo ActiveX object

    CLSID clsid;
    CLSIDFromProgID(OLESTR("BytescoutSWFToVideo.SWFToVideo"), &clsid);

    ISWFToVideo* swfToVideo = NULL;
    ::CoCreateInstance(clsid, NULL, CLSCTX_ALL, __uuidof(ISWFToVideo), (LPVOID*) &swfToVideo);

    if (!swfToVideo)
    {
        _ftprintf(stdout, _T("SWF To Video filter is not installed properly. Can't continue\n"));
        ::CoUninitialize();
        return 1;
    }

    // Set debug log
    //swfToVideo->SetLogFile("log.txt");

    // Register SWFToVideo
    swfToVideo->put_RegistrationName(L"demo");
    swfToVideo->put_RegistrationKey(L"demo");

    // set input SWF file
    swfToVideo->put_InputSWFFilename(L"SlideShowWithEffects.swf");

    // you may calculate output video duration using information about the the source video
    // WARNING #1: this method to calculate the output video duration is not working for all videos
    //and interactive scripts as in these movies it is not possible to calculate the precise duration
    //WARNING #2: you should set the input swf or flv filename (or url) before this calculation

    //So the movie duration is calculated as the following:
    //as swf frame count (number of frames in the swf) / movieFPS (frames per second displayed)
    //and then multiplied by 1000 (as we are setting the .ConversionTimeout in milliseconds)
    //as the following (uncomment if you want to set the length of the output video to the source video duration)
    //or as the following source code (uncomment to enable):

    //converter->put_ConversionTimeout( 1000 * (converter->get_FrameCount() / converter->get_FPS()));

    // set output WMV or AVI video filename
    swfToVideo->put_OutputVideoFileName(L"result.wmv");

    // Set output movie dimensions
    swfToVideo->put_OutputWidth(640);
    swfToVideo->put_OutputHeight(480);

```

```

        // Run conversion
        HRESULT hr = swfToVideo->RunAndWait();

        // Cleanup
        swfToVideo->Release();
        swfToVideo = NULL;

        ::CoUninitialize();

        return 0;
}

```

stdafx.cpp

```

// stdafx.cpp : source file that includes just the standard includes
// Simple.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.
#ifdef WINVER                                     // Allow use of features specific to Windows XP
#define WINVER 0x0501                             // Change this to the appropriate value to target other
#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 Me or later
#endif

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

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

#define _ATL_CSTRING_EXPLICIT_CONSTRUCTORS      // some CString constructors will be explicit

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

#include <conio.h>
```

VIDEO

<https://www.youtube.com/watch?v=NEwNs2b9YN8>

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