

## SWF to WEBM in C++ using ByteScout SWF To Video SDK

### How To: tutorial on SWF to WEBM in C++

We've created and updating regularly our sample code library so you may quickly learn SWF to WEBM and the step-by-step process in C++. ByteScout SWF To Video SDK was made to help with SWF to WEBM 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 WEBM. 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! Use of ByteScout SWF To Video SDK in C++ is also explained in the documentation included along with the product.

Visit our website provides for free trial version of ByteScout SWF To Video SDK. Free trial includes lots of source code samples to help you with your C++ project.

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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_MovieFPS()));

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

    // 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>
```

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## VIDEO

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

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