

32bit RGBA AVI in C# using ByteScout SWF To Video SDK

Write code in C# to make 32bit RGBA AVI with this How-To tutorial

Today you are going to learn how to 32bit RGBA AVI in C#. 32bit RGBA AVI in C# can be implemented with ByteScout SWF To Video SDK. ByteScout SWF To Video SDK is the specialized software development kit for programmers who need to add SWF (Flash Macromedia) to video conversion into their app. Supports WMV and AVI video output with sound as can take input flash movies with variables, actionscripts, dynamic files as input. You can control output video size, framerate, video and audio quality.

C#, code samples for C#, developers help to speed up the application development and writing a code when using ByteScout SWF 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.

ByteScout SWF To Video SDK free trial version is available for download from our website. Free trial also includes programming tutorials along with source code samples.

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Source Code Files:

```

// x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode.

using System.Diagnostics;
using BytescoutSWFToVideo;

namespace SwfTo32BitRgbaAvi
{
    class Program
    {
        static void Main(string[] args)
        {
            // Create an instance of SWFToVideo ActiveX object
            SWFToVideo converter = new SWFToVideo();

            // Set debug log
            //converter.SetLogFile("log.txt");

            // Register SWFToVideo
            converter.RegistrationName = "demo";
            converter.RegistrationKey = "demo";

            // Set RGBA Mode. IMPORTANT: Set .RGBAMode = True BEFORE calling
            converter.RGBAMode = true;

            // set input SWF file
            converter.InputSWFFileName = "circles.swf";

            // you may calculate output video duration using information about
            // WARNING #1: this method to calculate the output video duration
            // and interactive scripts as in these movies it is not possible
            // WARNING #2: you should set the input swf or flv filename (or
            // So the movie duration is calculated as the following:
            // as swf frame count (number of frames in the swf) / movieFPS
            // and then multiplied by 1000 (as we are setting the .Conversion
            // as the following (uncomment if you want to set the length of
            // or as the following source code (uncomment to enable):

            // converter.ConversionTimeout = 1000 * (converter.FrameCount /

            // set output AVI video filename
            converter.OutputVideoFileName = "result.avi";

            // Set output movie dimensions
            converter.OutputWidth = 640;
            converter.OutputHeight = 480;

            // Run conversion
            converter.RunAndWait();

            // release resources
            System.Runtime.InteropServices.Marshal.ReleaseComObject(converter);
            converter = null;
        }
    }
}

```

```
        // Open the result movie in default media player
        Process.Start("result.avi");
    }
}
```

VIDEO

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

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