conversion progress in C# using ByteScout SWF To Video SDK

Tutorial: how to do conversion progress in C#

The sample source codes on this page will demonstrate you how to make conversion progress in C#. ByteScout SWF To Video SDK was made to help with conversion progress in C#. 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.

The SDK samples like this one below explain how to quickly make your application do conversion progress in C# with the help of ByteScout SWF To Video SDK. In order to implement this functionality, you should copy and paste code below into your app using code editor. Then compile and run your application. Test C# sample code examples whether they respond your needs and requirements for the project.

Free trial version of ByteScout SWF To Video SDK is available on our website. Get it to try other samples for C#.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout SWF To Video SDK

Explore API Documentation

Get Free Training for ByteScout SWF To Video SDK

Get Free API key for Web API

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Source Code Files:

```
// x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode. WHY? Because flash is not
using System;
using System.Diagnostics;
using System.Threading;
using BytescoutSWFToVideo;
namespace ConversionProgress
        class Program
        {
                static void Main(string[] args)
                {
                        SWFToVideo converter = new SWFToVideo();
                        converter.RegistrationName = "demo";
                        converter.RegistrationKey = "demo";
                        converter.SWFConversionMode = SWFConversionModeType.SWFWithLive
                        converter.InputSWFFileName = "shapes.swf";
                converter.OutputVideoFileName = "result.wmv";
                        converter.ConversionTimeOut = 5000; // 5000ms = 5 seconds
                        converter.FPS = 29.97f;
                        converter.OutputWidth = 320;
                        converter.OutputHeight = 240;
                        // Run the conversion
                        converter.Run();
                        int i = 0;
                        char[] spin = new char[] { '|', '/', '-', '\\' };
                        while (!Console.KeyAvailable && converter.IsRunning)
                                float progress = converter.ConversionProgress;
                                Console.WriteLine(String.Format("Converting images {0})
```

```
Console.CursorTop--;
                                 i %= 4;
                                 Thread.Sleep(50);
                        }
                        if (converter.IsRunning)
                                 converter.Stop();
                                 Console.WriteLine("Conversion aborted by user.");
                         {
                                 Console.WriteLine("Conversion competed successfully.")
                        }
                        Process.Start("result.wmv");
                        Console.WriteLine();
                        Console.WriteLine("Hit any key...");
                        Console.ReadKey();
                }
        }
}
```

VIDEO

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

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