

FLV to AVI in C# and ByteScout SWF To Video SDK

FLV to AVI in C#

These source code samples are listed and grouped by their programming language and functions they use. FLV to AVI in C# can be implemented with ByteScout SWF To Video SDK. ByteScout SWF To Video SDK is the SDK that is capable of converting SWF macromedia files into WMV and AVI video. Supports dynamic flash movies, can transmit variable values. Options to change output video size, framerate, quality are available.

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. You can use these C# sample examples in one or many applications.

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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Source Code Files:

Program.cs

```

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

using System.Diagnostics;
using BytescoutSWFToVideo;

namespace FlvToAvi
{
    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 the converter to the live data conversion mode
            // (it will fully load the embedded video stream before the conversion)
            converter.SWFConversionMode = SWFConversionModeType.SWFWithLiveData;

            // set input SWF file
            converter.InputSWFFFileName = "..\\..\\..\\..\\video.flv";

            // you may calculate output video duration using information about the input file
            // WARNING #1: this method to calculate the output video duration is not accurate
            // and interactive scripts as in these movies it is not possible to calculate
            // WARNING #2: you should set the input swf or flv filename (or use the default)

            // 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 .ConversionTimeout)
            // as the following (uncomment if you want to set the length of the output video)
            // or as the following source code (uncomment to enable):

            // converter.ConversionTimeout = 1000 * (converter.FrameCount / converter.MovieFPS);

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

            // Don't let it run infinitely
            converter.ConversionTimeout = 15000; // 15000ms = 15 seconds

            // set FPS
            converter.FPS = 29.97f;

            // Set output movie dimensions
            converter.OutputWidth = 320;
            converter.OutputHeight = 240;

            // Run conversion
            converter.RunAndWait();
        }
    }
}

```

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

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

VIDEO

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

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