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FLV to WMV in C# with ByteScout SWF To Video SDK

FLV to WMV in C#

Writing of the code to FLV to WMV in C# can be done by developers of any level using ByteScout SWF To Video SDK. ByteScout SWF To Video SDK was made to help with FLV to WMV 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.

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 FLV to WMV. Follow the instruction from the scratch to work and copy and paste code for C# into your editor. Use of ByteScout SWF To Video SDK in C# is also explained in the documentation included along with the product.

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.

Source Code Files:

Program.cs

```
// x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode. WHY? Because flash is not s

using System.Diagnostics;
using BytescoutSWFToVideo;

namespace FlvToWmv
{
        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 co
                        converter.SWFConversionMode = SWFConversionModeType.SWFWithLive

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

                        // you may calculate output video duration using information ab
                        // WARNING #1: this method to calculate the output video durat
                        // and interactive scripts as in these movies it is not possib
                        // 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 .Convers
                        // as the following (uncomment if you want to set the length o
                        // or as the following source code (uncomment to enable):

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


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

                        // 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();

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

VIDEO

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

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