

multiple conversions at once in C# using ByteScout SWF To Video SDK

multiple conversions at once in C#

On this page you will learn from code samples for programming in C#. Multiple conversions at once in C# can be implemented with ByteScout SWF To Video SDK. 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.

This rich sample source code in C# for ByteScout SWF To Video SDK includes the number of functions and options you should do calling the API to implement multiple conversions at once. 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! Enjoy writing a code with ready-to-use sample C# codes to implement multiple conversions at once using ByteScout SWF To Video SDK.

On our website you may get trial version of ByteScout SWF To Video SDK for free. Source code samples are included to help you with your C# application.

C# - Program.cs

```
using System;
using System.Threading;
using BytescoutSWFToVideo;

namespace MultipleInstances
{
    class Program
    {
        private static int _numBusy;
        private static ManualResetEvent _doneEvent;

        static void Main(string[] args)
        {
            _doneEvent = new ManualResetEvent(false);

            Console.WriteLine("Converting SWF movies to video in multiple threads, please wait...");

            _numBusy = 3;

            // start 3 conversion threads
            ThreadPool.QueueUserWorkItem(DoWork, 1);
            ThreadPool.QueueUserWorkItem(DoWork, 2);
        }
    }
}
```

```

        ThreadPool.QueueUserWorkItem(DoWork, 3);

        // wait for all threads finished
        _doneEvent.WaitOne();

        Console.WriteLine("All threads are finished. Press any key to
continue..");
        Console.ReadKey();
    }

    static void DoWork(object data)
    {
        int index = (int)data;

        try
        {
            Console.WriteLine("Thread {0} started...", index);

            // Create BytescoutImageToVideo.ImageToVideo object instance
            SWFToVideo converter = new SWFToVideo();

            // Activate the component
            converter.RegistrationName = "demo";
            converter.RegistrationKey = "demo";

            converter.SWFConversionMode = SWFConversionModeType.SWFAnimation;

            // set input SWF file
            converter.InputSWFFileName = string.Format("movie{0}.swf", index);

            // Set output video file name
            converter.OutputVideoFileName = String.Format("result_{0}.wmv",
index);

            // set FPS
            converter.FPS = 29.97f;

            // Set output video size
            converter.OutputWidth = 640;
            converter.OutputHeight = 480;

            // Run the conversion
            converter.RunAndWait();

            // Release resources
            System.Runtime.InteropServices.Marshal.ReleaseComObject(converter);

            Console.WriteLine("Thread {0} finished.", index);
        }
        catch (Exception ex)
        {
            Console.WriteLine("Thread {0} failed: {1}", index, ex.Message);
        }

        if (Interlocked.Decrement(ref _numBusy) == 0)
        {
            _doneEvent.Set();
        }
    }
}

```

}

FOR MORE INFORMATION AND FREE TRIAL:

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