

SWF parameters to PNG in C# using ByteScout SWF To Video SDK

How to code SWF parameters to PNG in C#: How-To tutorial

Today you are going to learn how to SWF parameters to PNG in C#. SWF parameters to PNG 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.

You will save a lot of time on writing and testing code as you may just take the code below and use it in your application. 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. 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.

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.

C# - Program.cs

```
// x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode.
using System.Diagnostics;
using BytescoutSWFToVideo;

namespace SwfParametersToPng
{
    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 a value for the variable
            // (!) You should call SetVariable() before SetMovie()
            converter.SetVariable("Variable1", "hi this is passed
variable");
```

```
// Enable transparency - BEFORE setting input SWF file
converter.RGBAMode = true;

// set input SWF file
converter.InputSWFFilename = "MovieDisplayPassedVar.swf";

// Select first frame
converter.StartFrame = 0;
converter.StopFrame = 0;

// Run conversion
converter.ConvertToPNG("result.png");

// release resources

System.Runtime.InteropServices.Marshal.ReleaseComObject(converter);
converter = null;

// Open the result in default application
Process.Start("result.png");
}
}
}
```

FOR MORE INFORMATION AND FREE TRIAL:

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