

SWF to lossless AVI in C# using ByteScout SWF To Video SDK

Make SWF to lossless AVI in C#

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Tutorial on how to do SWF to lossless AVI in C#

Here you may find thousands pre-made source code pieces for easy implementation in your own programming C# projects. SWF to lossless AVI 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.

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 SWF to lossless AVI. 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 add SWF to lossless AVI functions using ByteScout SWF To Video SDK in C#.

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

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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 SwfToLosslessAvi
{
    class Program
    {
        static void Main(string[] args)
        {
            // Please make sure the Bytescout Lossless Video Codec is installed
            // Bytescout lossless video codec is available for free from
            // http://bytescout.com/lossless_video_codec_for_avi.html

            // 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 empty video codec name to get the output video uncompressed
            converter.CurrentVideoCodecName = "bytescout lossless";

            // set input SWF file
            converter.InputSWFFileName = "Shapes.swf";

            // you may calculate output video duration using information about the input SWF 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 following source code)

            // 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 video filename
            converter.OutputVideoFileName = "result.avi";

            // Set output movie dimensions
            converter.OutputWidth = 320;
        }
    }
}
```

```
        converter.OutputHeight = 240;

        // Run conversion
        converter.RunAndWait();

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

VIDEO

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

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