

SWF to PNG (all frames) in C# using ByteScout SWF To Video SDK

How To: tutorial on SWF to PNG (all frames) in C#

These source code samples are listed and grouped by their programming language and functions they use. ByteScout SWF To Video SDK was made to help with SWF to PNG (all frames) in C#. 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.

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 PNG (all frames). 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.

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:

[Download Free Trial SDK \(on-premise version\)](#)

[Read more about ByteScout SWF To Video SDK](#)

[Explore API Documentation](#)

[Get Free Training for ByteScout SWF To Video SDK](#)

[Get Free API key for Web API](#)

[visit www.Bytescout.com](http://www.Bytescout.com)

Source Code Files:

Program.cs

```

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

using System.Diagnostics;
using BytescoutSWFToVideo;

namespace SwfToPngAll
{
    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 input SWF file
            converter.InputSWFFileName = "Shapes.swf";

            // Enable transparency
            converter.RGBAMode = true;

            // Extract all frames to .\Output sub-folder
            converter.ConvertAllToPNG(".\\Output");

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

            // Open the first extracted frame in default application
            Process.Start("frame0.png");
        }
    }
}

```

VIDEO

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

ON-PREMISE OFFLINE SDK

[60 Day Free Trial](#) or [Visit ByteScout SWF To Video SDK Home Page](#)
[Explore ByteScout SWF To Video SDK Documentation](#)
[Explore Samples](#)
[Sign Up for ByteScout SWF To Video SDK Online Training](#)

ON-DEMAND REST WEB API

[Get Your API Key](#)
[Explore Web API Docs](#)
[Explore Web API Samples](#)

[visit www.ByteScout.com](http://www.ByteScout.com)

[visit www.PDF.co](http://www.PDF.co)

www.bytescout.com