

SWF to PNG large size in C# using ByteScout SWF To Video SDK

How to use ByteScout SWF To Video SDK for SWF to PNG large size in C#

The documentation is designed to help you to implement the features on your side. SWF to PNG large size 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.

The SDK samples like this one below explain how to quickly make your application do SWF to PNG large size in C# with the help of ByteScout SWF To Video SDK. This C# sample code should be copied and pasted into your application's code editor. Then just compile and run it to see how it works. 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.

ByteScout SWF To Video SDK is available as free trial. You may get it from our website along with all other source code samples for C# applications.

FOR MORE INFORMATION AND FREE TRIAL:

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

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Source Code Files:

Program.cs

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

using System.Diagnostics;
using BytescoutSWFToVideo;

namespace SwfToPng
{
    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";

            // Enable transparency - set BEFORE setting swf filename
            converter.RGBAMode = true;

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

            // Select 20th frame
            converter.StartFrame = 20;
            converter.StopFrame = 20;

            // set output large image size
            converter.OutputWidth = 2500;
            converter.OutputHeight = 2500;

            // 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");
        }
    }
}
```

VIDEO

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

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