

SWF to WMV in C# and ByteScout SWF To Video SDK

Make SWF to WMV in C#

:

Tutorial on how to do SWF to WMV in C#

Source code documentation samples provide quick and easy way to add a required functionality into your application. ByteScout SWF To Video SDK was made to help with SWF to WMV 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.

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 SWF to WMV. 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! Enhanced documentation and tutorials are available along with installed ByteScout SWF To Video SDK if you'd like to dive deeper into the topic and the details of the API.

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:

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

[Explore API Documentation](#)

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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 SwfWithDataToAvi
{
    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 the converter to the live data conversion mode
            // (it will fully load the embedded video stream before the conversion)
            converter.SWFConversionMode = SWFConversionModeType.SWFWithLiveData;

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

            // you may calculate output video duration using information about input video
            // 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 or WMV video filename
            converter.OutputVideoFileName = "result.wmv";

            // Don't let it run infinitely
            converter.ConversionTimeout = 15000; // 15000ms = 15 seconds

            // set FPS
            converter.FPS = 29.97f;
        }
    }
}
```

```
        // Set output movie dimensions
        converter.OutputWidth = 320;
        converter.OutputHeight = 240;

        // Run conversion
        converter.RunAndWait();

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

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

VIDEO

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

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