

SWF with data to AVI in C# using ByteScout SWF To Video SDK

Make SWF with data to AVI in C#

:

Tutorial on how to do SWF with data to AVI in C#

Sample source codes below will show you how to cope with a difficult task, for example, SWF with data to AVI in C#. ByteScout SWF To Video SDK helps with SWF with data to AVI 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.

The SDK samples like this one below explain how to quickly make your application do SWF with data to AVI in C# with the help of ByteScout SWF To Video SDK. Follow the instruction from the scratch to work and copy and paste code for C# into your editor. 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.

ByteScout SWF To Video SDK free trial version is available for download from our website. Free trial also includes programming tutorials along with source code samples.

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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 from URL
            converter.InputSWFFilename = "http://bytescout.com/demo/swfscout.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 the duration
            // WARNING #2: you should set the input swf or flv filename (or URL)

            // 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 = "output.avi";

            // Don't let it run infinitely
            converter.ConversionTimeout = 3000; // 3000ms = 3 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("output.avi");
    }
}
```

VIDEO

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

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