

How to set audio track in C# using ByteScout SWF To Video SDK

How to code in C# to set audio track with this step-by-step tutorial

With this source code sample you may quickly learn how to set audio track in C#. ByteScout SWF To Video SDK can set audio track. It can be used from C#. ByteScout SWF To Video SDK is the specialized software development kit for programmers who need to add SWF (Flash Macromedia) to video conversion into their app. Supports WMV and AVI video output with sound as can take input flash movies with variables, actionscripts, dynamic files as input. You can control output video size, framerate, video and audio quality.

C# code samples for C# developers help to speed up coding of your application when using ByteScout SWF To Video SDK. In your C# project or application you may simply copy & paste the code and then run your app! This basic programming language sample code for C# will do the whole work for you to set audio track.

Free trial version of ByteScout SWF To Video SDK is available on our website. Documentation and source code samples are included.

FOR MORE INFORMATION AND FREE TRIAL:

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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 SetAudioTrack
{
    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 = "SlideShowWithEffects.swf";
            // set output AVI video filename
            converter.OutputVideoFileName = "result.avi";

            // Set background music
            converter.ExternalAudioTrackFromFileName = "bgmusic.mp3";
            // Set output audio codec
            converter.CurrentAudioCodecName = "ADPCM";

            // Set output movie dimensions
            converter.OutputWidth = 640;
            converter.OutputHeight = 480;

            // Run conversion
            converter.RunAndWait();

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

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

```

VIDEO

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

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