www.bytescout.com

video length setting in C# with ByteScout SWF To Video SDK

How To: tutorial on video length setting in C#

The sample source codes on this page will demonstrate you how to make video length setting in C#. ByteScout SWF To Video SDK was made to help with video length setting 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.

C# code snippet like this for ByteScout SWF To Video SDK works best when you need to quickly implement video length setting in your C# application. 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. Code testing will allow the function to be tested and work properly with your data.

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.

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 VideoLengthSetting
{
        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 = "HelloWorld.swf";

                // set output AVI video filename
                converter.OutputVideoFileName = "result.avi";

                        // This property is for one-frame or endless SWF movies.
                        // Will stop conversion after specified time (milliseconds).
                        converter.ConversionTimeOut = 5000; // 5000ms = 5s

                        // you may calculate output video duration using information ab
                        // WARNING #1: this method to calculate the output video durat
                        // and interactive scripts as in these movies it is not possib
                        // WARNING #2: you should set the input swf or flv filename (or

                        // 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 .Convers
                        // as the following (uncomment if you want to set the length o
                        // or as the following source code (uncomment to enable):

                        // converter.ConversionTimeout = 1000 * (converter.FrameCount /


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

                        // Run conversion
                        converter.RunAndWait();

                        // release resources
                        System.Runtime.InteropServices.Marshal.ReleaseComObject(convert
                        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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