

## conversion progress in VB.NET using ByteScout SWF To Video SDK

Make conversion progress in VB.NET

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Tutorial on how to do conversion progress in VB.NET

The coding tutorials are designed to help you test the features without need to write your own code. Conversion progress in VB.NET can be implemented with ByteScout SWF To Video SDK. 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.

The SDK samples like this one below explain how to quickly make your application do conversion progress in VB.NET with the help of ByteScout SWF To Video SDK. VB.NET sample code is all you need: copy and paste the code to your VB.NET 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! You can use these VB.NET sample examples in one or many applications.

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.vb

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

Imports System.Diagnostics
Imports System.Threading
Imports BytescoutSWFToVideo

Class Program
    Friend Shared Sub Main(ByVal args As String())
        ' Create an instance of SWFToVideo ActiveX object
        Dim converter As 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.SWFFConversionMode = SWFFConversionModeType.SWFFWithLiveData

        ' set input SWF file
        converter.InputSWFFFileName = "shapes.swf"

        ' set output AVI or WMV video filename
        converter.OutputVideoFileName = "result.wmv"

        ' Don't let it run infinitely
        converter.ConversionTimeout = 5000
        ' 5000ms = 5 seconds
        ' set FPS
        converter.FPS = 29.97F

        ' you may calculate output video duration using information about the the source
        ' WARNING #1: this method to calculate the output video duration is not working
        ' and interactive scripts as in these movies it is not possible to calculate the
        ' WARNING #2: you should set the input swf or flv filename (or url) before this
        ' So the movie duration is calculated as the following:
        ' as swf frame count (number of frames in the swf) / movieFPS (frames per second)
        ' and then multiplied by 1000 (as we are setting the .ConversionTimeout in milliseconds)
        ' 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 movie dimensions
        converter.OutputWidth = 320
```

```

converter.OutputHeight = 240

' Run the conversion
converter.Run()

' Show conversion progress:

Dim i As Integer = 0
Dim spin As Char() = New Char() {"|", "/", "-", "\"}

While Not Console.KeyAvailable AndAlso converter.IsRunning
    Dim progress As Single = converter.ConversionProgress
    Console.WriteLine([String].Format("Converting images {0}% {1}", progress, spin(i)))
    Console.CursorTop -= 1
    i = i + 1
    i = i Mod 4
    Thread.Sleep(50)
End While

If converter.IsRunning Then
    converter.Stop()
    Console.WriteLine("Conversion aborted by user.")
Else
    Console.WriteLine("Conversion competed successfully.")
End If

' release resources
System.Runtime.InteropServices.Marshal.ReleaseComObject(converter)
converter = Nothing

' Open the result in default media player
Process.Start("result.wmv")

Console.WriteLine()
Console.WriteLine("Hit any key...")
Console.ReadKey()
End Sub
End Class

```

VIDEO

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

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