FLV to AVI in VB.NET using ByteScout SWF To Video SDK

FLV to AVI in VB.NET

These source code samples are listed and grouped by their programming language and functions they use. FLV to AVI in VB.NET can be implemented with ByteScout SWF To Video SDK. 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.

VB.NET, code samples for VB.NET, developers help to speed up the application development and writing a code when using ByteScout SWF To Video SDK. In order to implement this functionality, you should copy and paste code below into your app using code editor. Then compile and run your application. Code testing will allow the function to be tested and work properly with your data.

Visit our website provides for free trial version of ByteScout SWF To Video SDK. Free trial includes lots of source code samples to help you with your VB.NET project.

VB.NET - Program.vb

```vbnet
' x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode. WHY? Because flash is not
supported on x64 platform currently at all

Imports System.Diagnostics
Imports BytescoutSWFToVideo

Class Program
        Friend Shared Sub Main(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.SWFConversionMode = SWFConversionModeType.SWFWithLiveData

                ' Set input SWF file
                converter.InputSWFFileName = "..\..\..\..\video.flv"
```

```vb
            ' Set output AVI or WMV video file
            converter.OutputVideoFileName = "result.avi"

            ' Don't let it run infinitely
            converter.ConversionTimeOut = 3000 ' 3000ms = 3 seconds

            ' you may calculate output video duration using information about the
the source swf movie
            ' WARNING #1: this method to calculate the output video duration is
not working for movies with dynamic scenes
            ' and interactive scripts as in these movies it is not possible to
calculate the precise duration of the movie
            ' WARNING #2: you should set the input swf or flv filename (or url)
before this calculation

            ' So the movie duration is calculated as the following:
            ' as swf frame count (number of frames in the swf) / movieFPS (frames
per second defined in swf)
            ' and then multiplied by 1000 (as we are setting the
.ConverstionTimeout in milliseconds)
            ' as the following (uncomment if you want to set the length of the
output video to the same as the original swf)
            ' or as the following source code (uncomment to enable):

            ' converter.ConversionTimeout = 1000 * (converter.FrameCount /
converter.MovieFPS)


            ' set FPS
            converter.FPS = 29.97F

            ' Set output movie dimensions
            converter.OutputWidth = 320
            converter.OutputHeight = 240

            ' Run conversion
            converter.RunAndWait()

            ' Open the result in default media player
        Process.Start("result.avi")
        End Sub
End Class
```

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