

SWF to PNG in VB.NET and ByteScout SWF To Video SDK

How to use ByteScout SWF To Video SDK for SWF to PNG in VB.NET

Source code documentation samples provide quick and easy way to add a required functionality into your application. ByteScout SWF To Video SDK helps with SWF to PNG in VB.NET. ByteScout SWF To Video SDK is the library that can take SWF (Flash Macromedia) files and convert into WMV or AVI video with sound. Dynamic flash movie scenes, variables, actionscripts are supported and you also may adjust output video size, framerate and quality.

Fast application programming interfaces of ByteScout SWF To Video SDK for VB.NET plus the instruction and the VB.NET code below will help you quickly learn SWF to PNG. 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. Enjoy writing a code with ready-to-use sample VB.NET codes to implement SWF to PNG using ByteScout SWF To Video SDK.

Trial version can be downloaded from our website. Source code samples for VB.NET and documentation are included.

FOR MORE INFORMATION AND FREE TRIAL:

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Source Code Files:

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

Imports System.Diagnostics
Imports BytescoutSWFToVideo

Class Program
    Friend Shared Sub Main(args As String())
        ' Create an instance of SWFToVideo ActiveX object
        Dim z As New SWFToVideo()
        Dim converter As New SWFToVideo()

        ' Set debug log
        'converter.SetLogFile("log.txt");

        ' Register SWFToVideo
        converter.RegistrationName = "demo"
        converter.RegistrationKey = "demo"

        ' Enable trasparency - set BEFORE setting input SWF filename
        converter.RGBAMode = True

        ' Set input SWF file
        converter.InputSWFFileName = "Shapes.swf"

        ' Select 20th frame
        converter.StartFrame = 20
        converter.StopFrame = 20

        ' Run conversion
        converter.ConvertToPNG("result.png")

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

        ' Open the result in default application
        Process.Start("result.png")
    End Sub
End Class
```

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

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