

SWF to uncompressed AVI in VB.NET with ByteScout SWF To Video SDK

How to code SWF to uncompressed AVI in VB.NET: How-To tutorial

Every ByteScout tool contains example VB.NET source codes that you can find here or in the folder with installed ByteScout product. ByteScout SWF To Video SDK was made to help with SWF to uncompressed AVI in VB.NET. 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 snippet like this for ByteScout SWF To Video SDK works best when you need to quickly implement SWF to uncompressed AVI in your VB.NET application. This VB.NET sample code should be copied and pasted into your application's code editor. Then just compile and run it to see how it works. VB.NET application implementation typically includes multiple stages of the software development so even if the functionality works please test it with your data and the production environment.

Trial version can be obtained from our website for free. It includes this and other source code samples for VB.NET.

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. WHY? Because flash is not s
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 empty video codec name to get the output video uncompressed
        converter.CurrentVideoCodecName = ""

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

        ' 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 th
        ' 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 video file
        converter.OutputVideoFileName = "result.avi"

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

        ' Run conversion
        converter.RunAndWait()

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

```

VIDEO

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

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