SWF to WMV with live preview in VB.NET with ByteScout SWF To Video SDK

How to code SWF to WMV with live preview in VB.NET: How-To tutorial

Today we will explain the steps and algorithm of implementing SWF to WMV with live preview and how to make it work in your application. ByteScout SWF To Video SDK was made to help with SWF to WMV with live preview in VB.NET. 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.

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 WMV with live preview. 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.

Our website provides free trial version of ByteScout SWF To Video SDK. It comes along with all these source code samples with the goal to help you with your VB.NET application implementation.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout SWF To Video SDK

Explore API Documentation

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Source Code Files:

Form1.Designer.vb

```vb
Partial Class Form1
    ''' <summary>
    ''' Required designer variable.
    ''' </summary>
    Private components As System.ComponentModel.IContainer = Nothing

    ''' <summary>
    ''' Clean up any resources being used.
    ''' </summary>
    ''' <param name="disposing">true if managed resources should be disposed; other
    Protected Overloads Overrides Sub Dispose(disposing As Boolean)
        If disposing AndAlso (components IsNot Nothing) Then
            components.Dispose()
        End If
        MyBase.Dispose(disposing)
    End Sub

    #Region "Windows Form Designer generated code"

    ''' <summary>
    ''' Required method for Designer support - do not modify
    ''' the contents of this method with the code editor.
    ''' </summary>
    Private Sub InitializeComponent()
    Me.buttonConvert = New System.Windows.Forms.Button
    Me.pictureBox1 = New System.Windows.Forms.PictureBox
    Me.label1 = New System.Windows.Forms.Label
    CType(Me.pictureBox1, System.ComponentModel.ISupportInitialize).BeginInit()
    Me.SuspendLayout()
    '
    'buttonConvert
    '
    Me.buttonConvert.Anchor = CType(((System.Windows.Forms.AnchorStyles.Bottom Or S
                Or System.Windows.Forms.AnchorStyles.Right), System.Windows.Forms.A
    Me.buttonConvert.Location = New System.Drawing.Point(18, 227)
    Me.buttonConvert.Name = "buttonConvert"
    Me.buttonConvert.Size = New System.Drawing.Size(254, 23)
    Me.buttonConvert.TabIndex = 0
    Me.buttonConvert.Text = "Convert test.swf with conversion preview"
    Me.buttonConvert.UseVisualStyleBackColor = True
    '
    'pictureBox1
    '
    Me.pictureBox1.Anchor = CType((((System.Windows.Forms.AnchorStyles.Top Or Syste
                Or System.Windows.Forms.AnchorStyles.Left) _
                Or System.Windows.Forms.AnchorStyles.Right), System.Windows.Forms.A
    Me.pictureBox1.Location = New System.Drawing.Point(18, 31)
    Me.pictureBox1.Name = "pictureBox1"
    Me.pictureBox1.Size = New System.Drawing.Size(254, 180)
    Me.pictureBox1.TabIndex = 1
    Me.pictureBox1.TabStop = False
    '
    'label1
```

```
            '
            Me.label1.AutoSize = True
            Me.label1.Font = New System.Drawing.Font("Microsoft Sans Serif", 8.25!, System
            Me.label1.Location = New System.Drawing.Point(15, 9)
            Me.label1.Name = "label1"
            Me.label1.Size = New System.Drawing.Size(122, 13)
            Me.label1.TabIndex = 2
            Me.label1.Text = "Conversion preview:"
            '
            'Form1
            '
            Me.AutoScaleDimensions = New System.Drawing.SizeF(6.0!, 13.0!)
            Me.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font
            Me.ClientSize = New System.Drawing.Size(284, 262)
            Me.Controls.Add(Me.label1)
            Me.Controls.Add(Me.pictureBox1)
            Me.Controls.Add(Me.buttonConvert)
            Me.Name = "Form1"
            Me.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen
            Me.Text = "Form1"
            CType(Me.pictureBox1, System.ComponentModel.ISupportInitialize).EndInit()
            Me.ResumeLayout(False)
            Me.PerformLayout()

    End Sub

        #End Region

    Private WithEvents buttonConvert As System.Windows.Forms.Button
        Private pictureBox1 As System.Windows.Forms.PictureBox
        Private label1 As System.Windows.Forms.Label
End Class
```

Form1.vb

```
Imports System.Drawing
Imports System.Windows.Forms
Imports BytescoutSWFToVideo

Public Partial Class Form1
        Inherits Form
        Private m_g As Graphics
        Private m_hdc As IntPtr
        Private swf As New SWFToVideoClass()

        Public Sub New()
                InitializeComponent()
        End Sub
```

```vbnet
        Private Sub buttonConvert_Click(ByVal sender As Object, ByVal e As EventArgs) Hand
            If Not swf.IsRunning Then
                swf.SWFConversionMode = SWFConversionModeType.SWFWithLiveData
                swf.ConversionTimeOut = 15000

                swf.InputSWFFileName = "test.swf"
                swf.OutputVideoFileName = "test.wmv"
                swf.OutputWidth = 640
                swf.OutputHeight = 480

                swf.SetPreviewContext(m_hdc.ToInt32(), 0, 0, pictureBox1.Width, pictureBox1
                swf.Run()
            End If
        End Sub

        Private Sub Form1_Shown(ByVal sender As Object, ByVal e As EventArgs) Handles MyBas
            m_g = pictureBox1.CreateGraphics()
            m_hdc = m_g.GetHdc()
        End Sub

        Private Sub Form1_FormClosed(ByVal sender As Object, ByVal e As FormClosedEventArgs
            m_g.ReleaseHdc(m_hdc)
            m_g.Dispose()

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

        End Sub
End Class
```

Program.vb

```vbnet
' x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode. WHY? Because flash is not su
Imports System.Collections.Generic
Imports System.Windows.Forms

NotInheritable Class Program
        Private Sub New()
        End Sub
        ''' <summary>
        ''' The main entry point for the application.
        ''' </summary>
        <STAThread> _
        Friend Shared Sub Main()
                Application.EnableVisualStyles()
                Application.SetCompatibleTextRenderingDefault(False)
                Application.Run(New Form1())
        End Sub
End Class
```

VIDEO

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

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