

SWF with data to WEBM in VB.NET and ByteScout SWF To Video SDK

Write code in VB.NET to make SWF with data to WEBM with this How-To tutorial

Writing of the code to SWF with data to WEBM in VB.NET can be done by developers of any level using ByteScout SWF To Video SDK. ByteScout SWF To Video SDK was made to help with SWF with data to WEBM 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.

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. 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. Enhanced documentation and tutorials are available along with installed ByteScout SWF To Video SDK if you'd like to dive deeper into the topic and the details of the API.

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

VB.NET - Program.vb

```
' 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 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 = "shapes.swf"

' 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 .ConversionTimeout 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 output AVI or WMV video file
converter.OutputVideoFileName = "result.webm"

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

' set FPS
converter.FPS = 29.97F

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

' Run conversion
converter.RunAndWait()

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

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

```

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