SWF to PNG in VB6 using ByteScout SWF To Video SDK

Make SWF to PNG in VB6

:

Tutorial on how to do SWF to PNG in VB6

ByteScout tutorials explain the material for programmers who use VB6. ByteScout SWF To Video SDK was made to help with SWF to PNG in VB6. 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 VB6 plus the instruction and the VB6 code below will help you quickly learn SWF to PNG. Follow the instruction from the scratch to work and copy and paste code for VB6 into your editor. Enjoy writing a code with ready-to-use sample VB6 codes to implement SWF to PNG using ByteScout SWF To Video SDK.

Trial version can be downloaded from our website. Source code samples for VB6 and documentation are included.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout SWF To Video SDK

Explore API Documentation

Get Free Training for ByteScout SWF To Video SDK

Get Free API key for Web API

visit www.ByteScout.com

Source Code Files:

Form1.frm

```vb
VERSION 5.00
Begin VB.Form Form1
   Caption         =   "Form1"
   ClientHeight    =   3090
   ClientLeft      =   60
   ClientTop       =   450
   ClientWidth     =   4680
   LinkTopic       =   "Form1"
   ScaleHeight     =   3090
   ScaleWidth      =   4680
   StartUpPosition =   3   'Windows Default
   Begin VB.CommandButton Command1
      Caption         =   "Convert"
      Height          =   975
      Left            =   1440
      TabIndex        =   0
      Top             =   960
      Width           =   1815
   End
End
Attribute VB_Name = "Form1"
Attribute VB_GlobalNameSpace = False
Attribute VB_Creatable = False
Attribute VB_PredeclaredId = True
Attribute VB_Exposed = False
Private Sub Command1_Click()

    ' Create an instance of SWFToVideo ActiveX object
    Set converter = CreateObject("BytescoutSWFToVideo.SWFToVideo")

    ' Set debug log
    'converter.SetLogFile "log.txt"

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


    ' uncomment to enable PNG with transparency
    ' converter.RGBAMode = true ' enable BEFORE setting InputSWFFileName property

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

    ' you may calculate output video duration using information about the the source sw
    ' WARNING #1: this method to calculate the output video duration is not working fo
    ' and interactive scripts as in these movies it is not possible to calculate the p
    ' WARNING #2: you should set the input swf or flv filename (or url) before this ca

    ' So the movie duration is calculated as the following:
    ' as swf frame count (number of frames in the swf) / movieFPS (frames per second d
    ' and then multiplied by 1000 (as we are setting the .ConverstionTimeout in millise
```

```
        ' as the following (uncomment if you want to set the length of the output video to
        ' or as the following source code (uncomment to enable):

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


        ' Set output movie dimensions
        converter.OutputWidth = 640
        converter.OutputHeight = 480

        converter.StartFrame = 25

        converter.ConvertToPNG "output.png"

        Set converter = Nothing

End Sub
```
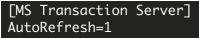
Project1.vbp

```
Type=Exe
Form=Form1.frm
Reference=*\G{00020430-0000-0000-C000-000000000046}#2.0#0#..\WINDOWS\system32\stdole2.t
Startup="Form1"
Command32=""
Name="Project1"
HelpContextID="0"
CompatibleMode="0"
MajorVer=1
MinorVer=0
RevisionVer=0
AutoIncrementVer=0
ServerSupportFiles=0
CompilationType=0
OptimizationType=0
FavorPentiumPro(tm)=0
CodeViewDebugInfo=0
NoAliasing=0
BoundsCheck=0
OverflowCheck=0
FlPointCheck=0
FDIVCheck=0
UnroundedFP=0
StartMode=0
Unattended=0
Retained=0
ThreadPerObject=0
MaxNumberOfThreads=1
```

```
[MS Transaction Server]
AutoRefresh=1
```

VIDEO

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

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