FLV to WMV in VBScript and ByteScout SWF To Video SDK

How To: tutorial on FLV to WMV in VBScript

We've created and updating regularly our sample code library so you may quickly learn FLV to WMV and the step-by-step process in VBScript. ByteScout SWF To Video SDK was made to help with FLV to WMV in VBScript. 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.

The SDK samples like this one below explain how to quickly make your application do FLV to WMV in VBScript with the help of ByteScout SWF To Video SDK. 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. Code testing will allow the function to be tested and work properly with your data.

ByteScout SWF To Video SDK is available as free trial. You may get it from our website along with all other source code samples for VBScript applications.

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:

simple.vbs

```vbscript
' x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode. WHY? Because flash is not su

' 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"

' Set input SWF file
converter.InputSWFFileName = "../../video.flv"


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

' So the movie duration is calculated as the following:
' as swf frame count (number of frames in the swf) / movieFPS (frames per second define
' and then multiplied by 1000 (as we are setting the .ConverstionTimeout in millisecon
' as the following (uncomment if you want to set the length of the output video to the
' or as the following source code (uncomment to enable):

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




' Set output WMV or AVI video file
converter.OutputVideoFileName = "result.wmv"

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

' Run conversion
converter.RunAndWait

' Open result in default media player
Set shell = CreateObject("WScript.Shell")
shell.Run "result.wmv", 1, false
Set shell = Nothing

Set converter = Nothing
```

VIDEO

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

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