SWF to WEBM in VBScript and ByteScout SWF To Video SDK

Tutorial: how to do SWF to WEBM in VBScript

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

VBScript code snippet like this for ByteScout SWF To Video SDK works best when you need to quickly implement SWF to WEBM in your VBScript application. VBScript sample code is all you need: copy and paste the code to your VBScript application's code editor, add a reference to ByteScout SWF To Video SDK (if you haven't added yet) and you are ready to go! VBScript 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 VBScript 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

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

```vbs
' 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 = "SlideShowWithEffects.swf"

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

' 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 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.webm", 1, false
Set shell = Nothing

Set converter = Nothing
```

VIDEO

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

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