

SWF to WMV in VBScript and ByteScout SWF To Video SDK

How to use ByteScout SWF To Video SDK for SWF to WMV in VBScript

The sample source codes on this page will demonstrate you how to make SWF to WMV in VBScript. ByteScout SWF To Video SDK was made to help with SWF 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.

VBScript code snippet like this for ByteScout SWF To Video SDK works best when you need to quickly implement SWF to WMV in your VBScript application. To do SWF to WMV in your VBScript project or application you may simply copy & paste the code and then run your app! Use of ByteScout SWF To Video SDK in VBScript is also explained in the documentation included along with the product.

Visit our website provides for free trial version of ByteScout SWF To Video SDK. Free trial includes lots of source code samples to help you with your VBScript project.

FOR MORE INFORMATION AND FREE TRIAL:

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Source Code Files:

```
' x64 IMPORTANT NOTE: set CPU to x86 to build in x86 mode. WHY? Because flash is not supported on x64
' 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.wmv"

' 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
' and interactive scripts as in these movies it is not possible to calculate the precise duration
' 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 the 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 source movie)
' 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.wmv", 1, false
Set shell = Nothing

Set converter = Nothing
```

VIDEO

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

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