SWF with dynamic scene to PNG frames in VBScript using ByteScout SWF To Video SDK

Make SWF with dynamic scene to PNG frames in VBScript

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Tutorial on how to do SWF with dynamic scene to PNG frames in VBScript

Today we will explain the steps and algorithm of implementing SWF with dynamic scene to PNG frames and how to make it work in your application. ByteScout SWF To Video SDK helps with SWF with dynamic scene to PNG frames in VBScript. 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.

VBScript code snippet like this for ByteScout SWF To Video SDK works best when you need to quickly implement SWF with dynamic scene to PNG frames in your VBScript application. To do SWF with dynamic scene to PNG frames in your VBScript project or application you may simply copy & paste the code and then run your app! 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.

On our website you may get trial version of ByteScout SWF To Video SDK for free. Source code samples are included to help you with your VBScript application.

FOR MORE INFORMATION AND FREE TRIAL:

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Source Code Files:

swf_with_dynamic_scene_to_png_frames.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"

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

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

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

' converter.StartFrame = 25

Converter.UseConversionTimeoutFor1FrameSWFOnly = false
Converter.ConversionTimeout = 60 ' 60 seconds

Converter.SWFConversionMode = 0
Converter.ConvertAllToPNG "."

' converter.ConvertToPNG "output.png"


Set converter = Nothing
```

VIDEO

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

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