

How to record screen video from given region in C++ (managed) using ByteScout Screen Capturing SDK

This tutorial will show how to record screen video from given region in C++ (managed)

This sample source code below will demonstrate you how to record screen video from given region in C++ (managed). Want to record screen video from given region in your C++ (managed) app? ByteScout Screen Capturing SDK is designed for it. ByteScout Screen Capturing SDK is the screen video recording SDK helps in quick implementation of screen video recording. WMV, AVI, WebM output options are available with adjustable quality, video size, framerate and video and audio codec. Includes special features like live multiple blacking out of selected areas, recording from web cam as main source and as overlay, optional watermarks for output video.

The SDK samples like this one below explain how to quickly make your application do record screen video from given region in C++ (managed) with the help of ByteScout Screen Capturing SDK. Just copy and paste the code into your C++ (managed) application's code and follow the instruction. Implementing C++ (managed) application typically includes multiple stages of the software development so even if the functionality works please test it with your data and the production environment.

You can download free trial version of ByteScout Screen Capturing SDK from our website to see and try many others source code samples for C++ (managed).

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Source Code Files:

AssemblyInfo.cpp

```
#include "stdafx.h"

using namespace System;
using namespace System::Reflection;
using namespace System::Runtime::CompilerServices;
using namespace System::Runtime::InteropServices;
using namespace System::Security::Permissions;

//
// General Information about an assembly is controlled through the following
// set of attributes. Change these attribute values to modify the information
// associated with an assembly.
//
[assembly: AssemblyTitle("CaptureFromGivenRegion")];
[assembly: AssemblyDescription("")]
[assembly: AssemblyConfigurationAttribute("")]
[assembly: AssemblyCompany("")]
[assembly: AssemblyProduct("CaptureFromGivenRegion")];
[assembly: AssemblyCopyright("Copyright (c) 2011")];
[assembly: AssemblyTrademarkAttribute("")]
[assembly: AssemblyCultureAttribute("")]

//
// Version information for an assembly consists of the following four values:
//
//      Major Version
//      Minor Version
//      Build Number
//      Revision
//
// You can specify all the value or you can default the Revision and Build Numbers
// by using the '*' as shown below:

[assembly: AssemblyVersion("1.0.*")];

[assembly: ComVisible(false)];

[assembly: CLSCompliantAttribute(true)];

[assembly: SecurityPermission(SecurityAction::RequestMinimum, UnmanagedCode = true)];
```

CaptureFromGivenRegion.cpp

```

// CaptureFromGivenRegion.cpp : main project file.

#include "stdafx.h"

using namespace System;
using namespace System::Threading;
using namespace System::Diagnostics;

using namespace BytescoutScreenCapturingLib;

int main(array<System::String ^> ^args)
{
    // Create Capturer instance
    Capturer ^capturer = gcnew Capturer();

    capturer->RegistrationName = "demo";
    capturer->RegistrationKey = "demo";

    // Set capturing type to catRegion to capture from given desktop region
    capturer->CapturingType = CaptureAreaType::catRegion;

    // Set capturing region
    capturer->CaptureRectLeft = 25;
    capturer->CaptureRectTop = 25;
    capturer->CaptureRectWidth = 320;
    capturer->CaptureRectHeight = 240;

    // WMV and WEBM output use WMVVideoBitrate property to control output video
    // so try to increase it by x2 or x3 times if you think the output video a
    // capturer->put_WMVVideoBitrate(capturer->WMVVideoBitrate * 2);

    // uncomment to enable recording of semitransparent or layered windows (Warning
    // capturer->CaptureTransparentControls = true;

    // Set output video width and height
    capturer->OutputWidth = 640;
    capturer->OutputHeight = 480;

    // set border style
    capturer.CaptureAreaBorderType = CaptureAreaBorderType::cabtDashed;

    // Set output file name
    capturer->OutputFileName = "Output.wmv";

    // Start capturing
    capturer->Run();

    // IMPORTANT: if you want to check for some code if need to stop the recording
    // using Thread.Sleep(1) inside the checking loop, so you have the loop like
    // Do {
    // Thread.Sleep(1)
    // }
    // While(StopButtonNotClicked);

    Console::WriteLine("Capture desktop region for 5s...");
}

```

```

        // Wait for 5 seconds
        Thread::Sleep(5000);

        // Stop capturing
        capturer->Stop();

        // Release resources
        System::Runtime::InteropServices::Marshal::ReleaseComObject(capturer);
        //capturer = NULL;

        Console::WriteLine("Done.");

        // Open the capture video in default associated application
        Process::Start("Output.wmv");

        return 0;
    }

```

resource.h

```

//{{{NO_DEPENDENCIES}}
// Microsoft Visual C++ generated include file.
// Used by app.rc

```

stdafx.cpp

```

// stdafx.cpp : source file that includes just the standard includes
// CaptureFromGivenRegion.pch will be the pre-compiled header
// stdafx.obj will contain the pre-compiled type information

#include "stdafx.h"

```

stdafx.h

```
// stdafx.h : include file for standard system include files,  
// or project specific include files that are used frequently, but  
// are changed infrequently  
//  
  
#pragma once  
  
// TODO: reference additional headers your program requires here
```

VIDEO

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

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