

## How to record screen video from region around mouse in C++ (managed) and ByteScout Screen Capturing SDK

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

The coding tutorials are designed to help you test the features without need to write your own code. What is ByteScout Screen Capturing SDK? It is the tool for developers who want to add screen capturing in their application. Can record screen into video and into single screenshots. Output formats are WMV, AVI, WebM for video and PNG for screenshots. You can adjust output video size, quality, resolution, framerate, video and audio codecs. Includes special privacy features for blacking out sensitive information on screen. Can also capture video from web camera, can add overlays with text or images. It can help you to record screen video from region around mouse in your C++ (managed) application.

C++ (managed) code samples for C++ (managed) developers help to speed up coding of your application when using ByteScout Screen Capturing SDK. Just copy and paste the code into your C++ (managed) application's code and follow the instruction. Enjoy writing a code with ready-to-use sample codes in C++ (managed).

Trial version of ByteScout Screen Capturing SDK can be downloaded for free from our website. It also includes source code samples for C++ (managed) and other programming languages.

FOR MORE INFORMATION AND FREE TRIAL:

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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("CaptureRegionAroundMouse")];
[assembly: AssemblyDescription("")]
[assembly: AssemblyConfigurationAttribute("")]
[assembly: AssemblyCompany("")]
[assembly: AssemblyProduct("CaptureRegionAroundMouse")];
[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)];
```

## CaptureRegionAroundMouse.cpp

```

// CaptureRegionAroundMouse.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
    capturer->CapturingType = CaptureAreaType::catMouse;

    // Set capturing area width and height
    capturer->CaptureRectWidth = 640;
    capturer->CaptureRectHeight = 480;

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

    // 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 is too small
    // capturer->put_WMVVideoBitrate(capturer->WMVVideoBitrate * 2);

    // uncomment to enable recording of semitransparent or layered windows (Warning: may be slow)
    // capturer->CaptureTransparentControls = true;

    // 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 region around mouse 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
// CaptureRegionAroundMouse.pch will be the pre-compiled header
// stdafx.obj will contain the pre-compiled type information

#include "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
```

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## VIDEO

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

## ON-PREMISE OFFLINE SDK

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