

## blackout sensitive info on screen video in C# using ByteScout Screen Capturing SDK

### How to use ByteScout Screen Capturing SDK for blackout sensitive info on screen video in C#

Here you may find thousands pre-made source code pieces for easy implementation in your own programming C# projects. Blackout sensitive info on screen video in C# can be implemented with ByteScout Screen Capturing SDK. ByteScout Screen Capturing SDK 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.

C# code snippet like this for ByteScout Screen Capturing SDK works best when you need to quickly implement blackout sensitive info on screen video in your C# application. In order to implement this functionality, you should copy and paste code below into your app using code editor. Then compile and run your application. Enjoy writing a code with ready-to-use sample C# codes to implement blackout sensitive info on screen video using ByteScout Screen Capturing SDK.

Visit our website provides for free trial version of ByteScout Screen Capturing SDK. Free trial includes lots of source code samples to help you with your C# project.

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# Source Code Files:

Program.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.Threading;
using System.Diagnostics;
using System.Drawing;
using BytescoutScreenCapturingLib; // import bytescout screen capturing activex object

// NOTE: if you are getting error like "invalid image" related to loading the SDK's dll
// try to do the following:
// 1) remove the reference to the SDK by View - Solution Explorer
// then click on References, select Bytescout... reference name and right-click it and
// 2) To re-add click on the menu: Project - Add Reference
// 3) In "Add Reference" dialog switch to "COM" tab and find Bytescout...
// 4) Select it and click "Add"
// 5) Recompile the application
// Note: if you need to run on both x64 and x86 then please make sure you have set "Emul

namespace SimpleCaptureCSharp
{
    class Program
    {
        static void Main(string[] args)
        {
            Capturer capturer = new Capturer(); // create new screen capturer object

            capturer.CapturingType = CaptureAreaType.catScreen; // set capturing area type

            capturer.OutputFileName = "EntireScreenCaptured.wmv"; // set output video file name

            // set output video width and height
            capturer.OutputWidth = 640;
            capturer.OutputHeight = 480;

            // uncomment to enable recording of semitransparent or layered windows (Windows 7 and later)
            // capturer.CaptureTransparentControls = true;

            // WMV and WEBM output use WMVVideoBitrate property to control output video quality
            // so try to increase it by x2 or x3 times if you think the output video is too low quality
            // capturer.WMVVideoBitrate = capturer.WMVVideoBitrate * 2;

            // set border around captured area if we are not capturing entire screen
            if (
                capturer.CapturingType != CaptureAreaType.catScreen &&
                capturer.CapturingType != CaptureAreaType.catWebcamFullScreen
            )
            {

```

```

        // set border style
        capturer.CaptureAreaBorderType = CaptureAreaBorderType.cabtDashed;
        capturer.CaptureAreaBorderColor = (uint)ColorTranslator.ToOle(Color.Red);
    }

    // uncomment to set Bytescout Lossless Video format output video compression
    // do not forget to set file to .avi format if you use Video Codec Name
    // capturer.CurrentVideoCodecName = "Bytescout Lossless";

    capturer.Run(); // run screen video capturing

    // 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);

    // wait for 1 second (1000 msec)
    Thread.Sleep(1000);

    Console.WriteLine("Adding blackout regions after 1 sec of recording...");

    capturer.BlackoutAddArea(20,100,500,80);
    capturer.BlackoutAddArea(10,200,550,80);
    capturer.BlackoutAddArea(20,400,550,120);

    // wait for 15 seconds (15000 msec)
    Thread.Sleep(15000);

    Console.WriteLine("Remove blackout regions...");

    // reset all blackouts
    capturer.BlackoutReset();

    // wait for 9 seconds more
    Thread.Sleep(9000);

    capturer.Stop(); // stop video capturing

    // Release resources
    System.Runtime.InteropServices.Marshal.ReleaseComObject(capturer);
    capturer = null;

    Console.WriteLine("Done");

    Process.Start("EntireScreenCaptured.wmv");
}
}
}

```

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## VIDEO

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

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