

How to capture from entire screen as WEBM video in C# using ByteScout Screen Capturing SDK

This tutorial will show how to capture from entire screen as WEBM video in C#

These source code samples are listed and grouped by their programming language and functions they use. What is ByteScout Screen Capturing SDK? It is the SDK for developers for quick implementation of screen video recording. The SDK records screen into video or into a series of screenshots. Can also record audio. Saves video into AVI, WMV and Google's WebM. Output video quality, size, resolution or framerate can be adjusted easily. Provides additional tools for privacy features like blacking out on screen areas with sensitive information on screen right during recording. Supports web camera as input and can add instant text and images into video output. It can help you to capture from entire screen as WEBM video in your C# application.

You will save a lot of time on writing and testing code as you may just take the C# code from ByteScout Screen Capturing SDK for capture from entire screen as WEBM video below and use it in your application. Follow the instructions from the scratch to work and copy the C# code. Implementing C# 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.

Free trial version of ByteScout Screen Capturing SDK is available for download from our website. Get it to try other source code samples for C#.

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[visit www.Bytescout.com](http://www.Bytescout.com)

Source Code Files:

```

using System;
using System.Collections.Generic;
using System.Text;
using System.Threading;
using System.Diagnostics;

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 t

            capturer.OutputFileName = "EntireScreenCaptured.webm"; // set output video

            // 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 at
            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;
            }

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

```

```

        // uncomment to enable recording of semitransparent or layered windows (Wait)
        // capturer.CaptureTransparentControls = true;

        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 alive
        // Do
        // Thread.Sleep(1)
        // While StopButtonNotClicked

        Console.WriteLine("Capturing entire screen for 15 seconds...");

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

        capturer.Stop(); // stop video capturing

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

        Console.WriteLine("Done");

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

```

VIDEO

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

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