

How to capture screen video with webcam overlay in C# with ByteScout Screen Capturing SDK

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Source code documentation samples provide quick and easy way to add a required functionality into your application. Want to capture screen video with webcam overlay in your C# app? ByteScout Screen Capturing SDK is designed for it. ByteScout Screen Capturing SDK 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.

The SDK samples like this one below explain how to quickly make your application do capture screen video with webcam overlay in C# with the help of ByteScout Screen Capturing SDK. Follow the instructions from the scratch to work and copy the C# code. You can use these C# sample examples in one or many applications.

Download free trial version of ByteScout Screen Capturing SDK from our website with this and other source code samples for C#.

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Source Code Files:

Program.cs

```
using System;
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 CaptureWithWebcameraOverlay
{
    class Program
    {
        static void Main(string[] args)
        {
            Capturer capturer = new Capturer(); // create new screen capturer object

            capturer.CapturingType = CaptureAreaType.catScreen; // set capturing area to screen

            // Set webcam device by name (.CurrentWebCamname property)
            // or set it by index using .CurrentWebCam property
            capturer.CurrentWebCam = 0;

            // Set rectangle to show overlaying video from webcam into the screen
            capturer.SetWebCamVideoRectangle(10, 10, 160, 120);

            // Enable webcam overlaying capture device
            capturer.AddWebCamVideo = true;

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

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

            // 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
            // capturer.WMVVideoBitrate = capturer.WMVVideoBitrate * 2;

            // uncomment to enable recording of semitransparent or layered windows (Windows 7 and later)
            // 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 like
        //' Do {
        //' Thread.Sleep(1)
        //' }
        //' While(StopButtonNotClicked);

        Console.WriteLine("Capturing entire screen for 10 seconds...");

        Thread.Sleep(10000); // wait for 10 seconds

        capturer.Stop(); // stop video capturing

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

        Console.WriteLine("Done");

        Process.Start("ScreenWithWebCameraCaptured.wmv");
    }
}
```

VIDEO

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

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