

How to capture screen and add time stamp on video in C# using ByteScout Screen Capturing SDK

This tutorial will show how to capture screen and add time stamp on video in C#

These sample source codes on this page below are demonstrating how to capture screen and add time stamp on video in C#. 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. It can capture screen and add time stamp on video in C#.

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 screen and add time stamp on video below and use it in your application. This C# sample code is all you need for your app. Just copy and paste the code, add references (if needs to) and you are all set! Enjoy writing a code with ready-to-use sample C# codes.

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

FOR MORE INFORMATION AND FREE TRIAL:

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[Read more about ByteScout Screen Capturing SDK](#)

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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 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 to

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

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

            // set the text overlay with autochanging time stamp macros to indicate pla
            capturer.OverlayingRedTextCaption = "Recording: {RUNNINGMIN}:{RUNNINGSEC}:";

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

            // 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.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);

    Console.WriteLine("Capturing entire screen for 20 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.wmv");
}
}
}

```

VIDEO

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

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