How to capture video from given region in C# with ByteScout Screen Capturing SDK

Write code in C# to capture video from given region with this step-by-step tutorial

Learn how to capture video from given region in C# with this source code sample. 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 scren 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 be used to capture video from given region using 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 video from given region below and use it in your application. In order to implement the functionality, you should copy and paste this code for C# below into your code editor with your app, compile and run your application. You can use these C# sample examples in one or many applications.

ByteScout Screen Capturing SDK free trial version is available on our website. C# and other programming languages are supported.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout Screen Capturing SDK

Explore API Documentation

Get Free Training for ByteScout Screen Capturing SDK

Get Free API key for Web API

visit www.ByteScout.com

Source Code Files:

Program.cs

```csharp
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 "Emb

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

            capturer.CapturingType = CaptureAreaType.catRegion; // set capturing area

            capturer.OutputFileName = "RegionCapture.wmv"; // set output video filename

            capturer.CaptureRectLeft = 100; // set left coordinate of the rectangle reg
            capturer.CaptureRectTop = 100;  // set top coordinate of the rectangle reg

            capturer.CaptureRectWidth = 640; // set width of the rectangle region to r
            capturer.CaptureRectHeight = 480; // set height of the rectangle region to

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

            // uncomment to set Bytescout Lossless Video format output video compressi
            // 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 (Wa
```

```csharp
            // capturer.CaptureTransparentControls = true;


            // 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
            }

            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 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("RegionCapture.wmv");
        }
    }
}
```

VIDEO

ON-PREMISE OFFLINE SDK

60 Day Free Trial or Visit ByteScout Screen Capturing SDK Home Page
Explore ByteScout Screen Capturing SDK Documentation
Explore Samples
Sign Up for ByteScout Screen Capturing SDK Online Training

ON-DEMAND REST WEB API

Get Your API Key
Explore Web API Docs
Explore Web API Samples

visit www.ByteScout.com

visit www.PDF.co