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

This code in C# shows how to capture video from given window with this how to tutorial

These sample source codes on this page below are demonstrating how to capture video from given window in C#. ByteScout Screen Capturing SDK is the screen video recording SDK helps in quick implementation of screen video recording. WMV, AVI, WebM output options are available with adjustable quality, video size, framerate and video and audio codec. Includes special features like live multiple blacking out of selected areas, recording from web cam as main source and as overlay, optional watermarks for output video. It can capture video from given window in C#.

This code snippet below for ByteScout Screen Capturing SDK works best when you need to quickly capture video from given window in your C# application. Just copy and paste the code into your C# application's code and follow the instruction. Use of ByteScout Screen Capturing SDK in C# is also explained in the documentation included along with the product.

Trial version of ByteScout Screen Capturing SDK is available for free. Source code samples are included to help you with your C# app.

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.Windows.Forms;
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.catWindow; // set capturing area

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

                // set window to capture
            MessageBox.Show("Please run Internet Explorer (this sample will capture vic

            // set window to capture to Internet Explorer to capture video from Interne
            capturer.WindowToCapture = "Internet Explorer";

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


            // 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 (Wa
            // capturer.CaptureTransparentControls = true;
```

```csharp
            // 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("GivenWindowCaptured.wmv");
        }
    }
}
```

VIDEO

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

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