How to capture video from region around mouse in C# and ByteScout Screen Capturing SDK

This code in C# shows how to capture video from region around mouse with this how to tutorial

Learn how to capture video from region around mouse in C# with this source code sample. ByteScout Screen Capturing SDK is the tool for developers who want to add screen capturing in their application. Can record screen into video and into single screenshots. Output formats are WMV, AVI, WebM for video and PNG for screenshots. You can adjust output video size, quality, resolution, framerate, video and audio codecs. Includes special privacy features for blacking out sensitive information on screen. Can also capture video from web camera, can add overlays with text or images and you can use it to capture video from region around mouse with C#.

The SDK samples like this one below explain how to quickly make your application do capture video from region around mouse in C# with the help of ByteScout Screen Capturing SDK. In your C# project or application you may simply copy & paste the code and then run your app! Enjoy writing a code with ready-to-use sample C# codes.

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:

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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 dl]
// 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.catMouse; // set capturing area t

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

            // set width and height of the region around the mouse
            capturer.CaptureRectWidth = 320;
            capturer.CaptureRectHeight = 240;

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

            // WMV and WEBM output use WMVVideoBitrate property to control output vide
            // 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 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
            // 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("EntireScreenCaptured.wmv");
    }
  }
}
```

VIDEO

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

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