

How to capture webcam full screen only in C# using ByteScout Screen Capturing SDK

How to capture webcam full screen only in C#

Learn how to capture webcam full screen only in C# with this source code sample. What is ByteScout Screen Capturing SDK? It 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 help you to capture webcam full screen only in your C# application.

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 webcam full screen only below and use it in your application. In your C# project or application you may simply copy & paste the code and then run your app! Detailed tutorials and documentation are available along with installed ByteScout Screen Capturing SDK if you'd like to dive deeper into the topic and the details of the API.

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:

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

[Explore API Documentation](#)

[Get Free Training for 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

            // set capturing mode to web cam only recording (full screen record)
            capturer.CapturingType = CaptureAreaType.catWebcamFullScreen;

            capturer.CurrentWebCamName = "USB"; // set web cam name

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

            // 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 is too small
            // capturer.WMVVideoBitrate = capturer.WMVVideoBitrate * 2;

            // 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";

            // uncomment to enable recording of semitransparent or layered windows (Windows 7)
            // 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 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("WebCamCaptured.wmv");
}
}
```

VIDEO

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

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