

## pause and resume in C# and ByteScout Screen Capturing SDK

### pause and resume in C#

Source code documentation samples provide quick and easy way to add a required functionality into your application. ByteScout Screen Capturing SDK helps with pause and resume 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.

C# code snippet like this for ByteScout Screen Capturing SDK works best when you need to quickly implement pause and resume in your C# application. In order to implement this functionality, you should copy and paste code below into your app using code editor. Then compile and run your application. C# application implementation typically includes multiple stages of the software development so even if the functionality works please test it with your data and the production environment.

Our website provides free trial version of ByteScout Screen Capturing SDK. It comes along with all these source code samples with the goal to help you with your C# application implementation.

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 type

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

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

            // uncomment to enable recording of semitransparent or layered windows (Windows 7 and later)
            // capturer.CaptureTransparentControls = true;

            // WMV and WEBM output use WMVVideoBitrate property to control output video quality
            // so try to increase it by x2 or x3 times if you think the output video quality is too low
            // 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 10 seconds...");

        Thread.Sleep(10000); // wait for 10 seconds

        capturer.Pause(); // pause recording

        Console.WriteLine("Recording paused. Press any key to resume and record 2nd");
        Console.ReadKey();

        Console.WriteLine("Resuming the recording for another 5 seconds...");

        Thread.Sleep(5000); // wait for 5 seconds while recording

        capturer.Stop(); // finally stop the recording

        Console.WriteLine("Done! Press any key to exit");
        Console.ReadKey();

        // Release resources
        System.Runtime.InteropServices.Marshal.ReleaseComObject(capturer);
        capturer = null;

        Console.WriteLine("Done");

        Process.Start("EntireScreenCaptured.wmv");
    }
}

```

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VIDEO

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

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