

## How to use registration free deployment in C# and ByteScout Screen Capturing SDK

This tutorial will show how to use registration free deployment in C#

The documentation is designed to help you to implement the features on your side. What is ByteScout Screen Capturing SDK? It 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. It can help you to use registration free deployment in your C# application.

This rich sample source code in C# for ByteScout Screen Capturing SDK includes the number of functions and options you should do calling the API to use registration free deployment. Just copy and paste the code into your C# application's code and follow the instruction. 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.

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

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[visit www.Bytescout.com](http://www.Bytescout.com)

Source Code Files:

## Program.cs

```
using System;
using System.Threading;
using System.Diagnostics;
using System.Runtime.InteropServices;
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
*/

/*
* REGISTRATION FREE SCENARIO DEPLOYMENT:
```

Please check README-FIRST.txt for more details!!

### HOW MANIFEST FILES WERE GENERATED

```
1) Files from Redistributable\x86 were copied into the folder ScreenCapturingSDK\x86\
2) The regsvr42 tool ran with the following command: (The tool is available from http://
regsvr42 -client:SimpleCaptureCSharp.exe -dir:ScreenCapturingSDK\x86
3) the following file was generated x86.manifest
4) copy everything from this x86.manifest file from this tag:
<file
```

to the beginning of the </assembly> tag (do not include this tag)

```
5) Main application was recompiled
6) The copied code (from 4) was pasted into the main MyApp.exe.manifest right after the
7) Due to the bug in regsvr42 needs to remove duplicated COM interfaces declaration:
```

For example the first COM interface declaration:

```
<comInterfaceExternalProxyStub
  name="ICapturer"
  iid="{DCAFCA37-546E-4D0A-9C02-D3221E65FCA9}"
```

But the same interface (with the same GUID) is declared again (removed the duplicated code)

```
<comInterfaceExternalProxyStub
  name="{DCAFCA37-546E-4D0A-9C02-D3221E65FCA9}"
  iid="{DCAFCA37-546E-4D0A-9C02-D3221E65FCA9}"
```

Need to remove all these duplicates

```

8) Now you may run your application MyApp.exe without need for the Administrator level
*
*
*/

namespace SimpleCaptureCSharp
{
    class Program
    {
        static void Main(string[] args)
        {
            try
            {
                // Create Capturer instance.
                Capturer capturer = new Capturer();

                // Set capturing area type to catScreen to capture entire screen.
                capturer.CapturingType = CaptureAreaType.catScreen;

                // Set output video file name.
                // (!) The file extension defines the output video format (.WVM or .AVI)
                capturer.OutputFileName = "EntireScreenCaptured.wmv";

                // Set output video width and height
                capturer.OutputWidth = 1024;
                capturer.OutputHeight = 600;

                // Start capturing .
                capturer.Run();

                Console.WriteLine("Capturing entire screen for 10 seconds...");

                // Wait for 10 seconds...
                new ManualResetEvent(false).WaitOne(10000);

                // Stop capturing.
                capturer.Stop();

                // Release objects
                Marshal.ReleaseComObject(capturer);

                Console.WriteLine("Done");

                Process.Start("EntireScreenCaptured.wmv");
            }
            finally
            {
                Console.WriteLine();
                Console.WriteLine("Press any key to exit");
                Console.ReadKey();
            }
        }
    }
}

```

## README-FIRST.txt

**\*\* How to setup the registration free deployment in your project \*\***

1. Right-click your project in the solution tree, select 'Add'-'>'Existing Items...' menu
2. Open the project properties. On the Application tab select "app.manifest" in "Manifest" section. Now when you build the project the manifest will be embedded into the assembly resource.

**\* Alternative way \***

Rename the added "app.manifest" into "YourAssemblyName.exe.manifest".

In the file's properties set "Copy to Output Directory" to "Copy always".

Now the file will be copied to the output folder automatically and the manifest will be embedded into the file instead of resources.

3. Right-click your project in the solution tree, select 'Add'-'>'Existing Items...' menu. Add "ByteScoutScreenCapturing.dll", "ByteScoutScreenCapturingFilter.dll" and "ByteScoutScreenCapturingFilter.exe". Set "Copy to Output Directory" property to "Copy always" for each file.  
\* You can find these files in "Redistributable" folder of the SDK installation directory (Default location: "c:\Program Files\ByteScout Screen Capturing SDK\Redistributable").
4. Clean and rebuild your project.

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## VIDEO

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

## ON-PREMISE OFFLINE SDK

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