

How to record screen video in Java with ByteScout Screen Capturing SDK

This code in Java shows how to record screen video with this how to tutorial

On this page you will learn from code samples for programming in Java. Writing of the code to record screen video in Java can be done by developers of any level using ByteScout Screen Capturing SDK. 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 record screen video in your Java application.

This rich sample source code in Java for ByteScout Screen Capturing SDK includes the number of functions and options you should do calling the API to record screen video. Just copy and paste the code into your Java application's code and follow the instruction. This basic programming language sample code for Java will do the whole work for you to record screen video.

You can download free trial version of ByteScout Screen Capturing SDK from our website to see and try many others source code samples for Java.

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Source Code Files:

Readme.txt

If you are running your Java application on Windows then you may use Screen Capturing S

The final code (using Jacob) code should look like this

```
import com.ms.com.*;
import com.ms.activeX.*;

public class DispatchTest
{
    public static void main(String[] args)
    {
        ActiveXComponent captureLib = new ActiveXComponent("BytescoutScreenCapturing.Capture
        Object capturer = captureLib.getObject();
        try {
            // output file name
            Dispatch.put(capturer, "OutputFileName", "EntireScreenCaptured.wmv");
            // output width
            Dispatch.put(capturer, "OutputWidth", 640);
            // output height
            Dispatch.put(capturer, "OutputHeight", 480);
            // setting the capturing type to 3 (entire screen)
            Dispatch.put(capturer, "CapturingType", 3);

            // run the recording
            Variant f = new Variant(false);
            Dispatch.call(workbook, "Run", f);

            // record for 5 seconds
            Thread.sleep(4000);

        } catch (Exception e) {
            e.printStackTrace();
        } finally {
            ;
        }
    }
}
```

Test.java

```
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VIDEO

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

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