How to capture entire screen video in JavaScript and ByteScout Screen Capturing SDK

How to code in JavaScript to capture entire screen video with this step-by-step tutorial

With this source code sample you may quickly learn how to capture entire screen video in JavaScript. ByteScout Screen Capturing SDK can capture entire screen video. It can be used from JavaScript. 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 scren areas with sensitive information on screen right during recording. Supports web camera as input and can add instant text and images into video output.

The SDK samples like this one below explain how to quickly make your application do capture entire screen video in JavaScript with the help of ByteScout Screen Capturing SDK. This JavaScript sample code is all you need for your app. Just copy and paste the code, add references (if needs to) and you are all set! Implementing JavaScript application typically includes multiple stages of the software development so even if the functionality works please test it with your data and the production environment.

ByteScout Screen Capturing SDK free trial version is available on our website. JavaScript and other programming languages are supported.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout Screen Capturing SDK

Explore API Documentation

Get Free Training for ByteScout Screen Capturing SDK

Get Free API key for Web API

visit www.ByteScout.com

Source Code Files:

HelloWorld.js

```javascript
var capturer = WScript.CreateObject('BytescoutScreenCapturing.Capturer');

// set output video file name to .WMV or .AVI
capturer.OutputFileName = "EntireScreenCaptured.wmv";

// set capturing type to the caScreen =3 to capture the entire screen
capturer.CapturingType = 3;

// output video width
capturer.OutputWidth = 640;

// output video height
capturer.OutputHeight = 480;

// uncomment to set Bytescout Lossless Video format output video compression method
// 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 (Warning: may 
// capturer.CaptureTransparentControls = true;


// run video capturing
capturer.Run();

        // 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


// wait for 15seconds (15000 msec)
WScript.Sleep(15000);

// stop capturing
capturer.Stop();

// destroy Capturer object so the video will be saved into the disk
capturer = null;
```

VIDEO

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

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