

Forum:[Hack Forums](#)

Thread: [\[VB.Net\] Screen Recorder \[Open Source\]](#)

BlackCap - June 20, 2011, 7:37 am

So I was a little bored, and since I wanted to share something with you b4 i'm going to Spain without internet access, I decided to make an screen recorder after having read [this](#) thread by ?Demon.

It saves the video as an gif image, and therefore you will need to add a reference to the PresentationCode dll.

Superhuge gif here

Spoiler ([Click to View](#))

It's a bad host, but it was the only one i found which allowed gifs, so in case it dossent move you should try to right click the image and chose "Show Picture"

[img]http://filesmelt.com/dl/test_sc.gif[/img]

Usage:

Declare it as an variable anywhere in your code

Code Dim Recorder As New ScreenRecorder

Start and stop it like a timer

Code Recorder.Start()

Recorder.Stop()

B4 you stop it, you will have to tell it where to save the gif

Code Recorder.OutputFileName = "C:/YourFile.gif"

You are also able to manage how fast it should record, by make it wait before taking a new picture after each picture

Code Recorder.SleepTime = 50

You can find out how many pictures that have been taken through this property

Code Recorder.ImagesCaptured

You can see the current FPS (Frames pr secound) through this property

Code Recorder.FPS

It also got a mode property, but the only current recording mode is full screen as i was to lazy to add more, tell me if you are intrressed in more modes and i will make some more ^^

Code Recorder.Mode = ScreenRecorder.RecordingMode.FullScreen

Hope you will enjoy and learn from this :D

You can download the project from here: <http://www.mediafire.com/?q16d0m3suyayhw8>

Ethernal Five - June 20, 2011, 7:39 am

What is the output size? Is it really large?

?Demon - June 20, 2011, 7:40 am

But you still need to teach me GDI. xD

?Demon - June 20, 2011, 7:42 am

Thanks and cool project, taking a look. ^.^

BlackCap - June 20, 2011, 7:43 am

(Jun 20, 2011 07:42 AM)?Demon Wrote: [\[CITE\]](#) Thanks and cool project, taking a look. ^.^

Thanks (made it in 2 and a haf hour :P)

FutureH - June 20, 2011, 7:45 am

Nice!

I going to dl it...and use it:)

Thank you!

Ethernal Five - June 20, 2011, 7:47 am

I meant the size in kb :P

?Demon - June 20, 2011, 7:50 am

How do you get it to loop? But very cool though. (-: If only Image Output wasn't so large. xD

BlackCap - June 20, 2011, 7:52 am

(Jun 20, 2011 07:47 AM)uitklapbare eekhoorn Wrote: [\[CITE\]](#) I meant the size in kb :P

It depends on what you are setting the 'SleepTime' property to, but it is acctually pretty big as it is just taking a loot of png's and turning them into a gif.

If you want to decaese the filesize you can change the 'ImageFormat.Png' to 'ImageFormat.Jpg' in the 'capture' sub inside the 'ScreenRecorder' class ^^

(Jun 20, 2011 07:50 AM)?Demon Wrote: [\[CITE\]](#) How do you get it to loop? But very cool though. (-: If only Image Output wasn't so large. xD

Using a do loop inside a thread. That's why you'll have to start and stop it.

INFA?OUS - June 20, 2011, 8:18 am

Looks good. Thanks for the source.

~~((HACKER))~~ - June 20, 2011, 8:19 am

Nice project you have made.

wiNNNd.dLL - June 20, 2011, 9:34 am

thx..i have searched this..alot of time..just thank you

VPN - June 20, 2011, 11:25 am

Can we record as .AVI or something ?

I mean,it will work if I change it to ".avi" for example ?

Btw, nice work I will take a look after..

BlackCap - June 20, 2011, 12:00 pm

(Jun 20, 2011 11:25 AM)ExileHacker Wrote: [\[CITE\]](#) Can we record as .AVI or something ?

I mean,it will work if I change it to ".avi" for example ?

Btw, nice work I will take a look after..

Not in the current realise, but i can look it up and post it in a sooner version if you want? :)

VPN - June 20, 2011, 12:09 pm

(Jun 20, 2011 12:00 PM)1steinar Wrote: [\[CITE\]](#) Not in the current realise, but i can look it up and post it in a sooner version if you want? :)

Of course,that will be fine.

Thanks.

ThumpDump - June 20, 2011, 2:02 pm

I'm going to perfect this, and add more options and a GUI, You will get credits.

BlackCap - June 20, 2011, 2:49 pm

(Jun 20, 2011 02:02 PM)Fortuitous Wrote: [\[CITE\]](#) I'm going to perfect this, and add more options and a GUI, You will get credits.

Please send me a PM, really wanna see what you do with it ^^

espadafajar - December 24, 2013, 11:57 pm

thnks for sharing bro. i have download it :*

Cape - December 25, 2013, 7:46 am

looks cool screen recorder will check it out later.

velox - December 25, 2013, 8:16 am

(Dec 25, 2013 12:57 AM)espadafajar Wrote: [\[CITE\]](#) thnks for sharing bro. i have download it :*

Nice job gravedigging a thread from 2011.

sohil66 - December 25, 2013, 8:44 am

Doesn't work with me, I get an error when run this project under 2012

Doctor07 - December 25, 2013, 4:13 pm

Oh sweet man, I might have to take a look at this!

Thanks for the share dude.

HskCool78 - December 25, 2013, 5:25 pm

Good job dude...keep it up :D Thanks For the source code

Kseg97 - December 26, 2013, 11:14 am

I love your articles BlackCap, your work is amazing. B4 u go to spain, can u give more articles about your ideas to HF?

Only3 - December 26, 2013, 11:32 am

(Dec 26, 2013 12:14 PM)Kseg97 Wrote: [\[CITE\]](#) I love your articles BlackCap, your work is amazing.

B4 u go to spain, can u give more articles about your ideas to HF?

? 06-20-2011 > YOU ??? ALL ?

sh@rp - December 26, 2013, 11:47 am

Very awesome work . Thank you very much for all your sharing.

;))

?XilluX - December 26, 2013, 11:48 am

Thanks for this, I will check it out :D

Scribez - December 26, 2013, 2:45 pm

Sounds like your program saves the files to the disk temporarily, imo wouldn't it be better to store in memory? Storing to the hard drive means that you need to know the space left and writing that fast would only be good on an SSD but even lots of read and writes to an SSD isn't good (apparently) so therefor should you just store it in memory? Oh and the GIF should probs be limited to a minute since you don't want to hog the resources. If you want, another idea would be to using an array that stores the images and once it's full then you can save them or something...

just some ideas though but sounds like a good project!

Nicktron - *July 2, 2015, 4:19 pm*

(Jul 2, 2015 09:18 AM)MrHacker.Pcsq Wrote: [\[CITE\]](#) bad quality, not good source
bad quality, not good gravedig

MrHacker.Pcsq - *July 12, 2015, 7:27 am*

Hi do you know how to record the sound of computer ?