Microncode CSFFmpeg v1.0.3.0 (13 Apr 2020)

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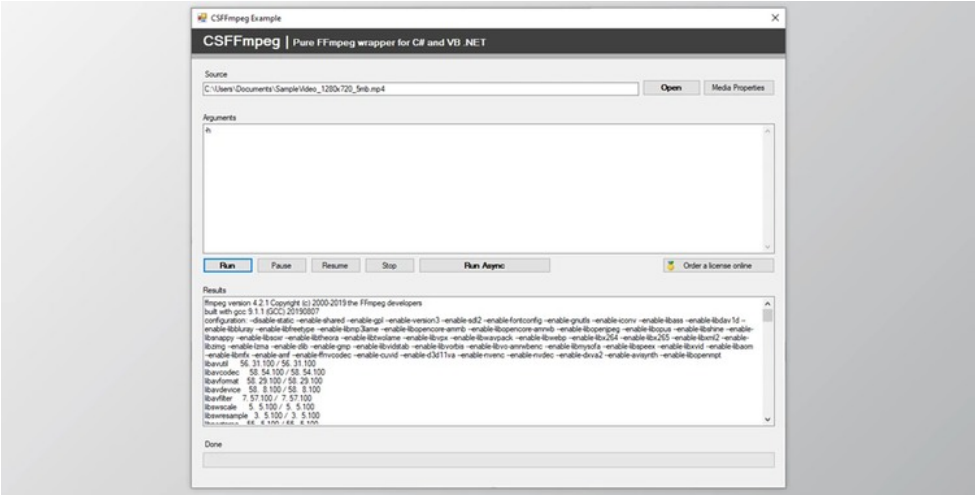

The CSFFmpeg is basically a standard of .NET for the library of .NET developers that permits the users and developers to run as well as use the FFmpeg right from the VB .NET as well as C# easily and flexibly. The user in this case has the ability to send the commands of the FFmpeg in the async as well as the mode of sync, in order to get the information about the file as well as its source and to get the progress of the process of converting and a lot more in an easy and flexible manner along with few lines of source code only.

It has the following benefits for the users and the developers such as:

- It has a pure wrapper of FFmpeg.
- It can run the command of the FFmpeg on the user app easily.
- The process of running async as well as sync the commands.
- It permits the user in order to get the entire information about the source of the file.
- It has the ability to set as well as get the arguments for the user.
- It contains the latest libraries of FFmpeg.
- The process of starting, stopping, pausing as well as resuming the commands of the FFmpeg.
- It permits the user to get the process as well as the progress of the operation.
- Getting as well as setting the ID3 tags.
- It contains a safe exit.
- It has the ability to run as a library itself.
- It is mainly for the apps of Console, and the Win form, and WPF.
- It contains a lot of relevant events.
- It has been known to be cutting the time of the developers and the users by up to 80%.
- In this case, the source code which belongs to the component is also available.
- The user can use it as a commercial product or for free.

版本列表

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标签

.Net Other Components