

Sub To Srt Converter

This is the source code of this program. It is made in C# with .net 2.0.

```
//form1.css

/*
 * Name: Sub to srt converter
 * Programmer: Paunoiu Alexandru Dumitru
 * Date: 5.11.2007
 * Description: This program converts a .sub file (MicroDVD subtitle)
in a .srt file (Subrip subtitle)
 * Version: 0.1
 */

using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
using System.IO;

namespace subtosrt
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();

            private void btnConvert_Click(object sender, EventArgs e)
            {
                this.Converts();
            }

            private void Converts()
            {
                try
                {
                    label3.Text = "Status: Working...";
                    StreamReader g = new
StreamReader(textBox1.Text,Encoding.Default);
                    string nfile="";
                    //process filename and return the path to write
                    string[] v = textBox1.Text.Split('.');
                    for (int i = 0; i < v.Length - 1; i++)
                    {
                        nfile += v[i] + ".";
                    }
                    nfile += "srt";
                    //end
                    StreamWriter f = new
StreamWriter(nfile,false,Encoding.Default);
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string tmp;
double x = Convert.ToDouble(textBox2.Text);
int k=0;
//read and write
while (!g.EndOfStream)
{
    tmp = g.ReadLine();
    v = tmp.Split('{', '}');
    k++;
    double i, j;

    i = Convert.ToDouble(v[1]);
    j = Convert.ToDouble(v[3]);

    tmp = tmp.Substring(v[1].Length + v[3].Length + 4);
    tmp = tmp.Replace("|", "\r\n");
    if (tmp[0] == '{')
    {
        tmp = tmp.Replace("{Y:i}", "<i>");
        tmp = tmp + "</i>";
    }
    i = i / x;
    j = j / x;
    int h, m, s, mil;
    double part;
    part = Convert.ToDouble
(i.ToString()).Split('.')[0];
    if (i - part > 0)
        mil = Convert.ToInt32((Convert.ToString(i -
part).Split('.')[1] + "000").Substring(0, 3));
    else
        mil = 0;
    s = (int)part % 60;
    m = (int)((part - s) % 3600)/60;
    h = (int)(part - s - m * 60) / 3600;

    f.WriteLine(k.ToString());
    f.Write(
        ((h.ToString().Length < 2) ? "0" + h.ToString()
: h.ToString()) + ":" +
        ((m.ToString().Length < 2) ? "0" + m.ToString()
: m.ToString()) + ":" +
        ((s.ToString().Length < 2) ? "0" + s.ToString()
: s.ToString()) + "," +
        (mil.ToString() + "000").Substring(0,3) + " -->
"
    );
    part =
Convert.ToDouble(j.ToString()).Split('.')[0];
    if (i - part > 0)
        mil = Convert.ToInt32((Convert.ToString(j -
part).Split('.')[1] + "000").Substring(0, 3));
    else
        mil = 0;
    s = (int)part % 60;
    m = (int)((part - s) % 3600) / 60;
    h = (int)(part - s - m * 60) / 3600;

```

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        f.WriteLine(
            ((h.ToString().Length < 2) ? "0" + h.ToString()
: h.ToString()) + ":" +
            ((m.ToString().Length < 2) ? "0" + m.ToString()
: m.ToString()) + ":" +
            ((s.ToString().Length < 2) ? "0" + s.ToString()
: s.ToString()) + "," +
            (mil.ToString() + "000").Substring(0, 3)
        );
        f.WriteLine(
            tmp
        );
        f.WriteLine();
    }
    f.Close();
    g.Close();
    label3.Text = "Status: Done!";
}
catch (Exception ex)
{
    label3.Text = "Status: Error!";
}
}

private void Exit_Click(object sender, EventArgs e)
{
    this.Close();
}

private void btnOpenFileDialog_Click(object sender, EventArgs
e)
{
    if (openFileDialog1.ShowDialog() == DialogResult.OK)
    {
        textBox1.Text = openFileDialog1.FileName;
    }
}
}
}
}

```

```
//form1.designer.cs
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```

namespace subtosrt
{
    partial class Form1
    {
        /// <summary>
        /// Required designer variable.
        /// </summary>
        private System.ComponentModel.IContainer components = null;

        /// <summary>
        /// Clean up any resources being used.
    }
}

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    /// </summary>
    /// <param name="disposing">true if managed resources should be
disposed; otherwise, false.</param>
    protected override void Dispose(bool disposing)
    {
        if (disposing && (components != null))
        {
            components.Dispose();
        }
        base.Dispose(disposing);
    }

    #region Windows Form Designer generated code

    /// <summary>
    /// Required method for Designer support - do not modify
    /// the contents of this method with the code editor.
    /// </summary>
    private void InitializeComponent()
    {
        this.label1 = new System.Windows.Forms.Label();
        this.btnConvert = new System.Windows.Forms.Button();
        this.btnExit = new System.Windows.Forms.Button();
        this.label2 = new System.Windows.Forms.Label();
        this.textBox1 = new System.Windows.Forms.TextBox();
        this.openFileDialog1 = new
System.Windows.Forms.OpenFileDialog();
        this.label3 = new System.Windows.Forms.Label();
        this.btnOpenFileDialog = new System.Windows.Forms.Button();
        this.textBox2 = new System.Windows.Forms.TextBox();
        this.label4 = new System.Windows.Forms.Label();
        this.SuspendLayout();
        //
        // label1
        //
        this.label1.AutoSize = true;
        this.label1.ForeColor = System.Drawing.Color.Red;
        this.label1.Location = new System.Drawing.Point(9, 244);
        this.label1.Name = "label1";
        this.label1.Size = new System.Drawing.Size(194, 13);
        this.label1.TabIndex = 0;
        this.label1.Text = "Copyright(c) Paunoiu Alexandru
Dumitru";
        //
        // btnConvert
        //
        this.btnConvert.Location = new System.Drawing.Point(12,
202);
        this.btnConvert.Name = "btnConvert";
        this.btnConvert.Size = new System.Drawing.Size(75, 23);
        this.btnConvert.TabIndex = 1;
        this.btnConvert.Text = "Convert";
        this.btnConvert.UseVisualStyleBackColor = true;
        this.btnConvert.Click += new
System.EventHandler(this.btnConvert_Click);
        //
        // btnExit

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//
this.btnExit.Location = new System.Drawing.Point(93, 202);
this.btnExit.Name = "btnExit";
this.btnExit.Size = new System.Drawing.Size(75, 23);
this.btnExit.TabIndex = 2;
this.btnExit.Text = "Exit";
this.btnExit.UseVisualStyleBackColor = true;
this.btnExit.Click += new
System.EventHandler(this.Exit_Click);
//
// label2
//
this.label2.AutoSize = true;
this.label2.Location = new System.Drawing.Point(9, 53);
this.label2.Name = "label2";
this.label2.Size = new System.Drawing.Size(45, 13);
this.label2.TabIndex = 3;
this.label2.Text = "Sub file:";
//
// textBox1
//
this.textBox1.Location = new System.Drawing.Point(72, 50);
this.textBox1.Name = "textBox1";
this.textBox1.Size = new System.Drawing.Size(172, 20);
this.textBox1.TabIndex = 4;
//
// openFileDialog1
//
this.openFileDialog1.Filter = "Sub files(*.sub) | *.sub";
this.openFileDialog1.Title = "Open sub file";
//
// label3
//
this.label3.AutoSize = true;
this.label3.Location = new System.Drawing.Point(69, 124);
this.label3.Name = "label3";
this.label3.Size = new System.Drawing.Size(83, 13);
this.label3.TabIndex = 5;
this.label3.Text = "Status: Ready...";
//
// btnOpenFileDialog
//
this.btnOpenFileDialog.Location = new
System.Drawing.Point(249, 48);
this.btnOpenFileDialog.Name = "btnOpenFileDialog";
this.btnOpenFileDialog.Size = new System.Drawing.Size(37,
23);

this.btnOpenFileDialog.TabIndex = 6;
this.btnOpenFileDialog.Text = "...";
this.btnOpenFileDialog.UseVisualStyleBackColor = true;
this.btnOpenFileDialog.Click += new
System.EventHandler(this.btnOpenFileDialog_Click);
//
// textBox2
//
this.textBox2.Location = new System.Drawing.Point(72, 87);
this.textBox2.Name = "textBox2";

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        this.textBox2.Size = new System.Drawing.Size(48, 20);
        this.textBox2.TabIndex = 7;
        this.textBox2.Text = "25.000";
        //
        // label4
        //
        this.label4.AutoSize = true;
        this.label4.Location = new System.Drawing.Point(9, 90);
        this.label4.Name = "label4";
        this.label4.Size = new System.Drawing.Size(57, 13);
        this.label4.TabIndex = 8;
        this.label4.Text = "Framerate:";
        //
        // Form1
        //
        this.AutoScaleDimensions = new System.Drawing.SizeF(6F,
13F);
        this.AutoScaleMode =
System.Windows.Forms.AutoScaleMode.Font;
        this.ClientSize = new System.Drawing.Size(292, 266);
        this.Controls.Add(this.label4);
        this.Controls.Add(this.textBox2);
        this.Controls.Add(this.btnOpenFileDialog);
        this.Controls.Add(this.label3);
        this.Controls.Add(this.textBox1);
        this.Controls.Add(this.label2);
        this.Controls.Add(this.btnExit);
        this.Controls.Add(this.btnConvert);
        this.Controls.Add(this.label1);
        this.FormBorderStyle =
System.Windows.Forms.FormBorderStyle.FixedDialog;
        this.MaximizeBox = false;
        this.Name = "Form1";
        this.StartPosition =
System.Windows.Forms.FormStartPosition.CenterScreen;
        this.Text = "Sub to Srt Converter v 0.1";
        this.ResumeLayout(false);
        this.PerformLayout();

    }

    #endregion

    private System.Windows.Forms.Label label1;
    private System.Windows.Forms.Button btnConvert;
    private System.Windows.Forms.Button btnExit;
    private System.Windows.Forms.Label label2;
    private System.Windows.Forms.TextBox textBox1;
    private System.Windows.Forms.OpenFileDialog openFileDialog1;
    private System.Windows.Forms.Label label3;
    private System.Windows.Forms.Button btnOpenFileDialog;
    private System.Windows.Forms.TextBox textBox2;
    private System.Windows.Forms.Label label4;
}
}

```