

How to decode numly in C# and ByteScout BarCode Reader SDK

How to code in C# to decode numly with this step-by-step tutorial

The coding tutorials are designed to help you test the features without need to write your own code. ByteScout BarCode Reader SDK can decode numly. It can be used from C#. ByteScout BarCode Reader SDK is the SDK for barcode decoding. Can read all popular types from Code 128, GS1, UPC and Code 39 to QR Code, Datamatrix, PDF417. Images, pdf, TIF images and live web camera are supported as input. Designed to handle documents with noise and defects. Includes optional splitter and merger for pdf and tiff based on barcodes. Batch mode is optimized for high performance with multiple threads. Decoded values can be exported to XML, JSON, CSV or into custom data format.

Fast application programming interfaces of ByteScout BarCode Reader SDK for C# plus the instruction and the code below will help you quickly learn how to decode numly. Just copy and paste the code into your C# application's code and follow the instruction. Enjoy writing a code with ready-to-use sample C# codes.

You can download free trial version of ByteScout BarCode Reader SDK from our website to see and try many others source code samples for C#.

Program.cs

```
using System;
using System.IO;
using Bytescout.BarCodeReader;

namespace ReadNumly
{
    class Program
    {
        const string ImageFile = "Numly.png";

        static void Main()
        {
            Console.WriteLine("Reading barcode(s) from image {0}", Path.GetFullPath(ImageFile));

            Reader reader = new Reader();
            reader.RegistrationName = "demo";
            reader.RegistrationKey = "demo";

            // Set barcode type to find
            reader.BarcodeTypesToFind.Code39 = true; // "Numly" barcode type is the same as Code 39

            // Read barcodes
```

```

        FoundBarcode[] barcodes = reader.ReadFrom(ImageFile);

        foreach (FoundBarcode barcode in barcodes)
        {
            Console.WriteLine("Found barcode with type '{0}' and value '{1}'", barcode.Type, barcode.Value);
        }

        // Cleanup
        reader.Dispose();

        Console.WriteLine("Press any key to exit..");
        Console.ReadKey();
    }
}
}

```

ReadNumly.NETCore.csproj

```

<?xml version="1.0" encoding="utf-8"?>
<Project Sdk="Microsoft.NET.Sdk">
  <PropertyGroup>
    <OutputType>Exe</OutputType>
    <TargetFramework>netcoreapp2.0</TargetFramework>
    <EnableDefaultCompileItems>>false</EnableDefaultCompileItems>
    <GenerateAssemblyCompanyAttribute>>false</GenerateAssemblyCompanyAttribute>
    <GenerateAssemblyConfigurationAttribute>>false</GenerateAssemblyConfigurationAttribute>
    <GenerateAssemblyFileVersionAttribute>>false</GenerateAssemblyFileVersionAttribute>
    <GenerateAssemblyInformationalVersionAttribute>>false</GenerateAssemblyInformationalVersionAttribute>
    <GenerateAssemblyProductAttribute>>false</GenerateAssemblyProductAttribute>
    <GenerateAssemblyTitleAttribute>>false</GenerateAssemblyTitleAttribute>
    <GenerateAssemblyVersionAttribute>>false</GenerateAssemblyVersionAttribute>
    <GenerateAssemblyCopyrightAttribute>>false</GenerateAssemblyCopyrightAttribute>
    <GenerateAssemblyTrademarkAttribute>>false</GenerateAssemblyTrademarkAttribute>
    <GenerateAssemblyCultureAttribute>>false</GenerateAssemblyCultureAttribute>
    <GenerateAssemblyDescriptionAttribute>>false</GenerateAssemblyDescriptionAttribute>
  </PropertyGroup>
  <ItemGroup>
    <Compile Include="Program.cs" />
    <None Include="Numly.png">
      <CopyToOutputDirectory>Always</CopyToOutputDirectory>
    </None>
  </ItemGroup>
  <ItemGroup>
    <PackageReference Include="Microsoft.Windows.Compatibility" Version="2.0.0" />
  </ItemGroup>
  <ItemGroup>
    <Reference Include="Bytescout.BarCodeReader">
      <SpecificVersion>False</SpecificVersion>
      <HintPath>c:\Program Files\Bytescout BarCode Reader SDK\netcoreapp2.0\Bytescout.BarCodeReader.dll</HintPath>
    </Reference>
  </ItemGroup>

```

```
</ItemGroup>
</Project>
```

ReadNumly.VS2005.csproj

```
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003"
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>8.0.50727</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C664E764-C424-4CD5-AF69-F6B05FB17BA8}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <RootNamespace>ReadNumly</RootNamespace>
    <AssemblyName>ReadNumly</AssemblyName>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug\</OutputPath>
    <DefineConstants>DEBUG;TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release\</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <ItemGroup>
    <Reference Include="Bytescout.BarCodeReader, Version=8.20.0.1340, Culture=neutral,
      <SpecificVersion>False</SpecificVersion>
      <HintPath>C:\Program Files\Bytescout BarCode Reader SDK\net2.00\Bytescout.BarCode
    </Reference>
    <Reference Include="System" />
    <Reference Include="System.Data" />
    <Reference Include="System.Drawing" />
    <Reference Include="System.Xml" />
  </ItemGroup>
  <ItemGroup>
    <Compile Include="Program.cs" />
  </ItemGroup>
  <ItemGroup>
    <Content Include="Numly.png">
      <CopyToOutputDirectory>Always</CopyToOutputDirectory>
    </Content>
  </ItemGroup>
```

```

<Import Project="$(MSBuildBinPath)\Microsoft.CSharp.targets" />
<!-- To modify your build process, add your task inside one of the targets below and
    Other similar extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>

```

ReadNumly.VS2008.csproj

```

<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003"
  >
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>9.0.21022</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C664E764-C424-4CD5-AF69-F6B05FB17BA8}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <RootNamespace>ReadNumly</RootNamespace>
    <AssemblyName>ReadNumly</AssemblyName>
    <OldToolsVersion>2.0</OldToolsVersion>
    <TargetFrameworkVersion>v3.5</TargetFrameworkVersion>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug\</OutputPath>
    <DefineConstants>DEBUG;TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release\</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <ItemGroup>
    <Reference Include="Bytescout.BarCodeReader, Version=8.20.0.1340, Culture=neutral,
      <SpecificVersion>False</SpecificVersion>
      <HintPath>C:\Program Files\Bytescout BarCode Reader SDK\net3.50\Bytescout.BarCodeReader.dll" />
    </Reference>
    <Reference Include="System" />
    <Reference Include="System.Data" />
    <Reference Include="System.Drawing" />
    <Reference Include="System.Xml" />
  </ItemGroup>
</Project>

```

```

</ItemGroup>
<ItemGroup>
  <Compile Include="Program.cs" />
</ItemGroup>
<ItemGroup>
  <Content Include="Numly.png">
    <CopyToOutputDirectory>Always</CopyToOutputDirectory>
  </Content>
</ItemGroup>
<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />
<!-- To modify your build process, add your task inside one of the targets below and
      Other similar extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>

```

ReadNumly.VS2010.csproj

```

<?xml version="1.0" encoding="utf-8"?>
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == '' ">Debug</Configuration>
    <Platform Condition="'$(Platform)' == '' ">AnyCPU</Platform>
    <ProductVersion>
</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C664E764-C424-4CD5-AF69-F6B05FB17BA8}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <RootNamespace>ReadNumly</RootNamespace>
    <AssemblyName>ReadNumly</AssemblyName>
    <OldToolsVersion>3.5</OldToolsVersion>
    <TargetFrameworkVersion>v4.0</TargetFrameworkVersion>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug\</OutputPath>
    <DefineConstants>DEBUG;TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release\</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>

```

```
<WarningLevel>4</WarningLevel>
</PropertyGroup>
<ItemGroup>
  <Reference Include="Bytescout.BarCodeReader">
    <HintPath>C:\Program Files\Bytescout BarCode Reader SDK\net4.00\Bytescout.BarCode
  </Reference>
  <Reference Include="System" />
  <Reference Include="System.Data" />
  <Reference Include="System.Drawing" />
  <Reference Include="System.Xml" />
</ItemGroup>
<ItemGroup>
  <Compile Include="Program.cs" />
</ItemGroup>
<ItemGroup>
  <Content Include="Numly.png">
    <CopyToOutputDirectory>Always</CopyToOutputDirectory>
  </Content>
</ItemGroup>
<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />
<!-- To modify your build process, add your task inside one of the targets below and
      Other similar extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>
```

FOR MORE INFORMATION AND FREE TRIAL:

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