

How to decode USPS tray label in C# using ByteScout BarCode Reader SDK

The tutorial below will demonstrate how to decode USPS tray label in C#

Sample source code below will show you how to cope with a difficult task like decode USPS tray label in C#. ByteScout BarCode Reader SDK is the barcode decoder with support for code 39, code 128, QR Code, Datamatrix, GS1, PDF417 and all other popular barcodes. Can read barcodes from images, pdf, tiff documents and live web camera. Supports noisy and damaged documents, can split and merge pdf and tiff documents based on barcodes. Can export barcode decoder results to XML, JSON, CSV and into custom data structures and you can use it to decode USPS tray label with C#.

The SDK samples like this one below explain how to quickly make your application do decode USPS tray label in C# with the help of ByteScout BarCode Reader SDK. 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.

Trial version of ByteScout BarCode Reader SDK can be downloaded for free from our website. It also includes source code samples for C# and other programming languages.

Program.cs

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

namespace ReadUSPSTrayLabel
{
    class Program
    {
        const string ImageFile = "USPSTrayLabel.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.Interleaved2of5 = true; // "USPS Tray Label" barcode

            // 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();
    }
}
}

```

ReadUSPSTrayLabel.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="USPSTrayLabel.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>
```

ReadUSPSTrayLabel.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>ReadUSPSTrayLabel</RootNamespace>
    <AssemblyName>ReadUSPSTrayLabel</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="USPSTrayLabel.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>

```

ReadUSPSTrayLabel.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>ReadUSPSTrayLabel</RootNamespace>
    <AssemblyName>ReadUSPSTrayLabel</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="USPSTrayLabel.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>

```

ReadUSPSTrayLabel.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>ReadUSPSTrayLabel</RootNamespace>
    <AssemblyName>ReadUSPSTrayLabel</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>
  </PropertyGroup>

```

```
<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="USPSTrayLabel.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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