```
using System;
using System.Linq;
using HidLibrary;

namespace USBTest
{
    class Program
    {
        private static int VendorId = 0x0C2E;
        private static int ProductId = 0x0200;

        private static HidDevice _device;

        static void Main(string[] args)
        {
            _device = HidDevices.Enumerate(VendorId, ProductId).FirstOrDefault();

            if (_device != null)
            {
                Console.WriteLine("Reader OK!");
                _device.OpenDevice();
                _device.Inserted += DeviceAttachedHandler;
                _device.Removed += DeviceRemovedHandler;
                _device.MonitorDeviceEvents = true;
                _device.ReadReport(OnReport);
                //_device.Read(OnRead);

                Console.WriteLine("Reader found, press any key to exit.");
                Console.ReadKey();
                _device.CloseDevice();
            }
            else
            {
                Console.WriteLine("Could not find reader.");
                Console.ReadKey();
            }
        }


        private static void OnReport(HidReport report)
        {
            if (!_device.IsConnected) { return; }

            byte[] data = report.Data;
            for(int i = 0; i < data.Length; i++) {
                String tmp = Convert.ToString(data[i]);
                Console.WriteLine(tmp);
            }

            _device.ReadReport(OnReport);
        }

        private static void DeviceAttachedHandler()
        {
            Console.WriteLine("Device attached.");
            _device.ReadReport(OnReport);
        }

        private static void DeviceRemovedHandler()
        {
            Console.WriteLine("Device removed.");
        }

        /*
```

```
        private static void OnRead(HidDeviceData data)
        {
            if (!_device.IsConnected) { return; }

            byte[] receivedData = data.Data;
            for (int i = 0; i < receivedData.Length; i++)
            {
                String tmp = Convert.ToString(receivedData[i]);
                Console.WriteLine(tmp);
            }

            _device.Read(OnRead);
        }
        */
    }
}
```