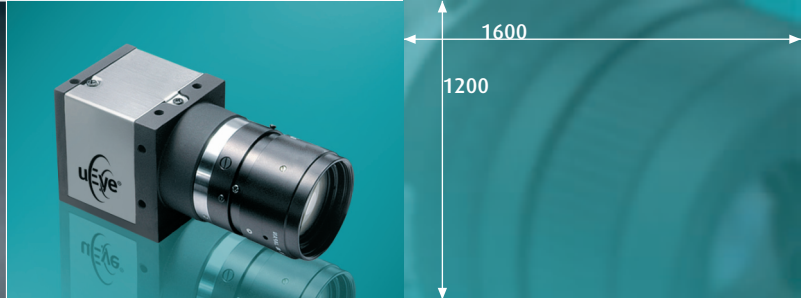




iDS



uEye[®] UI-1550-C

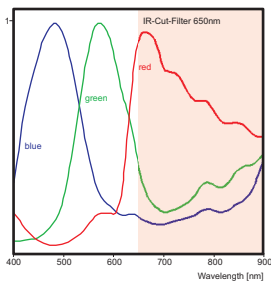
2 Mega pixels UXGA Camera with 1/3" CMOS Sensor

uEye® UI-1550-C



The uEye® Family

uEye® stands for a family of extremely compact, low-cost cameras for professional use in automation, quality assurance, security technology and non-industrial applications. Through the use of the widespread USB technology, the cameras can be interfaced with a vast variety of systems without any problems.

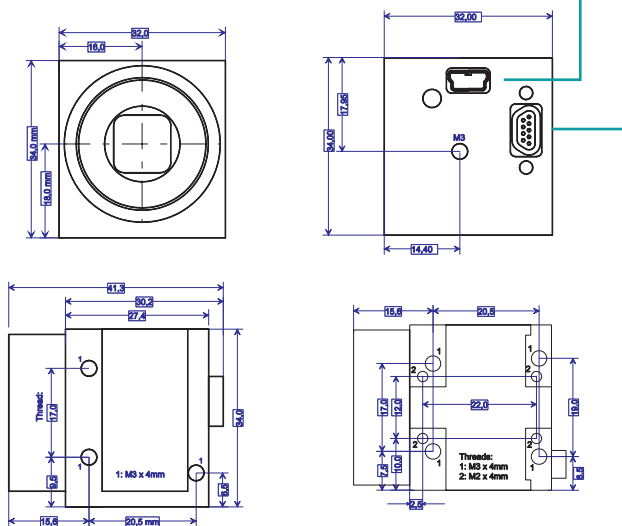


Sensor characteristics

UI-1550-C

Screw-mounted Micro Sub-D connector for USB, Trigger and Digital-Out

Conventional USB Mini-B connector



Dimensions: uEye® CMOS models without memory. The depth of the memory models housing is +7mm

The characteristics at a glance

Interface	USB 2.0
Sensor Technology	CMOS
Model description (color)	UI-1550-C
Model description (Mono)	-
Resolution (h x v)	1600 x 1200
Resolution Category / Pixel Class	UXGA/2 MP
Sensor size	1/3"
Shutter	Rolling
max. fps in Freerun Mode at full resolution	17 fps
max. fps in SW Trigger Mode at 1 ms exposure	14 fps
Exposuretime in Freerun Mode	41 µs - 13,4 s
Exposuretime in Trigger Mode	41 µs - 13,4 s
AOI Modes	H ² + V ²
AOI with 640 x 480 Pixels	83 fps
Subsampling Modes	H ² + V ²
Subsampling Factors	x2, x4
Resolution, fps	800 x 600, 58 fps 400 x 300, 173 fps
Binning Modes	H ² + V ²
Binning Method	H + V: Average
Binning Factors	x2
Resolution, fps	800 x 600, 49 fps
Mono: Maximum Gain	-
Farbe: Maximum Gain RGB/Master	in preparation
Additional Gain Boost with Factor	-
Sensor Model	MT9D131
Pixel Clock	5 - 40 MHz
Pixelpitch in µm	2,8
Full Well Capacity	in preparation
Optical Size	4,48 x 3,36 mm
Aspect Ratio	4:3
Exact Real Diagonal	5,6 mm, 1/2,9"
Current consumption at 5 V	140 - 240 mA

² = Use increases frame rate

In scope of delivery:

Powerful, easy to handle uEye SDK
uEye Demo and Programexamples executable and Source Code.
TWAIN, Active-X and Direct Show (WDM) drivers
Interfaces for Activision Tools, Common Vision Blox, HALCON, LabVIEW and Neurocheck

Driver for Windows 2000, XP, VISTA and Linux - WindowsCE on request

