

5 Mega pixels QSXGA Camera with 1/2" CMOS Sensor

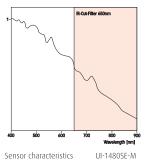
## USB uEye® UI-1480SE-C/M





## The USB uEye® SE Family

The USB uEye® SE 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.

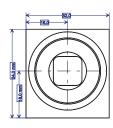


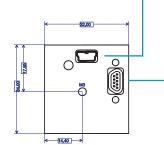
UI-1480SE-M

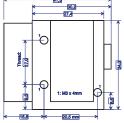
UI-1480SE-C

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

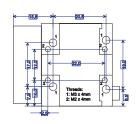
Conventional USB Mini-B connector\_











Model description (color) Model description (Mono) Resolution (h x v) Resolution Category / Pixel Class

Sensor size Shutter

Interface

Sensor Technology

max. fps in Freerun Mode at full resolution max. fps in SW Trigger Mode at 1 ms exposure

Exposuretime in Freerun Mode Exposuretime in Trigger Mode

**AOI** Modes AOI with 1920 x 1080 Pixels

**Subsampling Modes Subsampling Factors** Resolution, fps

**Binning Modes** Binning Method

**Binning Factors** 

Mono: Maximum Gain Color: Maximum Gain RGB/Master Additional Gain Boost with Factor

Sensor Model

Pixelpitch in µm Optical Size **Aspect Ratio Exact Real Diagonal** 

In scope of delivery:

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

Driver for Windows 2000, XP, VISTA and Linux

## The characteristics at a glance

**USB 2.0** CMOS

UI-1480SE-C UI-1480SE-M

2560 x 1920

QSXGA/5 MP

1/2"

Rolling/Global Start

6,3 fps

6,3 fps

75 μs - 2,7 s 75 µs - 2,7 s

 $H^2 + V^2$ 

13,5 fps

 $H^2 + V^2$ 

2x, 3x, 4x, 5x, 6x 1280 x 960, 25,4 fps 640 x 480, 100,6 fps

H<sup>2</sup> + V<sup>2</sup> (color) H: Summing V: Average

2x, 3x, 4x, 6x

30x

6,65x/12,1x Color: 1,6x

MT9P031

2,2 5,63 x 4,22 mm

7,0 mm, 1/2,3"

<sup>2</sup> = Use increases frame rate

