

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

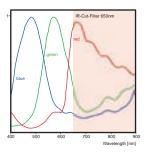
## USB uEye® UI-1550SE-C





## 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.

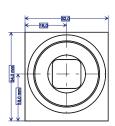


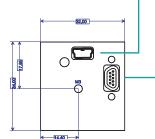
Sensor characteristics

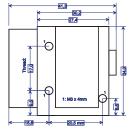
UI-1550SE-C

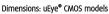
Screw-mounted Micro Sub-D connector. for USB, Trigger and Digital-Out

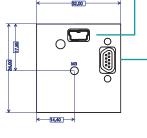
Conventional USB Mini-B connector\_

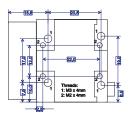












Interface Sensor Technology Model description (color) Model description (Mono)

Resolution (h x v) Resolution Category / Pixel Class

Sensor size Shutter

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 A0I with 1280 x 720 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-1550SE-C

1600 x 1200 UXGA/2 MP

1/3" Rolling

18,3 fps

18,2 fps

38 µs - 12,8 s 38 µs - 12,8 s

 $H^2 + V^2$ 35,7 fps

 $H^2 + V^2$ 2x, 4x, 8x, 16x 800 x 600, 71 fps 400 x 300, 252 fps

 $H^2 + V^2$ H + V: Average 2x

3,1x/5,8x

MT9D131

2,8 4,48 x 3,36 mm 5,6 mm, 1/2,9"

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

