

# GigE uEye<sup>®</sup> UI-6240SE-C/M

1.3 Megapixels SXGA Camera with 1/2" CCD Sensor

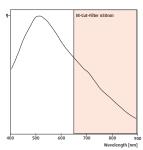
## **GigE uEye**<sup>®</sup> **SE** UI-6240SE-M / UI-6240SE-C





#### The GigE uEye<sup>®</sup> SE family

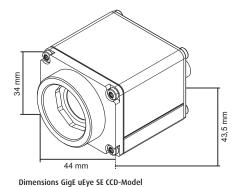
The GigE uEye® SE extends the broad range of uEye® industrial cameras by very compact models with Gigabit Ethernet interface, specially tailored to the needs of plant and machinery manufacturers. The bandwidth is 2.5 times higher than with USB and cable lengths up to 100 m are possible.



Sensor Characteristics UI-6240SE-M



iDS 41



#### 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 AOI with 320 x 240 Pixels (CIF)

Subsampling Modes **Subsampling Factors** Resolution, fps

**Binning Modes Binning Method** 

**Binning Factors** Resolution, fps

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

Sensor Model **Pixel Clock** 

Pixelpitch in µm **Full Well Capacity 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 GenICam™ Interface

Driver for Windows 2000, XP, VISTA and Linux\*

### The characteristics at a glance

**Gigabit Ethernet** CCD (Sony) UI-6240SE-C UI-6240SE-M 1280 x 1024 SXGA / 1,3 MP 1/2″ Global 15 fps 15 fps 83 µs - 1,46 s 83 µs - 10 min  $H + V^2$ 38 fps V<sup>2</sup> (Color) х4 320 x 256, 31 fps H + V<sup>2</sup> (Mono) H + V: Sum x2, x3, x4 640 x 512, 23 fps 424 x 340, 28 fps 320 x 256, 31 fps 13,66x 4x /8,9x 2x (Mono)

ICX205 5 - 30 MHz

4,65 12.000 e-5,95 x 4,76 mm 5:4 7,6 mm, 1/2,1"

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

\* = in preparation

