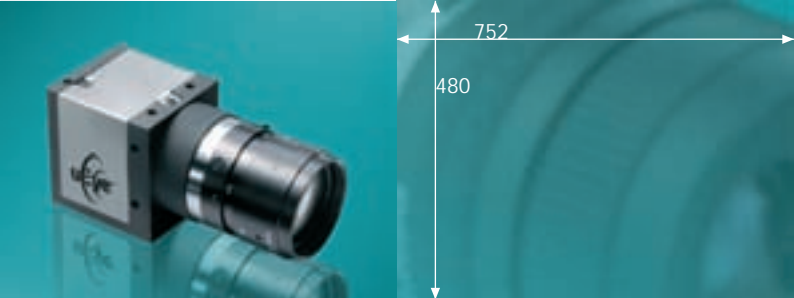




iDS



USB uEye® UI-1220SE-C/M

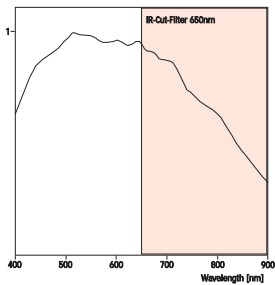
WVGA Camera with 1/3" CMOS Global Shutter Sensor

USB uEye® UI-1220SE-M/UI-1220SE-C

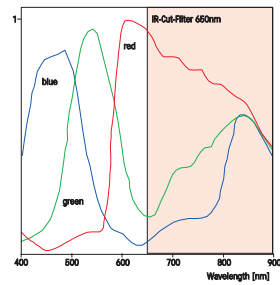


The USB uEye® SE Family

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.



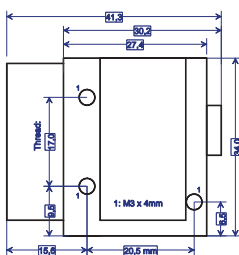
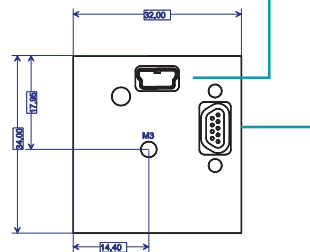
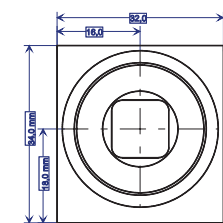
Sensor characteristics UI-1220SE-M



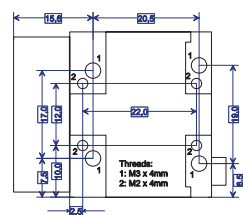
UI-1220SE-C

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

Conventional USB Mini-B connector



Dimensions: uEye® CMOS models



The characteristics at a glance

Interface	USB 2.0
Sensor Technology	CMOS
Model description (color)	UI-1220SE-C
Model description (Mono)	UI-1220SE-M
Resolution (h x v)	752 x 480
Resolution Category / Pixel Class	WVGA
Sensor size	1/3"
Shutter	Global
max. fps in Freerun Mode at full resolution	87 fps
max. fps in SW Trigger Mode at 1 ms exposure	83 fps
Exposuretime in Freerun Mode	37 µs - 5,58 s
Exposuretime in Trigger Mode	37 µs - 5,58 s
AOI Modes	H ² + V ²
AOI with 320 x 240 Pixels (CIF)	200 fps
Subsampling Modes	-
Subsampling Factors	-
Binning Modes	H ² + V ² (Mono)
Binning Method	H + V: Average
Binning Factors	2x, 4x
Resolution, fps	320 x 240, 274 fps 160 x 120, 466 fps
Mono: Maximum Gain	4x
Color: Maximum Gain RGB/Master	5x (SW)/4x
Additional Gain Boost with Factor	1,6x
Sensor Model	MT9V022
Pixelpitch in µm	6,0
Optical Size	4,51 x 2,88 mm
Aspect Ratio	14:9
Exact Real Diagonal	5,35 mm, 1/2,99"

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 Activision Tools, Common Vision Blox, HALCON, LabVIEW and Neurocheck
 GenICam™ Interface

Driver for Windows 2000, XP, VISTA and Linux

² = Use increases frame rate

