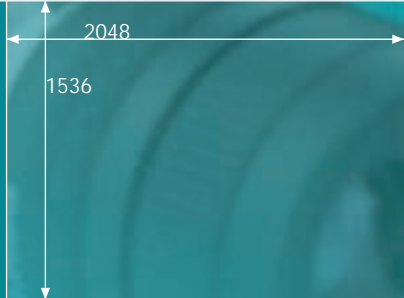




**iDS**



**USB uEye<sup>®</sup> UI-1460ME-C**

**3,2 Megapixel SUXGA Camera with 1/2" CMOS Sensor**

## USB uEye® UI-1460ME-C

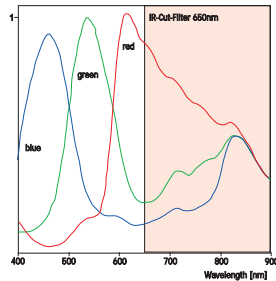


### The characteristics at a glance

Interface	USB 2.0
Sensor Technology	CMOS
Model description (color)	-
Model description (Mono)	UI-1460ME-C
Resolution (h x v)	2048 x 1536
Resolution Category / Pixel Class	SUXGA/3,2 MP
Sensor size	1/2"
Shutter	Rolling
max. fps in Freerun Mode at full resolution	11,2 fps
max. fps in SW Trigger Mode at 1 ms exposure	11,2 fps
Exposuretime in Freerun Mode	57 µs - 1,74 s
Exposuretime in Trigger Mode	57 µs - 750 ms
AOI Modes	H <sup>2</sup> + V <sup>2</sup>
AOI with 1920 x 1080 Pixels	16,7 fps
Subsampling Modes	H <sup>2</sup> + V <sup>2</sup>
Subsampling Factors	2x, 3x, 4x, 5x, 6x, 8x
Resolution, fps	1024 x 768, 37,8 fps 640 x 480, 107 fps
Binning Modes	H <sup>2</sup> + V <sup>2</sup>
Binning Method	H: Summing V: Average
Binning Factors	2x, 3x, 4x, 6x
Mono: Maximum Gain	-
Color: Maximum Gain RGB/Master	7,25x/12,1x
Additional Gain Boost with Factor	2x
Sensor Model	MT9T001
Pixelpitch in µm	3,2
Optical Size	6,55 x 4,92 mm
Aspect Ratio	4:3
Exact Real Diagonal	8,2 mm, 1/2,0"

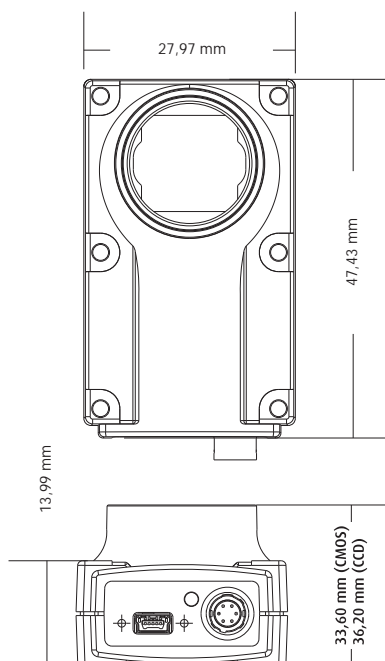
### The USB uEye®ME Family

The USB uEye ME - the "Machine Edition" - features a completely new housing concept. With its right angle design, the uEye ME is ideal for vision applications where there are space constraints. In addition, its lockable connectors and the industrial grade metal housing make the uEye ME suitable for vision applications where reliable performance is required under the most strenuous conditions.



Sensor Characteristics

UI-1460ME-C



Dimensions USB uEye ME Models

#### 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

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

