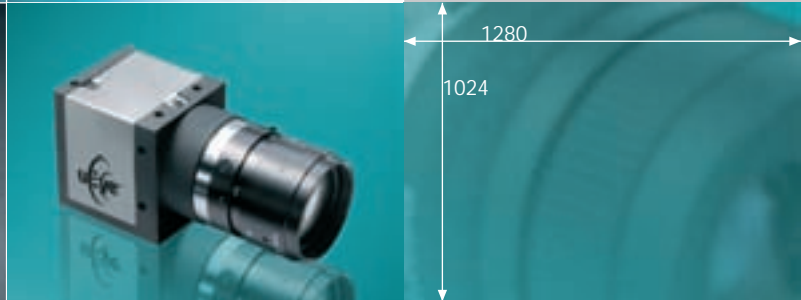




**iDS**



**USB uEye<sup>®</sup> UI-1540SE-M**

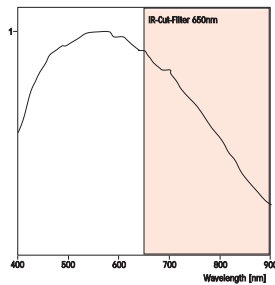
**1,3 Mega pixels SXGA Camera with 1/2" CMOS Sensor**

## USB uEye® UI-1540SE-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.

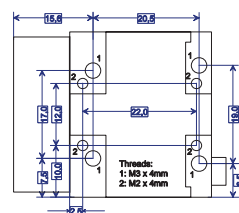
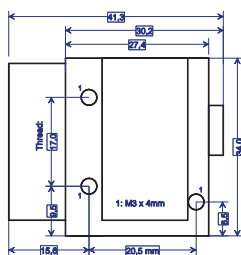
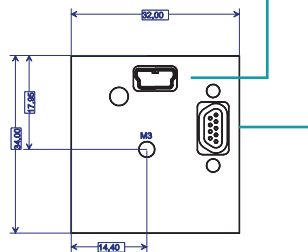
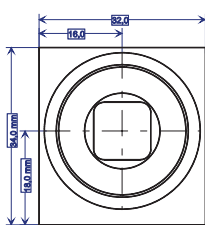


Sensor characteristics

UI-1540SE-M

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)	-
Model description (Mono)	UI-1540SE-M
Resolution (h x v)	1280 x 1024
Resolution Category / Pixel Class	SXGA
Sensor size	1/2"
Shutter	Rolling
max. fps in Freerun Mode at full resolution	25 fps
max. fps in SW Trigger Mode at 1 ms exposure	25 fps
Exposuretime in Freerun Mode	37 µs - 983 ms
Exposuretime in Trigger Mode	37 µs - 983 ms
AOI Modes	H <sup>2</sup> + V <sup>2</sup>
AOI with 640 x 480 Pixels	84 fps
Subsampling Modes	H <sup>2</sup> + V <sup>2</sup> (color)
Subsampling Factors	2x, 4x, 8x
Resolution, fps	640 x 480, 98 fps 320 x 240, 269 fps
Binning Modes	-
Binning Method	-
Binning Factors	-
Resolution, fps	-
Mono: Maximum Gain	13x
Color: Maximum Gain RGB/Master	-
Additional Gain Boost with Factor	1,5x
Sensor Model	MT9M001
Pixelpitch in µm	5,2
Optical Size	6,66 x 5,32 mm
Aspect Ratio	5:4
Exact Real Diagonal	8,5 mm, 1/1,9"

#### 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

