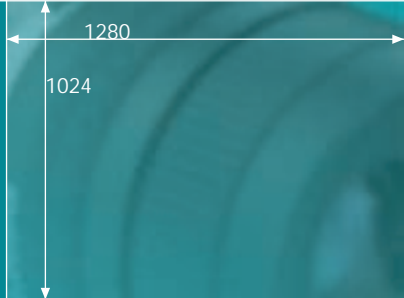




iDS



USB uEye[®] UI-1640ME-C

1,3 Megapixel SXGA Camera with 1/3" CMOS Sensor

USB uEye® UI-1640ME-C

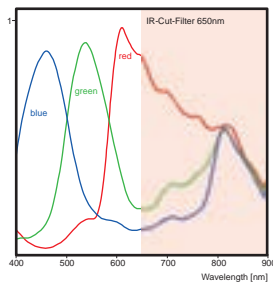


The characteristics at a glance

| | |
|--|---|
| Interface | USB 2.0 |
| Sensor Technology | CMOS |
| Model description (color) | UI-1640ME-C |
| Model description (Mono) | - |
| Resolution (h x v) | 1280 x 1024 |
| Resolution Category / Pixel Class | SXGA |
| Sensor size | 1/3" |
| Shutter | Rolling |
| max. fps in Freerun Mode at full resolution | 25 fps |
| max. fps in SW Trigger Mode at 1 ms exposure | 24,9 fps |
| Exposuretime in Freerun Mode | 37 µs - 10,1 s |
| Exposuretime in Trigger Mode | 37 µs - 10,1 s |
| AOI Modes | H ² + V ² |
| AOI with 800 x 600 Pixels | 61 fps |
| Subsampling Modes | H ² + V ² |
| Subsampling Factors | 2x, 4x |
| Resolution, fps | 640 x 480, 89 fps 320 x 240, 263 fps |
| Binning Modes | - |
| Binning Method | - |
| Binning Factors | - |
| Resolution, fps | - |
| Mono: Maximum Gain | - |
| Color: Maximum Gain RGB/Master | 3,1x/4,27x |
| Additional Gain Boost with Factor | 2x |
| Sensor Model | MT9M131 |
| Pixelpitch in µm | 3,6 |
| Optical Size | 4,61 x 3,69 mm |
| Aspect Ratio | 5:4 |
| Exact Real Diagonal | 5,9 mm, 1/2,7" |

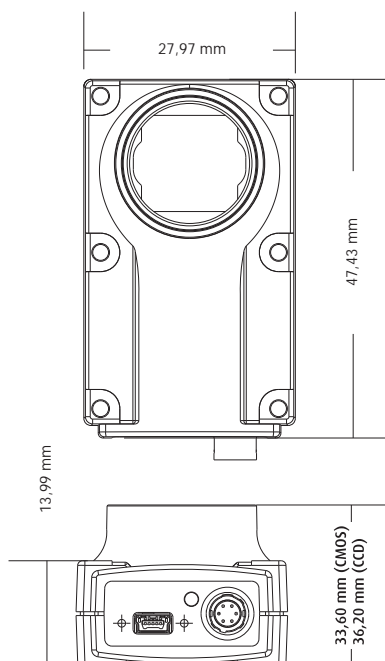
The USB uEye® ME Family

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-1640ME-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

² = Use increases frame rate

