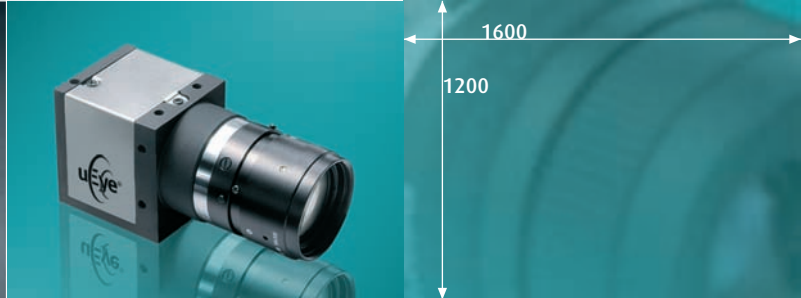




iDS



uEye[®] UI-1450-C

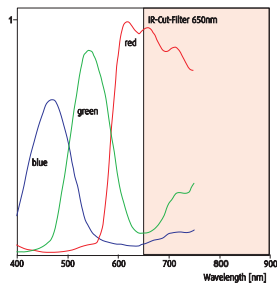
2 Mega pixels UXGA Camera with 1/2" CMOS Sensor

uEye® UI-1450-C



The uEye® Family

uEye® 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.

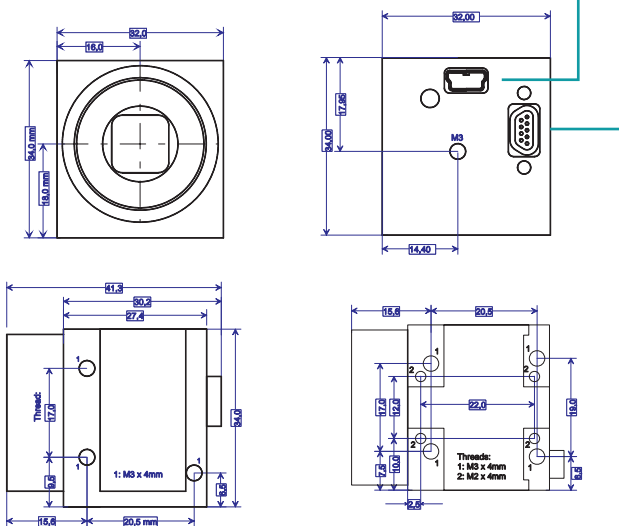


Sensor characteristics

UI-1450-C

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

Conventional USB Mini-B connector



Dimensions: uEye® CMOS models without memory. The depth of the memory models housing is +7mm

The characteristics at a glance

Interface	USB 2.0
Sensor Technology	CMOS
Model description (color)	-
Model description (Mono)	UI-1450-C
Resolution (h x v)	1600 x 1200
Resolution Category / Pixel Class	UXGA/2 MP
Sensor size	1/2"
Shutter	Rolling
max. fps in Freerun Mode at full resolution	18 fps
max. fps in SW Trigger Mode at 1 ms exposure	16 fps
Exposuretime in Freerun Mode	45 µs - 1,25 s
Exposuretime in Trigger Mode	45 µs - 1,25 s
AOI Modes	H ² + V ²
AOI with 320 x 240 Pixels (CIF)	242 fps
Subsampling Modes	H ² + V ²
Subsampling Factors	x2, x4
Resolution, fps	800 x 600, 60 fps 400 x 300, 177 fps
Binning Modes	-
Binning Method	-
Binning Factors	-
Resolution, fps	-
Mono: Maximum Gain	-
Farbe: Maximum Gain RGB/Master	12x/-
Additional Gain Boost with Factor	1,4x
Sensor Model	MT9D001
Pixel Clock	5 - 43 MHz
Pixelpitch in µm	4,2
Full Well Capacity	30.000 e-
Optical Size	6,72 x 5,04 mm
Aspect Ratio	4:3
Exact Real Diagonal	8,4 mm, 1/1,9"
Current consumption at 5 V	100 - 140 mA

² = Use increases frame rate

In scope of delivery:

Powerful, easy to handle uEye SDK
 uEye Demo and Programexamples executable and Source Code.
 TWAIN, Active-X and Direct Show (WDM) drivers
 Interfaces for ActivVision Tools, Common Vision Blox, HALCON, LabVIEW and Neurocheck

Driver for Windows 2000, XP, VISTA and Linux - WindowsCE on request

