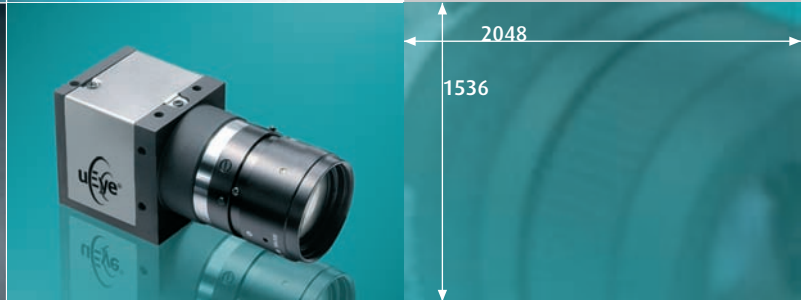




iDS



uEye[®] UI-1460-C

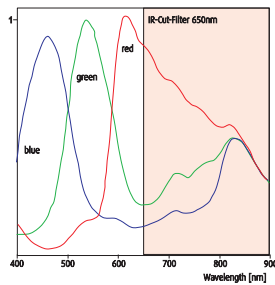
3,3 Mega pixels SUXGA Camera with 1/2" CMOS Sensor

uEye® UI-1460-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.

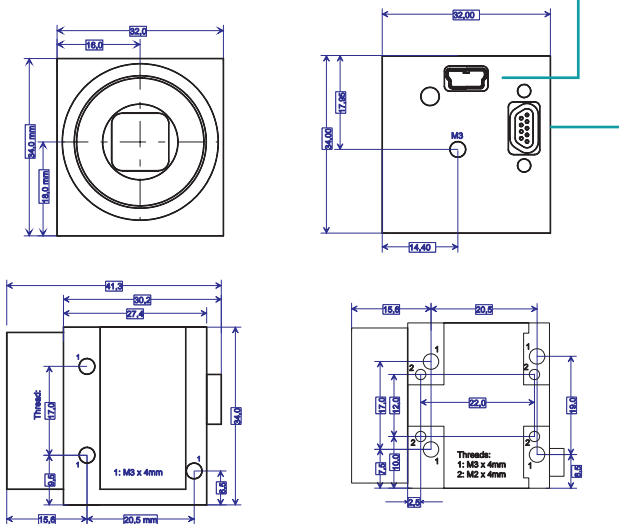


Sensor characteristics

UI-1460-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-1460-C
Resolution (h x v)	2048 x 1536
Resolution Category / Pixel Class	SUXGA/3,3 MP
Sensor size	1/2"
Shutter	Rolling
max. fps in Freerun Mode at full resolution	11 fps
max. fps in SW Trigger Mode at 1 ms exposure	10 fps
Exposuretime in Freerun Mode	57 µs - 1,75 s
Exposuretime in Trigger Mode	57 µs - 750 ms
AOI Modes	H ² + V ²
AOI with 320 x 240 Pixels (CIF)	220 fps
Subsampling Modes	H ² + V ²
Subsampling Factors	x2, x4
Resolution, fps	1024 x 768, 37 fps 512 x 384, 113 fps
Binning Modes	H ² + V ²
Binning Method	H: Sum V: Average
Binning Factors	x2, x4
Resolution, fps	1024 x 768, 30 fps 512 x 384, 79 fps
Mono: Maximum Gain	-
Farbe: Maximum Gain RGB/Master	7,25x/12x
Additional Gain Boost with Factor	2x
Sensor Model	MT9T001
Pixel Clock	5 - 43 MHz
Pixelpitch in µm	3,2
Full Well Capacity	20.000 e-
Optical Size	6,55 x 4,92 mm
Aspect Ratio	4:3
Exact Real Diagonal	8,2 mm, 1/2,0"
Current consumption at 5 V	90 - 130 mA

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 Activision Tools, Common Vision Blox, HALCON, LabVIEW and Neurocheck

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

² = Use increases frame rate

