



**iDS**



**uEye<sup>®</sup> UI-1540-M**

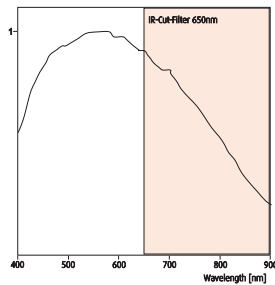
**1,3 Mega pixels SXGA Camera with 1/2" CMOS Sensor**

# uEye® UI-1540-M



## 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.

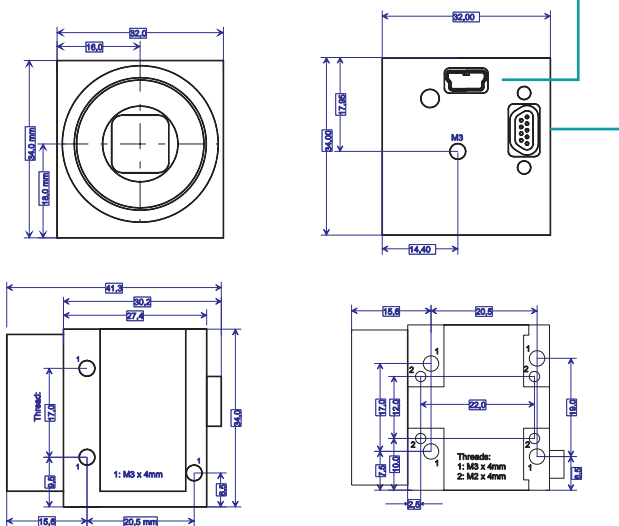


Sensor characteristics

UI-1540-M

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-1540-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	23 fps
Exposuretime in Freerun Mode	35 µs - 980 ms
Exposuretime in Trigger Mode	35 µs - 980 ms
AOI Modes	H <sup>2</sup> + V <sup>2</sup>
AOI with 320 x 240 Pixels (CIF)	232 fps
Subsampling Modes	H <sup>2</sup> + V <sup>2</sup>
Subsampling Factors	x2, x4
Resolution, fps	640 x 512, 79 fps 320 x 256, 219 fps
Binning Modes	-
Binning Method	-
Binning Factors	-
Resolution, fps	-
Mono: Maximum Gain	12x
Farbe: Maximum Gain RGB/Master	-
Additional Gain Boost with Factor	1,5x
Sensor Model	MT9M001
Pixel Clock	5 - 43 MHz
Pixelpitch in µm	5,2
Full Well Capacity	40.000 e-
Optical Size	6,66 x 5,32 mm
Aspect Ratio	5:4
Exact Real Diagonal	8,5 mm, 1/1,9"
Current consumption at 5 V	130 - 170 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

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

