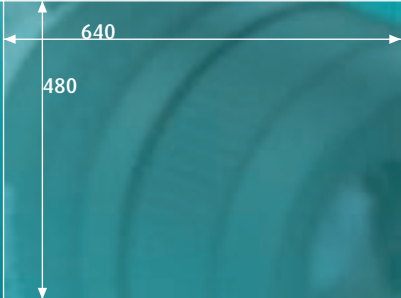




iDS



uEye[®] UI-2210-C/M

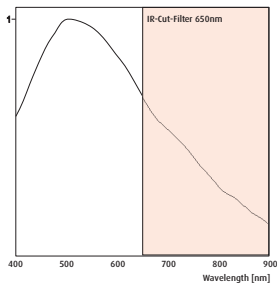
VGA Camera with 1/2" CCD Sensor

uEye® UI-2210-M / UI-2210-C

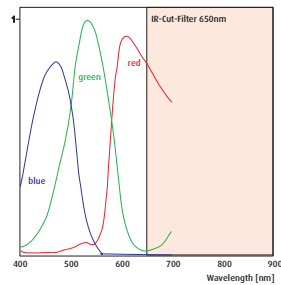


The uEye® Family

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.



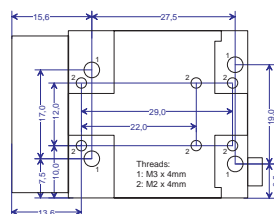
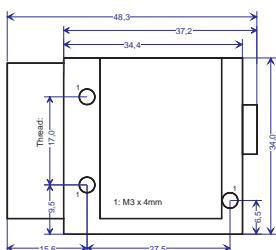
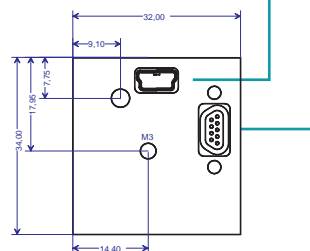
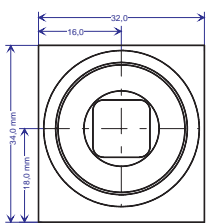
Sensor characteristics UI-2210-M



UI-2210-C

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

Conventional USB Mini-B connector



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

The characteristics at a glance

Interface	USB 2.0
Sensor Technology	CCD (Sony)
Model description (color)	UI-2210-C
Model description (Mono)	UI-2210-M
Resolution (h x v)	640 x 480
Resolution Category / Pixel Class	VGA
Sensor size	1/2"
Shutter	Global
max. fps in Freerun Mode at full resolution	75 fps
max. fps in SW Trigger Mode at 1 ms exposure	66 fps
Exposuretime in Freerun Mode	40 µs - 630 ms
Exposuretime in Trigger Mode	40 µs - 10 min
AOI Modes	H + V ²
AOI with 320 x 240 Pixels (CIF)	122 fps
Subsampling Modes	-
Subsampling Factors	-
Resolution, fps	-
Binning Modes	V ² (Mono)
Binning Method	V: Sum
Binning Factors	x2, x4
Resolution, fps	640 x 240, 133 fps 640 x 120, 220 fps
Mono: Maximum Gain	20,7x
Farbe: Maximum Gain RGB/Master	4x /12x
Additional Gain Boost with Factor	2x (Mono)
Sensor Model	ICX414
Pixel Clock	5 - 30 MHz
Pixelpitch in µm	9,9
Full Well Capacity	32.000 e-
Optical Size	6,34 x 4,75 mm
Aspect Ratio	4:3
Exact Real Diagonal	7,9 mm, 1/2,0"
Current consumption at 5 V	170 - 260 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

