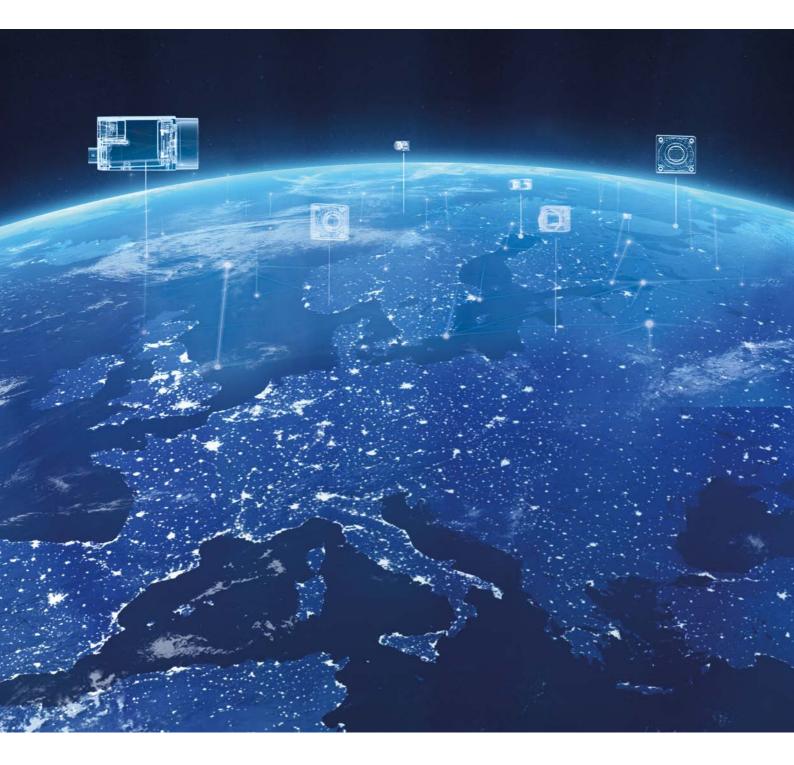


# FEATURES CHECK LIST

INDUSTRIAL CAMERAS













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All specifications in this brochure are subject to change without notice. Latest specifications and availability can be found on our website *baslerweb.com*. Please visit *baslerweb.com/manuals* for the detailed camera User's Manual and *baslerweb.com/thirdparty* for information on third party software.

### FEATURES ACE 2\_



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Action Commands (Synchronous Triggering)•••Precision Time Protocol (IEEE 1588)•••									
Precision Time Protocol (IEEE 1588)			•				•		
					•		•		
	Scheduled Action Commands		•		•				

<sup>1</sup> Not all models support this feature. Pro = available in ace 2 Pro models only.

# FEATURES ACE 2



SENSOR FAMILY ACE 2 CAMERA MODELS       SONY PREGIUS a2A1920-51gxBAS/PRO         SONY PREGIUS S a2A5320-7gxBAS/PRO a2A4504-5gxBAS/PRO a2A4504-5gxBAS/PRO a2A25328-4gxBAS/PRO a2A2840-14gxBAS/PRO a2A4096-9gxBAS/PRO a2A4096-9gxBAS/PRO         Beyond Features       mono         Compression Beyond       • Pro         Pixel Beyond       • Pro         Miscellaneous       •         Device Information Parameters       •         Device Temperature       •         User Defined Values       •         User Sets (Configuration Sets)       •         Color Creation and Enhancement       •         Balance White (Manual White Balance)       •         Balance White Auto (Automatic White Balance)       •         Brightness       •         Color Adjustment (6 axis Hue/Saturation)       •         Color Transformation (RGB to RGB)       •	GPIXEL a2A2600-20gxBAS/PRO a2A4200-12gxBAS/PRO mono color - Pro - Pro - Pro 	SONY STARVIS a2A2590-22gxBAS/PRO a2A3840-13gxBAS/PRO mono color • Pro • Pro • Pro • 0 • 0 • 0 • 0 • 0 • 0 • 0 • 0
SONY PREGIUS S         a2A5320-7gxBAS/PRO         a2A4504-5gxBAS/PRO         a2A4504-5gxBAS/PRO         a2A5328-4gxBAS/PRO         a2A4504-14gxBAS/PRO         a2A4504-23gxBAS/PRO         a2A4096-9gxBAS/PRO         Beyond       • Pro         Miscellaneous       •         Device Information Parameters       •         Device Temperature       •         User Defined Values       •         User Sets (Configuration Sets)       •         Color Creation and Enhancement       • </th <th>a2A4200-12gxBAS/PRO mono color Pro Pro Pro</th> <th>a2A3840-13gxBAS/PRO mono color Pro Pro</th>	a2A4200-12gxBAS/PRO mono color Pro Pro Pro	a2A3840-13gxBAS/PRO mono color Pro Pro
a2A5320-7gxBAS/PRO a2A4504-5gxBAS/PRO a2A5328-4gxBAS/PRO a2A2448-23gxBAS/PRO a2A22448-23gxBAS/PRO a2A4096-9gxBAS/PRO a2A4096-9gxBAS/PRO a2A4096-9gxBAS/PROmonocolorBeyond Features Compression Beyond• ProPixel Beyond• ProPixel Beyond• ProMiscellaneous Device Information Parameters•Device Temperature•User Defined Values•User Sets (Configuration Sets)•Color Creation and Enhancement Balance White (Manual White Balance)•Balance White Auto (Automatic White Balance)•Brightness•Color Adjustment (6 axis Hue/Saturation)•	mono color Pro Pro Pro	mono color Pro Pro • ·
a2A5320-7gxBAS/PRO a2A4504-5gxBAS/PRO a2A5328-4gxBAS/PRO a2A2448-23gxBAS/PRO a2A22448-23gxBAS/PRO a2A4096-9gxBAS/PRO a2A4096-9gxBAS/PRO a2A4096-9gxBAS/PROmonocolorBeyond Features Compression Beyond• ProPixel Beyond• ProPixel Beyond• ProMiscellaneous Device Information Parameters•Device Temperature•User Defined Values•User Sets (Configuration Sets)•Color Creation and Enhancement Balance White (Manual White Balance)•Balance White Auto (Automatic White Balance)•Brightness•Color Adjustment (6 axis Hue/Saturation)•	Pro Pro	Pro Pro
a2A4504-59xBAS/PRO a2A5328-49xBAS/PRO a2A5328-49xBAS/PRO a2A2448-239xBAS/PRO a2A2448-239xBAS/PRO a2A4096-99xBAS/PRO a2A4096-99xBAS/PRO a2A4096-99xBAS/PROBeyond Features Compression Beyond• ProPixel Beyond• ProPixel Beyond• ProDevice Information Parameters•Device Information Parameters•User Defined Values•User Sets (Configuration Sets)•Balance White (Manual White Balance)•Balance White (Manual White Balance)•Brightness•Color Adjustment (6 axis Hue/Saturation)•	Pro Pro	Pro Pro
a2A5328-4gxBAS/PRO a2A2448-23gxBAS/PRO a2A2448-23gxBAS/PRO a2A2840-14gxBAS/PRO a2A4096-9gxBAS/PRO a2A4096-9gxBAS/PRO a2A4096-9gxBAS/PROBeyond FeaturesmonocolorCompression Beyond• ProPixel Beyond• ProPixel Beyond• ProDevice Information Parameters•Device Information Parameters•User Defined Values•User Sets (Configuration Sets)•Color Creation and Enhancement Balance White (Manual White Balance)•Balance White (Manual White Balance)•Brightness•Color Adjustment (6 axis Hue/Saturation)•	Pro Pro	Pro Pro
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a2A4096-99xBAS/PROmonocolorBeyond Features•Compression Beyond• ProPixel Beyond• ProMiscellaneous•Device Information Parameters•Device Temperature•User Defined Values•User Sets (Configuration Sets)•Color Creation and EnhancementBalance White (Manual White Balance)•Balance White Auto (Automatic White Balance)•Brightness•Color Adjustment (6 axis Hue/Saturation)•	Pro Pro	Pro Pro
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Device Information Parameters•Device Temperature•User Defined Values•User Sets (Configuration Sets)•Color Creation and EnhancementBalance White (Manual White Balance)•Balance White Auto (Automatic White Balance)•Brightness•Color Adjustment (6 axis Hue/Saturation)•	•	•
Device Temperature•User Defined Values•User Sets (Configuration Sets)•Color Creation and EnhancementBalance White (Manual White Balance)•Balance White Auto (Automatic White Balance)•Brightness•Color Adjustment (6 axis Hue/Saturation)•	•	•
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Balance White Auto (Automatic White Balance)BrightnessColor Adjustment (6 axis Hue/Saturation)	•	
Brightness     •       Color Adjustment (6 axis Hue/Saturation)     •		•
Color Adjustment (6 axis Hue/Saturation)	•	•
	•	•
Color Transformation (RGB to RGB) •	•	•
	•	•
Contrast Enhancement •	•	•
Hue/Saturation •	•	•
Light Source Presets •	•	•
sRGB Gamma Correction •	•	•
PGI • Pro	• Pro	• Pro
Chunks		
Auto Brightness Status •	•	•
CRC Checksum •	•	•
Counter Value •	•	•
Exposure Time •	•	•
Frame ID •	•	•
Gain	•	•
Line Status All	•	•
Timestamp •	•	•
Event Reporting		
Action Late •	•	•
Exposure End •	•	•
Frame Buffer Overrun	•	•
Frame Start •	•	•
Frame Trigger Missed	•	•
Overrun •	•	•
Temperature Status Changed	•	•
Test	•	•
Pixel Formats		
Mono 8 •	•	•
Mono 10 •	•	•
Mono 10p (Mono 10 Packed)	•	•
Mono 12 •	•	•
Mono 12 Packed (Mono 12 Packed)	•	•
YCbCr422_8 (YUV422_8)	•	•
Bayer 8 •	•	•
Bayer 10 •	•	•
Bayer 10p (Bayer 10 Packed) •	•	•
Bayer 12 •	•	•
Bayer 12p (Bayer 12 Packed) •	•	•
RGB 8	•	•

Pro = available in ace 2 Pro models only

# FEATURES ACE 2\_\_\_\_\_



SENSOR FAMILY ACE 2 CAMERA MODELS	SONY PREGIUS a2A1920-160uxBAS/PRO	GPIXEL a2A2600-64uxBAS/PRO	SONY STARVIS a2A2590-60uxBAS/PRC
	SONY PREGIUS S	a2A4200-40uxBAS/PRO	a2A3840-45uxBAS/PRC
	a2A5320-23uxBAS/PRO		
	a2A4504-18uxBAS/PRO		
	a2A5328-15uxBAS/PRO		
	a2A2448-75uxBAS/PRO a2A2840-48uxBAS/PRO		
	a2A4096-30uxBAS/PRO		
	mono color	mene celer	mono color
Dhysical Interface and 1/0 Centrel	mono color	mono color	mono color
Physical Interface and I/O Control			
Configurable Input/Output Lines	1	1	1
Inputs General Purpose I/O	2	2	<u> </u>
Minimum Output Pulse Width	2	2	2
· · · · · · · · · · · · · · · · · · ·	•	•	•
Line Source Signals			
Acquisition Trigger Wait / Frame Burst Trigger Wait	•	•	•
Exposure Active	•	•	•
Frame Trigger Wait	•	•	•
Input Filter	•	•	•
Serial Communication (UART)	• Pro	• Pro	• Pro
Timer Active	•	•	•
User Output	•	•	•
Image Acquisition Control			
Acquisition Abort	•	•	•
Acquisition Single Frame	•	•	•
Acquisition Start	•	•	•
Acquisition Status	•	•	•
Acquisition Stop	•	•	•
Frame Burst Start Trigger	•	•	•
Frame Start Trigger	•	•	•
High Speed Burst Mode	•	•	•
Trigger Delay	•	•	•
Triggered by Hardware	•	•	•
Triggered by Software	•	•	•
Standard Features			
Auto Function Profile	•		٠
Binning Horizontal	•	•	•
Binning Vertical	•	•	•
Black Level	•	•	•
Digital Shift	•	•	•
Exposure Auto	•	•	•
Exposure Mode: Timed (Control via API)	•	•	•
Exposure Mode: Trigger Width (Control via external trigger)	•	•	•
Exposure Time	•	•	•
Gain Cain Auto	•	•	•
Gain Auto	•	•	•
Gamma Correction	•	•	•
Lookup Table (LUT) 12Bit	•	•	•
Multiple ROI	•	•	•
Region of Interest (ROI)	•	•	•
Reverse X (Horizontal Mirroring)	•	•	•
Reverse Y (Vertical Mirroring)	•	•	•
Test Images	•	•	•

<sup>1</sup> Not all models support this feature. Pro = available in ace 2 Pro models only.

# FEATURES ACE 2



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Advision         Source Area								
Bannow back 2000 at 20000 at 20000 at 20000 at 20000 at 2000 at 2000 at 20000 at 2000 at 2000								
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Bayond Fastures         Pro         Pro         Pro           Compression Deyond         Pro         Pro         Pro           Misel Beyond         Pro         Pro         Pro           Misel Beyond Internations         Pro         Pro           Device Tamperature         Pro         Pro           Device Tamperature         Pro         Pro           User Defined Values         Pro         Pro           Device Tamperature (Status Hule Saturetion)         Pro         Pro           Color Transformation (RGI to RGB)         Pro         Pro           Color Transformation (RGI to RGB)         Pro         Pro           Device Staturation         Pro         P		mono	color	mono	color	mono	color	
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Device Temperature••Device Temperature••User Defined Values••User Stit (Configuration Sets)••Color Creation and Bahancement••Balance White Kature (Manual White Balance)••Balance White Auto (Automatic White Balance)••Color Transformation (RGB to RGB)••Color Iransformation (RGB to RGB)••Color Iransformation (RGB to RGB)••Color Iransformation (RGB to RGB)••Color Adustment••Upit Source Presets••Upit Source Presets••Contrast Enhancement••Auto Brightness Status••CRC Chacksum••Contrast Enhancement••Auto Brightness Status••CRC Chacksum••Contrast Enhancement••Auto Brightness Status••CRC Chacksum••Contrast Enhance••Creates Market••Chanset••Canter Value••Exposure Time••Creates Market••Creates Market••Creates Market••Canter Value••Exposure Time••Creates Market••Creates Market•• <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>								
Device Temperature <ul> <li>User Set St(0nfguguation Sets)</li> <li>Color Creation and Enhancement</li> <li>Balance White (Manual White Balance))</li> <li>Balance White Auto (Automatic White Balance))</li> <li>Balance White (Manual White Balance))</li> <li>Brightness</li> <li>Color Adjustment (6 axis hue/Saturation)</li> <li>Pro</li> </ul> <li>Pro</li>			•				•	
User Defined Values User Sets (Configuration Sets)  User Sets (Configuration Sets)  Balance White (Manual White Balance)  Color Action Caster Defined Contrast Enhancement  Color Action Contrast Enhancement  Contrast  Contrast Enhancement  Contrast  Contrast Enhancement  Contrast  Contrast Enhancement  Contrast  Contrast  Contrast Enhancement  Contrast  Contras			•		•		•	
User Sets (Configuration Sets)       •       •         Color Creation and Enhancement Balance White (Anuca White Balance)       •       •         Balance White (Anuca White Balance)       •       •         Balance White (Anuca White Balance)       •       •         Balance White (Saturation)       •       •         Color Adjustment (6 axis Hue/Saturation)       •       •         Contrast Enhancement       •       •       •         Muc/Saturation       •       •       •       •         SRB Gamma Correction       •       •       •       •       •         PGI       •			•		)		•	
Color Creation and Enhancement       ●         Balance White (Manual White Balance)       ●         Brightness       ●         Color Adjustment (6 axis Hue/Saturation)       ●         Color Transformation (RGB to RGB)       ●         Contrast Enhancement       ●         Hue/Saturation       ●         Light Source Presets       ●         SRGB Gamma Correction       ●         PGI       Pro       ●         CC Checksum       ●       ●         Counter Value       ●       ●         Exposure Time       ●       ●         Timestamp       ●       ●         Exposure Time       ●       ●         Exposure End       ●       ●         Frame Uffer Overrun       ●       ●         Frame Status Changed       ●       ●         Overrun       ●       ●       ●         Fr								
Balance White (Manual White Balance)       •         Balance White Auto (Automatic White Balance)       •         Color Adjustment (6 axis Hue/Saturation)       •         Color Transformation (RGB to RGB)       •         Contrast Enhancement       •         Hue/Saturation       •         Contrast Enhancement       •         Light Source Presets       •         SRGB Gamma Correction       •         FGI       • Pro       • Pro         Chuks       •       •         Counter Value       •       •         Exposure Time       •       •         Frame ID       •       •         Gain       •       •       •         Timestamo       •       •       •         Percet Reporting       •       •       •         Action Late       •       •       •         Exposure End       •       •       •         Frame Buffer Overun       •       •       •								
Balance White Auto (Automatic White Balance) <ul> <li>Brightness</li> <li>Color Adjustment (6 axis Hue/Saturation)</li> <li>Color Transformation (RGB to RGB)</li> <li>Color Adjustment (6 axis Hue/Saturation)</li> <li>Saturation</li> <li>Color Adjustment (6 axis Hue/Saturation)</li> <li>Saturation</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> </ul> <ul> <li>Pro</li> <li>Pro&lt;</li></ul>			•		•		•	
Brightness       •       •         Color Adjustment (6 axis Hue/Saturation)       •       •         Contrast Enhancement       •       •         Hue/Saturation       •       •         Ught Source Presets       •       •         SRGB Gamma Correction       •       •         PGI       • Pro       • Pro       • Pro         Auto Brightness Status       •       •       •         Contrast Function       •       •       •         Auto Brightness Status       •       •       •         Conter Value       •       •       •         Exposure Time       •       •       •         Frame ID       •       •       •       •         Gain       •       •       •       •         Timestamp       •       •       •       •         Exposure End       •       •       •       •         Frame Buffer Overun       •       •       •       •       •         Frame Start       •       •       •       •       •       •       •       •       •       •       •       •       •       •       •	× · · · ·		•		•		•	
Color Adjustment (6 axis Hue/Saturation)       •       •         Color Transformation (RGB to RGB)       •       •         Color Transformation (RGB to RGB)       •       •         Hue/Saturation       •       •         Hue/Saturation       •       •         Ught Source Presets       •       •         SRGB Gamma Correction       •       •         PGI       • Pro       • Pro       • Pro         Chunks       •       •       •         Auto Brightness Status       •       •       •         Contert Value       •       •       •       •         Contert Value       •			•		•		•	
Color Transformation (RGB to RGB) <ul> <li>Contrast Enhancement</li> <li>Pro</li> </ul> SRGB Gamma Correction <ul> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> </ul> SRGB Gamma Correction <ul> <li>Contrast Alla</li> <li>Contrast Alla Alla Alla Alla Alla Alla Alla All</li></ul>	-		_		•		•	
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Hue/Saturation       •       •       •         Light Source Presets       •       •       •         SKGB Gamma Correction       •       •       •         PGI       • Pro       • Pro       • Pro         Chunks       •       •       •         Auto Brightness Status       •       •       •         CRC Checksum       •       •       •         Counter Value       •       •       •         Exposure Time       •       •       •         Frame ID       •       •       •         Gain       •       •       •       •         Timestamp       •       •       •       •         Event Reporting       •       •       •       •         Action Late       •       •       •       •       •         Frame Biffer Overrun       •       <								
Light Source Presets       •       •       •         SRGB Gamma Correction       •       •       •         PGI       •       •       •       •         PGI       •       •       •       •       •         PGI       •       •       •       •       •       •       •         Chunks       •							-	
sRGB Gamma Correction <ul> <li>Pro             <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> </li></ul> Chunks <ul> <li>Pro</li> <li>Pro</li> <li>Pro</li> </ul> Auto Brightness Status <ul> <li>Pro</li> <li>Pro</li> </ul> CRC Checksum <ul> <li>Pro</li> <li>Pro</li> <li>Pro</li> </ul> Counter Value <ul> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> <li>Pro</li> </ul> Counter Value <ul> <li>Pro</li> <li>Pro</li></ul>							_	
PGI       • Pro       • Pro       • Pro         Chunks       •       •       •         Auto Brightness Status       •       •       •         CRC Checksum       •       •       •         CRC Checksum       •       •       •         Counter Value       •       •       •         Exposure Time       •       •       •         Frame ID       •       •       •         Gain       •       •       •       •         Chunek Satus All       • <td< td=""><td>~ ~</td><td></td><td></td><td></td><td></td><td></td><td></td></td<>	~ ~							
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Auto Brightness Status       •       •         CRC Checksum       •       •         Counter Value       •       •         Exposure Time       •       •         Frame ID       •       •         Gain       •       •         Timestamp       •       •         Exposure Time       •       •         Timestamp       •       •         Exposure End       •       •         Frame Buffer Overrun       •       •         Frame Buffer Overrun       •       •         Frame Trigger Missed       •       •         Overrun       •       •       •         Test       •       •       •         Pixel Formats       •       •       •         Mono 8       •       •       •         Mono 100       •       •       •         Mono	PGI		• Pro		PIO		• Pro	
Note Organities Status         Counter Value       •         CACK Checksum       •         Caunter Value       •         Exposure Time       •         Frame ID       •         Gain       •         Churde Status All       •         Line Status All       •         Timestamp       •         Event Reporting         Action Late       •         Exposure End       •         Frame Buffer Overrun       •         Frame Start       •         Overrun       •         Overrun       •         Temperature Status Changed       •         Overrun       •       •         Test       •       •         Pixel Formats       •       •         Mono 10       •       •         Mono 12 Packed (Mono 12 Packed)	Chunks							
Concert value       •       •         Exposure Time       •       •         Frame ID       •       •         Gain       •       •         Line Status All       •       •         Timestamp       •       •         Event Reporting       •       •         Action Late       •       •         Exposure End       •       •         Frame Buffer Overrun       •       •         Frame Start       •       •         Frame Trigger Missed       •       •         Overrun       •       •         Test       •       •         Pixel Formats       •       •         Mono 10       •       •         Mono 10       •       •         Mono 10       •       •         Mono 12       •       •         Mono 12       •       •       •         Mono 12       •       •       •         Bayer 10       •       •       •         Bayer 112       •       •       •         Bayer 12p (Bayer 12 Packed)       •       •       •	Auto Brightness Status		•	•			•	
Control Value       •       •         Exposure Time       •       •         Gain       •       •         Line Status All       •       •         Timestamp       •       •         Event Reporting       •       •         Action Late       •       •         Exposure End       •       •         Frame Buffer Overrun       •       •         Frame Start       •       •         Frame Statt       •       •         Frame Statt       •       •         Frame Status Changed       •       •         Overrun       •       •       •         Test       •       •       •         Mono 12       •       •       •         Mono 10       •       •       •         Mono 12 Mono 12 Packed)       •       •       •         YCbCr422_8 (YUV422_8)       •       •       •         Bayer 12       •       •       •         Bayer 12       •       •       •         Bayer 12       •       •       •	CRC Checksum		•	•			•	
Exposure find       •       •         Gain       •       •         Line Status All       •       •         Timestamp       •       •         Event Reporting       •       •         Action Late       •       •         Exposure End       •       •         Frame Buffer Overrun       •       •         Frame Start       •       •         Frame Start       •       •         Frame Trigger Missed       •       •         Overrun       •       •         Test       •       •         Pikel Formats       •       •         Mono 8       •       •         Mono 10       •       •         Mono 10       •       •         Mono 12       •       •         YCbCr422_8 (YUV422_8)       •       •         Bayer 10       •       •       •         Bayer 10       •       •       •         Bayer 10       •       •       •         Bayer 12       •       •       •         Bayer 12       •       •       •	Counter Value		•	•			•	
Gain       ●       ●         Line Status All       ●       ●         Timestamp       ●       ●         Event Reporting       ●       ●         Action Late       ●       ●         Exposure End       ●       ●         Frame Buffer Overrun       ●       ●         Frame Start       ●       ●         Frame Trigger Missed       ●       ●         Overrun       ●       ●         Temperature Status Changed       ●       ●         Test       ●       ●       ●         Pixel Formats       ●       ●       ●         Mono 10       ●       ●       ●       ●         Mono 12       ●       ●       ●       ●         YCbCr422_8 (YUV422_8)       ●       ●       ●       ●         Bayer 10       ●       ●       ●       ●       ●         Bayer 10       ●       ●       ●       ●       <	Exposure Time		•	•			•	
Jamin       Image: Constraint of the second se	Frame ID		•	•			•	
Energial of the set of t	Gain		•	•			•	
Event Reporting         Action Late <ul> <li>Action Late</li> <li>Exposure End</li> <li>Frame Buffer Overrun</li> <li>Frame Start</li> <li>Commercial and the state of the state</li></ul>	Line Status All		•	•			•	
Action Late       •       •       •         Exposure End       •       •       •         Frame Buffer Overrun       •       •       •         Frame Start       •       •       •         Frame Trigger Missed       •       •       •         Overrun       •       •       •       •         Temperature Status Changed       •       •       •       •         Test       •       •       •       •       •       •         Pixel Formats       •       <	Timestamp		•	•			•	
Action Late       •       •       •         Exposure End       •       •       •         Frame Buffer Overrun       •       •       •         Frame Start       •       •       •         Frame Trigger Missed       •       •       •         Overrun       •       •       •       •         Temperature Status Changed       •       •       •       •         Test       •       •       •       •       •       •         Pixel Formats       •       <	Event Reporting							
Frame Buffer OverrunFrame StartFrame Trigger MissedOverrunTemperature Status ChangedTestPixel FormatsMono 8Mono 10Mono 10 Packed)Mono 12 Packed (Mono 12 Packed)YCbCr422_8 (YUV422_8)Bayer 8Bayer 10Bayer 12Bayer 12Bayer 12 (Bayer 12 Packed)Mone 12 Packed)Start 12 P	Action Late		•	•			•	
Frame Start••Frame Trigger Missed••Overrun••Temperature Status Changed••Test••Pixel FormatsMono 8••Mono 10••Mono 10p (Mono 10 Packed)••Mono 12 Packed (Mono 12 Packed)••YCbCr422_8 (YUV422_8)••Bayer 10••Bayer 10p (Bayer 10 Packed)••Bayer 12p (Bayer 12 Packed)••Bayer 12p (Bayer 12 Packed)••• <td< td=""><td>Exposure End</td><td></td><td>•</td><td>•</td><td>•</td><td></td><td>•</td></td<>	Exposure End		•	•	•		•	
Frame Trigger Missed••Overrun•••Temperature Status Changed•••Test•••• <b>Pixel Formats</b> Mono 8•••Mono 10•••Mono 10p (Mono 10 Packed)•••Mono 12•••Mono 12 Packed (Mono 12 Packed)•••YCbCr422_8 (YUV422_8)•••Bayer 8•••Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Frame Buffer Overrun		•	•			•	
Frame Trigger Missed••Overrun•••Temperature Status Changed•••Test•••• <b>Pixel Formats</b> Mono 8•••Mono 10•••Mono 10p (Mono 10 Packed)•••Mono 12•••Mono 12 Packed (Mono 12 Packed)•••YCbCr422_8 (YUV422_8)•••Bayer 8•••Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Frame Start		•	•			•	
OverrunImage: Constraint of the second s	Frame Trigger Missed		•	•			•	
Test•••Pixel FormatsMono 8••Mono 10••Mono 10p (Mono 10 Packed)••Mono 12••Mono 12 Packed (Mono 12 Packed)••YCbCr422_8 (YUV422_8)••Bayer 8••Bayer 10••Bayer 10p (Bayer 10 Packed)••Bayer 12••Bayer 12 Packed)••Bayer 12 Packed)	Overrun		•	•			•	
Test•••Pixel FormatsMono 8••Mono 10••Mono 10p (Mono 10 Packed)••Mono 12••Mono 12 Packed (Mono 12 Packed)••YCbCr422_8 (YUV422_8)••Bayer 8••Bayer 10••Bayer 10p (Bayer 10 Packed)••Bayer 12••Bayer 12 Packed)••Bayer 12 Packed)	Temperature Status Changed		•	•	•		•	
Mono 8•••Mono 10•••Mono 10p (Mono 10 Packed)•••Mono 12•••Mono 12 Packed (Mono 12 Packed)•••YCbCr422_8 (YUV422_8)•••Bayer 8•••Bayer 10•••Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Test		•		•		•	
Mono 8•••Mono 10•••Mono 10p (Mono 10 Packed)•••Mono 12•••Mono 12 Packed (Mono 12 Packed)•••YCbCr422_8 (YUV422_8)•••Bayer 8•••Bayer 10•••Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Pixel Formats							
Mono 10p (Mono 10 Packed)  Mono 12  Mono 12 Packed (Mono 12 Packed)  YCbCr422_8 (YUV422_8)  Bayer 8  Bayer 10  Bayer 10  Bayer 10 Packed)  Bayer 12 Bayer 12 Packed)  Mono 12 Packed)  Bayer 12 Packed)  Mono 12 Packed  Mono	Mono 8		•	•			•	
Mono 12•••Mono 12 Packed (Mono 12 Packed)•••YCbCr422_8 (YUV422_8)•••Bayer 8•••Bayer 10•••Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Mono 10		•	•			•	
Mono 12 Packed (Mono 12 Packed) <ul><li>Mono 12 Packed (Mono 12 Packed)</li><li>YCbCr422_8 (YUV422_8)</li><li>Bayer 8</li><li>Bayer 8</li><li>Bayer 10</li><li>Bayer 10</li><li>Bayer 10 Packed)</li><li>Bayer 10 Packed)</li><li>Bayer 12</li><li>Bayer 12 Packed)</li><li>Bayer 12 Packed)</li><li>Bayer 12 Packed)</li><li>Mayer 12 Packed)</li><li>Mayer 12 Packed)</li></ul>	Mono 10p (Mono 10 Packed)		•	•			•	
YCbCr422_8 (YUV422_8)       •	Mono 12		•	•			•	
Bayer 8•••Bayer 10•••Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Mono 12 Packed (Mono 12 Packed)		•	•			•	
Bayer 10•••Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	YCbCr422_8 (YUV422_8)		•		•		٠	
Bayer 10p (Bayer 10 Packed)•••Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Bayer 8		•		•		٠	
Bayer 12•••Bayer 12p (Bayer 12 Packed)•••	Bayer 10		•		•		•	
Bayer 12p (Bayer 12 Packed) • •	Bayer 10p (Bayer 10 Packed)		•		٠		•	
	Bayer 12		•		•		٠	
RGB 8 • • •	Bayer 12p (Bayer 12 Packed)		•		•		٠	
	RGB 8		•		•		•	

Pro = available in ace 2 Pro models only

### FEATURES ACE USB 3.0

Timer 1 Active



SENSORS ACE USB 3.0 CAMERA MODELS	SONY CCD acA640-90uc	<b>AMS</b> acA2000-165ux	ONSEMI MT9P acA1920-25ux	ONSEMI MT9J acA3800-14ux	ONSEMI PYTHON	SONY PREGIUS	SONY STARVIS
	acA1600-20uc	acA2040-90ux	acA2500-14ux		acA640-750ux acA800-510ux acA1300-200ux acA1920-150ux acA2500-60ux	acA720-520ux acA1440-220ux acA1920-155ux acA2040-120ux acA2040-55ux acA2440-55ux acA2440-75ux acA2440-75ux acA4096-30ux acA4096-40ux acA4112-20ux acA4112-20ux	acA3088-57ux acA4024-29ux SONY EXMOR R acA5472-17ux
	color	mono color	mono color	mono color	mono color	mono color	mono color
Physical Interface and I/O Control Configurable Input/Output Lines							
Inputs	1	1	1	1	1	1	1
Outputs	1	1	1	1	1	1	1
General Purpose I/O	2	2	2	2	2	2	2
Debouncer	•	•	•	•	•	•	•
Minimum Output Pulse Width	•	•	•	•	•	•	•
I/O Signals							
Frame Burst Start Wait	•	•	•	٠	•	•	•
Frame Start Wait	•	•	•	•	•	•	•
Exposure Active Signal	٠	٠	٠		٠	٠	٠
Flash Window Signal			٠	٠			•
User Output	•	•	•	_		•	•

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Image Acquisition Control							
Frame Burst Start Trigger	٠	٠	٠	•	٠	•	•
Frame Start Trigger	٠	٠	٠	•	٠	•	•
Triggered by Software	٠	•	٠	٠	٠	•	•
Triggered by Hardware	•	•	•	•	•	•	•
Trigger Delay	•	•	•	•	•	•	•
Acquisition Status	٠	٠	٠	٠	٠	•	•
Standard Features							
Gain	•	•	•	•	•	•	•
Gain Auto	٠	•	•	•	•	•	•
Black Level	٠	•	•	•	•	•	•
Digital Shift	٠		•	•		•	•
Region of Interest (ROI)	٠	٠	٠	•	•	•	٠
Binning Horizontal		•	٠	•	•	•	٠
Binning Vertical		•	•	•	•	•	•
Decimation Horizontal				•			
Decimation Vertical		٠		٠			
Scaling Horizontal				٠			
Scaling Vertical				•			
Reverse X (Horizontal Mirroring)	٠	•	٠	٠	٠	•	•
Reverse Y (Vertical Mirroring)		٠			٠	٠	٠
Gamma Correction	٠	٠	•	٠	٠	•	•
Exposure Mode: Timed (Control via API)	٠	•	•	•	•	•	•
Exposure Mode: Trigger Width (Control via external trigger)	•	٠			•	•	
Exposure Auto	٠	•	•	•	•	•	•
Auto Function Profile	٠	•	•	•	•	•	•
Lookup Table	٠	•	٠	•	٠	•	٠
Test Images	٠	•	٠	•	•	•	٠
Sequencer	٠	•	٠	•	•	•	٠
Stacked ROI					•	•1	
Ultra Short Exposure Time Mode						• <sup>2</sup>	
Light Control Features						•	
SLP Feature					•	•	•

 $^{1}$  not available for acA1920-40um/uc, acA2040-55um/uc, acA2440-35um/uc, acA4096-30um/uc, acA4112-20um/uc

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<sup>2</sup> not available for acA1920-40ux and acA1920-155ux

### FEATURES ACE USB 3.0



SENSORS ACE USB 3.0 CAMERA MODELS	SONY CCD	AMS	ONSEMI MT9P	ONSEMI MT9J	ONSEMI PYTHON	SONY PREGIUS	SONY STARVIS
CAMERA MODELS	acA640-90uc acA1600-20uc	acA2000-165ux acA2040-90ux	acA1920-25ux acA2500-14ux	acA3800-14ux	acA640-750ux	acA720-520ux	acA3088-57ux
					acA800-510ux acA1300-200ux acA1920-150ux acA2500-60ux	acA1440-220ux acA1920-155ux acA1920-40ux acA2040-120ux acA2040-55ux acA2440-55ux acA2440-55ux acA2440-75ux acA4096-30ux acA4096-40ux acA4112-20ux acA4112-30ux	acA4024-29ux SONY EXMOR R acA5472-17ux
	color	mono color	mono color	mono color	mono color	mono color	mono color
Miscellaneous							
Remove Parameter Limits	•	•	•	•	•	•	•
User Defined Values	•	٠	•	٠	•	٠	٠
Device Information Parameters	•	•	•	•	•	٠	•
User Sets (Configuration Sets)	•	•	•	٠	•	٠	•
Device Temperature					•	٠	•
Vignetting Correction						• <sup>1</sup>	•2
<b>Color Creation and Enhanceme</b>	ent						
Balance White (Manual White Balance)	•	•	•	•	•	•	•
Balance White Auto (Automatic White Balance)	•	•	•	•	•	•	•
Light Source Presets	•	•	•	•	•	•	•
Color Transformation	•	•	•	•	•	•	•
Color Adjustment	•		•	•	•	•	•
(6 axis Hue/Saturation)							7
PGI					•	•	• 3 •
Chunks							
Timestamp	•	•	•	•	•	•	•
Counter Value	•	•	•	•	•	•	•
Line Status All	•	•	•	•	•	•	•
CRC Checksum	•	•	•	•	•	•	•
Sequencer Set Active	•	•	•	•	•	•	•
Exposure Time	•	•	•	•	•	•	•
Gain	•	•	•	•	•	•	•
Event Reporting							
Exposure End	•	•	•	•	•	•	•
Frame Start	•	•	•	•	•	•	•
Frame Start Wait	•	•	•	•	•	•	•
Frame Start Overtrigger	•	•	•	•	•	•	•
Frame Burst Start	•	•	•	•	•	•	•
Frame Burst Start Wait	•	•	•	•	•	•	•
Frame Burst Start Overtrigger	•	•	•	•	•	•	•
Critical Temperature					•	•	
Over Temperature					•	٠	
Pixel Formats							
Mono 8	•	•	•	•	•	٠	•
Mono 10					•		
Mono 10p (Mono 10 Packed)					•		
Mono 12		•	•	•		•	•
Mono 12p (Mono 12 Packed)		•	•	•		•	•
YCbCr422_8 (YUV422_8)	•		•	•	•	•	•
Bayer 8	•	•	•	•	•	•	•
Bayer 10					•		
Bayer 10p (Bayer 10 Packed)					•		
Bayer 12	•	•	•	•		•	•
Bayer 12p (Bayer 12 Packed)	•	•	•	•		•	•
RGB 8	•				•	•	•
BGR 8	•				•	•	•

 $^{\rm 1}$  not available for acA720-520ux, acA1440-220ux, acA2040-55ux, acA2040-120ux, acA2440-35ux, acA2440-75ux  $^{\rm 2}$  only available for acA3088-57ux, acA4024-29ux

 $^{\scriptscriptstyle 3}$  only available for acA5472-17um

### FEATURES ACE GIGE



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acA1200-75cs       acA2040-25cs       acA2040-25cs <td< th=""><th>SENSORS ACE GIGE CAMERA MODELS</th><th></th><th>AMS acA2000-50gx</th><th></th><th>ONSEMI MT9P</th><th>ONSEMI MT9J acA3800-10gx</th><th>ONSEMI PYTHON</th><th>SONY PREGIUS</th><th>SONY STARVIS</th></td<>	SENSORS ACE GIGE CAMERA MODELS		AMS acA2000-50gx		ONSEMI MT9P	ONSEMI MT9J acA3800-10gx	ONSEMI PYTHON	SONY PREGIUS	SONY STARVIS
Physical interise and U/O dutput Lines         inputs       1 <td< th=""><th></th><th>acA1600-20gc</th><th>acA2040-25gx</th><th></th><th></th><th></th><th>acA800-200gx acA1300-75gx acA1920-48gx</th><th>acA720-290gx acA1440-73gx acA1920-40gx acA1920-50gx acA2040-35gx acA2440-20gx acA4096-11gx</th><th>acA4024-8g</th></td<>		acA1600-20gc	acA2040-25gx				acA800-200gx acA1300-75gx acA1920-48gx	acA720-290gx acA1440-73gx acA1920-40gx acA1920-50gx acA2040-35gx acA2440-20gx acA4096-11gx	acA4024-8g
2-influences i/o       1		color	mono color	mono color	mono color	mono color	mono color	mono color	mono colo
aputs       1       1       1       1       1       1       1         Serieral Purpose I/O       1       1       1       1       1       1         Serieral Purpose I/O       1       1       1       1       1       1         Serieral Purpose I/O       1       1       1       1       1       1         Serieral Purpose I/O       1       1       1       1       1       1       1         Serieral Purpose Antive       1       1       1       1       1       1       1         Serieral Purpose Antive       1	-	ol							
Durpois       1       1       1       1       1       1         Debouncer       1       1       1       1       1       1         Debouncer       1       1       1       1       1       1         Debouncer       1		1	1	1	1	1	1	1	1
Serieral Purpose I/O       1       1       1         Debouncer       •       •       •         Immune Output Purse Width       •       •       •         Imme Sources Signals       •       •       •         Courtistion Start Wait       •       •       •         Frame Start Wait       •       •       •       •         Start Wait       •       •       •       •         Start Output       •       •       •       •       •         Start Output       •									
2ebourser • </td <td>1</td> <td>±</td> <td>1</td> <td>1</td> <td>±</td> <td>±</td> <td></td> <td></td> <td></td>	1	±	1	1	±	±			
Minimum Dutput Pulse Width			•	•	•	•			
Jine Source Signals Acquisition Start Wait Acquisition Start Pringer Acquisition Pringer Acquisitio									
Acquisition Start Wait  Frame Start Right  Frame Start Right Frame Start Right Frame Start Right Frame Start Right Frame Start Right  Frame Start Right  Frame Start Right Frame Start Right		•	•	•	•	•	•	•	•
Frame Start Wait  Frame Start Unput  Start Cutput  Timer Active  Frame Start Trigger  Frame Start Star			-				-		
Exposure Active  Flash Window  Flash Window Flash Flash								_	
Flash Window  Flash Window  Flash Window  Flash Window  Flash Window  Flash Window  Flash Vinger  Frame Start Trigger  Cutput				-		•			
User Output		•	•				•	•	
Sync User Output  Sync User Output  Sync User Output  Sync User Output  Chiner Active  Sync User Output  Chiner Active  Comparison of the synchronic of the									
Since Society								-	
Arquisition Control Arquisition Start Trigger Frame Start Trigger Prame Start Trigger Pragered by Software Pragered by Mardware Pragered by Hardware Pragered by Hardware		•	•	•	•		•	•	•
Acquistion Start Trigger	limer Active	•	•	•	•	•	•	•	•
Acquistion Start Trigger	Image Acquisition Control								
Frame Start Triggered by Software  Triggered by Software  Triggered by Aardware  Triggered by Hardware  Triggered by Hardware Triggere		•	•	•	•	•	٠	•	•
Triggered by Software  Triggered by Hardware  Triggered by Hardware  Triggered by Hardware  Acquisition Status  Acquisition St		٠	•	•	•	٠	٠	•	٠
Triggered by Hardware		•	•	•	٠	•	•	•	•
Trigger Delay  Acquisition Status  Acquisition		•	•	•	•	•	•	•	•
Acquisition Status • <td></td> <td>•</td> <td>•</td> <td>•</td> <td>•</td> <td>•</td> <td>•</td> <td>•</td> <td>•</td>		•	•	•	•	•	•	•	•
GigE Vision 2.0  Standard Features Gain Gain  Gain  Gain  Gain Auto Gain Aut									•
Standard Features Gain  Gain	GigE Vision 2.0	· · · · · · · · · · · · · · · · · · ·					•	•	•
Gain Auto Auto Auto Auto Auto Auto Auto Auto	-								
Gain Auto  Auto  Gain Auto  Auto  Auto  Gain Auto		•	•	•	•	•	•	•	•
Black Level  DigitalShift  DigitalShift  Region of Interest (ROI)  Binning Horizontal  Binning Vertical  Decimation Horizontal  Decimation Horizontal  Decimation Vertical  Decimatin Vertical  Decima		•	-		-	•	•	•	•
DigitalShift		•	•	•	•	•	•	•	•
Region of Interest (ROI)   Region of Interest (ROI)  Binning Horizontal  Binning Vertical  Decimation Horizontal  Decimation Vertical  Caling Horizontal  Caling Hori		•	•	•	•	•	•	•	•
Binning Horizontal  Decimation Horizontal  Decimation Horizontal  Decimation Vertical  Decimation Vertical  Decimation Vertical  Caling Horizontal  Scaling Horizontal  Scaling Vertical  Reverse X (Horizontal Mirroring)  Reverse X (Horizontal Mirroring)  Reverse X (Horizontal Mirroring)  Reverse X (Horizontal Mirroring)  Stacked Zone Imaging  Gamma Correction  Control via external trigger)  Exposure Mode Timed (Control via API)  Exposure Auto  Auto Function Profile  Auto Sequencer  Stacked ROI  Ital Short Exposure Time Mode  GigE Vision 2.0  Precision Time Protocol (IEEE 1588)   Auto Function Time Protocol (IEEE 1588)   Auto Function Time Protocol (IEEE 1588)   Auto Exposure Auto  Auto Function Profile  Auto Exposure Time Mode  Auto Exposure Time Protocol (IEEE 1588)    Auto Exposure Auto  Auto Function Profile  Auto Exposure Time Protocol (IEEE 1588)	-	•	•	•	•	•		•	-
Binning Vertical  Decimation Horizontal  Decimation Horizontal  Decimation Vertical  Decimation Vertical  Scaling Vieth  Scaling Vieth Scaling Vieth  Scaling Vieth S		•	•	•	•	•	•	•	•
Decimation Horizontal 1   Decimation Vertical 1   Scaling Horizontal Scaling Vertical   Scaling Vertical •   Reverse X (Horizontal Mirroring) •   Reverse Y (Vertical Mirroring) •   Stacked Zone Imaging •   Gamma Correction •   Exposure Mode: Trigger Width (Control via external trigger) •   Exposure Mode: Tringer Width (Control via external trigger) •   Exposure Mode: Timed (Control via API) •   Exposure Mode Timed (Control via API) •   Exposure Auto •   Auto Function Profile •   Lookup Table (LUT) •   Test Images •   Sequencer •   Stacked ROI •   Mitra Short Exposure Time Mode •   GigE Vision 2.0 •			•		•		•	•	
Decimation Vertical	-		•	_	•		•	•	•
Scaling Horizontal   Scaling Vertical   Reverse X (Horizontal Mirroring)   Reverse Y (Vertical Mirroring)   Reverse Y (Vertical Mirroring)   Stacked Zone Imaging   Gamma Correction   Gamma Correction   Exposure Mode: Trigger Width   (Control via external trigger)   •   •   Exposure Mode: Trigger Width   (Control via external trigger)   •   •   •   Exposure Mode Timed (Control via API)   •									
Scaling Vertical   Reverse X (Horizontal Mirroring)   Reverse Y (Vertical Mirroring)   Reverse Y (Vertical Mirroring)   Stacked Zone Imaging   Gamma Correction   Gamma Correction   Exposure Mode: Trigger Width   (Control via external trigger)   Exposure Mode Timed (Control via API)   Exposure Auto   Auto Function Profile   Lookup Table (LUT)   Test Images   Sequencer   Stacked ROI   Ultra Short Exposure Time Mode   GigE Vision 2.0   Precision Time Protocol (IEEE 1588)			•	•1		•			
Reverse X (Horizontal Mirroring)   Reverse Y (Vertical Mirroring)   Stacked Zone Imaging   Gamma Correction   Gamma Correction   Exposure Mode: Trigger Width (Control via external trigger)   Exposure Mode Timed (Control via API)   Exposure Auto   Auto Function Profile   Lookup Table (LUT)   Stacked ROI   Stacked ROI   Ultra Short Exposure Time Mode   GigE Vision 2.0						•			
Reverse Y (Vertical Mirroring) •   Stacked Zone Imaging   Gamma Correction   Exposure Mode: Trigger Width   (Control via external trigger)   Exposure Mode Timed (Control via API)   Exposure Auto   Auto Function Profile   Lookup Table (LUT)   Test Images   Sequencer   Stacked ROI   Ultra Short Exposure Time Mode   GigE Vision 2.0						٠			
Stacked Zone Imaging Gamma Correction   Sposure Mode: Trigger Width (Control via external trigger)  Exposure Mode Timed (Control via API)  Exposure Auto Auto Function Profile  Lookup Table (LUT)  Test Images  Sequencer  Stacked ROI  JItra Short Exposure Time Mode  GigE Vision 2.0  Precision Time Protocol (IEEE 1588)	Reverse X (Horizontal Mirroring)	٠	•	•	٠	•	٠	•	•
Gamma Correction	Reverse Y (Vertical Mirroring)		•				•	• <sup>2</sup>	•
Exposure Mode: Trigger Width (Control via external trigger) Exposure Mode Timed (Control via API) Exposure Auto Auto Function Profile Lookup Table (LUT) Test Images Sequencer Sequencer Stacked ROI Ultra Short Exposure Time Mode GigE Vision 2.0 Precision Time Protocol (IEEE 1588) • • • •	Stacked Zone Imaging		•						
(Control via external trigger)   Exposure Mode Timed (Control via API)   Exposure Auto   Auto Function Profile   Lookup Table (LUT)   Test Images   Sequencer   Stacked ROI   Ultra Short Exposure Time Mode   GigE Vision 2.0   Precision Time Protocol (IEEE 1588)		•	•	•	•	•	•	•	•
Exposure Mode Timed (Control via API)   Exposure Auto   Auto Function Profile   Lookup Table (LUT)   Images   Images <td< td=""><td></td><td>•</td><td>•</td><td></td><td></td><td></td><td>•</td><td>•</td><td></td></td<>		•	•				•	•	
Exposure Auto Auto Function Profile Auto Function Profile Cookup Table (LUT)  Test Images  Gequencer  Stacked ROI Cookup Table Cluster Time Mode Cookup Table Cluster Time Mode Cookup Table Cluster Time Protocol (IEEE 1588)  Test Images  Stacked ROI Cookup Table Cluster Time Protocol (IEEE 1588)  Stacked R									_ 5
Auto Function Profile  Auto Function Profile  Auto Function Profile  Auto Function Profile  Lookup Table (LUT)  Test Images  Test Images  Auto Function Profile  Constraints			•	•	•	•	•	•	•
Lookup Table (LUT)									•
Test Images									•
Sequencer					•				•
Stacked ROI     •     • <sup>3</sup> Ultra Short Exposure Time Mode     • <sup>4</sup> GigE Vision 2.0     •     •       Precision Time Protocol (IEEE 1588)     •     •     •					•				•
Ultra Short Exposure Time Mode •4 GigE Vision 2.0 Precision Time Protocol (IEEE 1588) • • •		•	•	•	•	•		<u>~</u>	•
GigE Vision 2.0     •     •     •     •       Precision Time Protocol (IEEE 1588)     •     •     •     •							•		
Precision Time Protocol (IEEE 1588) • • •	Jitra Short Exposure Time Mode							• *	
	-								
Action Commands (Synchronous Triggering)	Precision Time Protocol (IEEE 158	8)					٠	•	•
	Action Commands (Synchronous T	Triggering)					•	•	•

Scheduled Action Commands

<sup>1</sup> not available for acA1280-60gm/gc <sup>2</sup> not available for acA640-121gm <sup>3</sup> only available for acA720-290gm/gc, acA1440-73gm/gc, acA1920-50gm/gc <sup>5</sup> only available for acA4024-8gx <sup>4</sup> not available for acA1920-40gx and acA1920-50gx <sup>5</sup>

### FEATURES ACE GIGE



								VISIUN
SENSORS ACE GIGE CAMERA MODELS	SONY CCD acA640-90gc	AMS acA2000-50gx	<b>E2V</b> acA1280-60gx		PONSEMI MT9J acA3800-10gx	ONSEMI PYTHON	SONY PREGIUS	SONY STARVIS
				acA2500-14gx		acA640-300gx		
			acA1600-60gx			acA800-200gx	acA720-290gx	acA4024-8gx
						acA1300-75gx	acA1440-73gx	CONIX
						acA1920-48gx acA2500-20gx		SONY EXMOR R
						denzooo zogx	acA2040-35gx	acA5472-5gx
							acA2440-20gx	
							acA4096-11gx	
							acA4112-8gx	
	color	mono color	mono color	mono color	mono color	mono color	mono color	mono color
Light Control Features								
SLP Feature						•	$\bullet^1$	•
Miscellaneous Remove Parameter Limits	•	•	•	•	•	•	•	•
User Defined Values	•	•	•	•	•	•	•	•
Device Information Parameters	•	•	•	•	•	•	•	
User Sets (Configuration Sets)	•	•	•	•	•	•	•	•
Device Temperature	•	•	•	•	•	•	•	•
Vignetting Correction						•	• 2	• 3
							•	•
Color Creation and Enhanceme		_	_	-	-	-	_	-
sRGB Gamma Correction Balance White	•	•	•	•	•	•	•	•
(Manual White Balance)	•	•	•	•	•	•	•	•
Balance White Auto	•	•	•	•	•	•	•	
(Automatic White Balance)	•	•	•	•	•	•	•	•
Light Source Presets	•	•	•	•	•	•	•	•
Color Transformation (RGB to RGB)	•	•	•	•	•	•	•	•
Color Adjustment	•	•	•	•	•	•	•	•
(6 axis Hue/Saturation) PGI						•	4	5
PGI			·····			•	•	• •
Chunks								
Timestamp	•	•	•	•	•	•	•	•
Line Status All	•	•	•	•	•	•	•	•
CRC Checksum	•	•	•	•	•	•	•	•
Trigger Input Counter	•	•	•	•	•	•	•	•
Frame Counter	•	•	•	•	•	•	•	•
Sequence Set Index	•	•	•	•	•	•	•	•
Exposure Time	•	•	•	•	•	•	•	•
Gain Raw						•	•	•
Event Reporting								
Exposure End	•	•	•	•	•	•	•	•
Frame Start	•	•	•	•	•	•	•	•
Frame Start Overtrigger	٠	٠	٠	٠	٠	٠	٠	٠
Acquisition Start	٠	•	٠	٠	•	•	•	•
Acquisition Start Wait						•	•	•
Acquisition Start Overtrigger	٠	•	•	•	•	•	•	•
Critical Temperature						•	•	
Over Temperature						•	٠	
Pixel Formats								
Mono 8	•	•	•	•	•	•	•	•
Mono 10						•		
Mono 10p (Mono 10 Packed)			·			•		
Mono 12		•	•	•	•		•	•
Mono 12 Packed (Mono 12		•	•	•	•		•	•
Packed)			•	•	•		•	•
YCbCr422_8 (YUV422_8)	•	•	•	•	•	•	•	•
Bayer 8	•	•	•	•	•	•	•	•
Bayer 10						•		
Bayer 10p (Bayer 10 Packed)						•		
Bayer 12	•	•	•	•	•		•	•
Bayer 12p (Bayer 12 Packed)	•	•	•	•	٠		•	•

<sup>1</sup> not available for acA640-121gm

<sup>2</sup> not available for acA640-121gm, acA720-290gx, acA1440-73gx, acA2040-35gx, acA2440-20gx

<sup>3</sup> only available for acA3088-16gx, acA4024-8gx

<sup>4</sup> not available for acA640-121gm

<sup>5</sup> only available for acA5472-5gm

# FEATURES ACE CAMERA LINK

SENSORS	AM	S
ACE CAMERA LINK CAMERA MODELS	acA2000	
	acA2040	-180KX
	mono	color
Physical Interface and I/O Control		
Configurable Input/Output Lines	•	
General Purpose I/O	1	
Debouncer	•	
I/O Signals: Exposure Active Signal	٠	
Minimum Output Pulse Width	•	
Image Acquisition Control		
Trigger Delay	•	
Acquisition Status	٠	
Trigger Wait / Trigger Ready Signal	•	
Selectable Camera Link Baud Rate	•	
Color Creation and Enhancement		
Balance White (Manual White Balance)		•
sRGB Gamma Correction		٠
Color Transformation		٠
Standard Features		
Gain	•	
Black Level	•	
Area of Interest	•	
Gain Auto	•	
Exposure Mode: Timed (Control via API)	•	
Exposure Mode: Trigger Width (Control via external trigger)	•	
Auto Function Profile	•	
Decimation Vertical	•	
Binning	•	
Reverse X (Horizontal Mirroring)	•	
Reverse Y (Vertical Mirroring)	•	
Lookup Table (LUT)	•	
Remove Parameter Limits	•	
Test Images	•	
Sequencer	•	
Device Information Parameters	•	
Chunks		
Sequence Set Index	•	
Exposure Time	•	
Pixel Formats Mono 8	•	
Mono 10	-	
Mono 12	-	
Bayer GB 8	-	•
Bayer GB 10		•
Bayer GB 12		•
Adjustable Camera Link Pixel Clock Speed	•	-
Miscellaneous User Defined Values	-	
	•	
Remove Parameter Limits User Sets (Configuration Sets)	•	

<b>)</b>	oa
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SENSOR FAMILY BOOST CAMERA MODELS	SONY PREGIUS boA4096-93cx boA4112-68cx		<b>ONSEMI</b> boA4500-45cx boA6500-36cx boA8100-16cx	
	mono	color	mono	color
Physical Interface and I/O Control				
Configurable Input/Output Lines				
Inputs	1			
Outputs	1		1	
General Purpose I/O	2		2	
Minimum Output Pulse Width	•	1		1
Line Source Signals				
Acquisition Trigger Wait / Frame Burst Trigger Wait		_		
Exposure Active		•		•
Frame Trigger Wait		•		•
Input Filter		•		•
Serial Communication (UART)				•
Timer Active		•		•
User Output		•		
Image Acquisition Control Acquisition Abort				
1 1				
Acquisition Start Trigger Acquisition Status				
		-		
Acquisition Single Frame Acquisition Stop		-		
Frame Burst Start Trigger				
Frame Start Trigger		-		-
High Speed Burst Mode		1		1
Trigger Delay				· · · · · · · · · · · · · · · · · · ·
Triggered by Hardware				-
Triggered by Software		•		
Standard Features Auto Function Profile	•	1		1
Binning Horizontal			•	
Binning Vertical		•	•	
Black Level	•	•	•	
Digital Shift	•	•	•	
Exposure Auto	•		•	
Exposure Mode: Trigger Width (Control via external trigger)	•	•	•	
Exposure Time	•		•	
Gain	•			
Gain Auto	•		•	
Gamma Correction	•			
Lookup Table (LUT) 12Bit	•		•	
Multiple ROI	•	1		1
Region of Interest (ROI)	•		•	
Reverse X (Horizontal Mirroring)			•	
Reverse Y (Vertical Mirroring)	•		•	
Test Patterns				
Miscellaneous				
Device Information Parameters	•		•	
Device Temperature				
User Defined Values			•	
User Sets (Configuration Sets)				
Vignetting Correction	•	1		1

<sup>1</sup> For latest information on availability of features, please visit *baslwerweb.com/boost* 

SENSOR FAMILY BOOST CAMERA MODELS	SONY PREGIUS boA4096-93cx boA4112-68cx		<b>ONSEMI</b> boA4500-45cx boA6500-36cx boA8100-16cx	
	mono	color	mono	color
Color Creation and Enhancement				
Balance White (Manual White Balance)		٠		٠
Balance White Auto (Automatic White Balance)		$\bullet^1$		$\bullet^1$
Brightness		٠		٠
Color Adjustment (6 axis Hue/Saturation)		٠		٠
Contrast Enhancement		٠		٠
Hue/Saturation		٠		٠
Light Source Presets		٠		٠
Pixel Formats				
Mono 8	•		•	
Mono 10	•	1	•	1
Mono 12	•		•	•
YCbCr422_8 (YUV422_8)		٠		٠
Bayer 8		٠		٠
Bayer 10		•1		•1
Bayer 12		٠		٠
RGB 8		•		•

CoaxPress -

<sup>1</sup> For latest information on availability of features, please visit *bas/werweb.com/boost* 

		VICTOR					
SENSOR FAMILY		DART USB		DART BCON FOR MIPI			
DART CAMERA MODELS	onsem		Sony Pr				
	AR013		IMX3				
	MT9P0	31	IMX3				
	e2V EV76C5	70	IMX5	48			
		color	mono	color	color		
nterface Features	mono		mono	color			
JSB 3.0 Superspeed	•		•		_		
JSB 2.0 Backward Compatible	•				_		
Physical Interface and I/O Control							
Debouncer	•				_		
Minimum Output Pulse Width	•				_		
nput Filter Time			•		_		
nput Hold Off Time			٠		_		
/O Signals							
Exposure Active Signal	•		•		_		
Flash Window Signal	•1		•	2	_		
Jser Output	•		٠		_		
Line Source Signals: User Output	•		٠		_		
Serial Communication (TWI)			٠		_		
Image Acquisition Control							
Frame Start Trigger	•		•		_		
Triggered by Hardware	•		•		_		
Triggered by Software	•		•		_		
Trigger Delay			•				
Acquisition Status	•		•		_		
Standard Features							
Gain	•		•		_		
Gain Auto	•		•		_		
Black Level	•		•		_ The feature set depends on		
Region of Interest (ROI)	•		•		<ul> <li>the processing hardware an respective software.</li> </ul>		
Binning Horizontal	•		•		- For more details, visit		
Binning Vertical	•		•		- baslerweb.com/		
Reverse X (Horizontal Mirroring)	•		•		_ embedded-vision		
Reverse Y (Vertical Mirroring)	•		•		_		
Gamma Correction	•		•		_		
Exposure Mode: Timed (Control via API)	•		•		_		
Exposure Mode: Trigger Width (Control via external trigger)	•1		•		_		
Exposure Auto	•		•		_		
Auto Function Profile	•		٠		_		
Test Patterns	•		٠		_		
Miscellaneous							
Jser Defined Values	•		•		_		
Device Information Parameters	•		•		_		
User Sets (Configuration Sets)	•		٠		_		
Device Temperature			٠		_		
Color Creation and Enhancement							
Balance White Auto (Automatic White Balance)		•		٠	_		
Hue/Saturation		•		•	_		
PGI	•		•		_		
Light Source Presets		•		•	_		
Backlight Compensation	•				_		
Anti-Flicker	•				_		
Contrast Enhancement	•		•		_		
Brightness			•		_		
Balance White (Manual White Balance)		•		•	-		
S-Curve Contrast Mode		•		•	-		

US3°

BCON for MIPI

 $^{\rm 1}$  only for models featuring onsemi MT9P031 sensor  $^{\rm 2}$  only for models featuring Sony IMX334 sensor

sRGB Gamma Correction

•

•





SENSOR FAMILY	DAR	T USB	DART BCON FOR MIPI
DART CAMERA MODELS	onsemi AR0134 MT9P031 e2V EV76C570	Sony Pregius IMX334 an <b>d IMX392</b>	
	mono color	mono color	color
Pixel Formats			
Mono8	•	•	
Mono12	•	•	- The feature set depends on
Mono12p		•	the processing hardware
YCbCr422_8	•	•	and respective software. For
Bayer8	•	•	more details, visit <i>baslerweb.com/</i>
Bayer12	•	•	embedded-vision
Bayer12p		•	-
RGB8	•	•	-
BGR8		•	-

### FEATURES PULSE



BASLER CAMERAS	PUL	.SE
	mono	color
Interface Features		
USB 3.0 Superspeed	•	
USB 2.0 Backward Compatible	•	•
Image Acquisition Control		
Frame Start Trigger	•	•
Triggered by Software		•
Acquisition Status	•	•
<b>Standard Features</b> Gain		•
Gain Auto		•
Black Level	•	•
Region of Interest	•	•
Binning Horizontal	•	•
Binning Vertical	•	•
Reverse X (Horizontal Mirroring)		•
Reverse Y (Vertical Mirroring)		•
Gamma Correction (User)	•	•
Exposure Control via API	•	•
Automatic Exposure Control	•	•
Auto Function Profile	•	•
Test Images	•	
Miscellaneous User Defined Values		
Device Information Parameters		•
Configuration Sets	•	•
<b>Color Creation and Enhancement</b> Balance White Auto (Automatic White Balance)		•
Color Adjustment (6 axis Hue/Saturation)		•
PGI		•
Light Source Presets		•
Backlight Compensation		•
Anti-Flicker		•
Contrast Enhancement	•	•
Balance White (Manual White Balance)	-	•
S-Curve Contrast Mode		•
sRGB Gamma Correction		•
Pixel Formats		
Mono8	•	
Mono12	•	
YCbCr422_8		•
Bayer8		٠
Bayer12		•
RGB8		•

# FEATURES BASLER BEAT



BASLER CAMERAS	BASLER BEAT
Standard Features	
Configurable Input/Output Lines	•
Adjustable Camera Link Pixel Clock Speed	•
Selectable Camera Link Baud Rate	•
Adjustable Gain All	٠
Adjustable Black Level All	•
Manual White Balance <sup>1</sup>	•
Digital Shift <sup>1</sup>	
Area of Interest	•
Automatic White Balance <sup>1</sup>	•
Automatic Gain Control <sup>1</sup>	•
Automatic Exposure Control <sup>1</sup>	•
Auto Function Profile <sup>1</sup>	•
Binning up to 4×4 <sup>1</sup> (Mono)	
Stacked Zone Imaging <sup>1</sup>	•
Reverse X (Horizontal Mirroring)	•
Reverse Y (Vertical Mirroring)	•
Lookup Table	•
Gamma Correction (User)	•
sRGB Gamma Correction <sup>1</sup>	•
Enhanced Color <sup>1</sup>	•
User Defined Values	•
Remove Parameter Limits	
Debouncer	•
Minimum Output Pulse Width <sup>1</sup>	•
Trigger Delay	•
Acquisition Status	•
Event Reporting	
Test Images	•
Device Information Parameters	•
Configuration Sets	•
Temperature Readout	
Trigger Wait / Trigger Ready Signal <sup>1</sup>	•
Exposure Active Signal	•
Sequencer	
Chunk Features	
Time Stamp	
Trigger Input Counter	

Time Stamp
Trigger Input Counter
I/O Line Status
CRC Checksum
Frame Counter
Sequence Set Index <sup>1</sup>
Exposure Time

<sup>1</sup> This feature may not be available on all camera versions

BASLER CAMERAS	BASLER BEAT
Software	
Software Triggering	•
Pixel Data Formats	
Mono 8	•
Mono 10 <sup>1</sup>	•
Mono 12	٠
Mono 16 <sup>1</sup>	
Mono 12 Packed <sup>1</sup>	
YUV 4:2:2 Packed (Ylber 422)	
YUV 4:2:2 (YUYV) Packed	
RGB 8 Packed*	
Bayer GB 81	•
Bayer RG 81	
Bayer BG 81	
Bayer GB 10*	٠
Raw 16	٠
Bayer BG 16 <sup>1</sup>	
Bayer BG 12 Packed <sup>1</sup>	
Hardware	
90° Head Housing	
Inputs	4
Outputs	1
Camera Link Tab Geometries	
1X2-1Y	•
1X3-1Y	•
1X8-1Y	٠
1X10-1Y	•
<sup>1</sup> This feature may not be available on all camera versions	

<sup>1</sup> This feature may not be available on all camera versions



RESPECTANCE PRODUCT	VISIUN

BASLER CAMERAS	RACER	RACER
Standard Features		
Configurable Input/Output Lines	•	٠
Selectable Camera Link Pixel Clock Speed		•
Selectable Camera Link Baud Rate		•
Adjustable Gain	•	•
Analog Gain	•	•
Digital Gain	•	•
Adjustable Black Level All (Offset)	•	•
AOI (Area of Interest)	•	•
Offset Shading (DSNU Shading Correction)	•	•
Gain Shading (PRNU Shading Correction)	•	•
Automatic Gain Control <sup>1</sup>	•	•
Automatic Exposure Control <sup>1</sup>	•	•
Automatic Function Profile <sup>1</sup>	•	•
Binning	٠	٠
Lookup Table	•	٠
Gamma Correction	٠	٠
User Defined Values	٠	٠
Remove Parameter Limits	٠	٠
Rotary Encoder Module	•	
Frequency Converter	•	•
Debouncer <sup>1</sup>	٠	٠
Trigger Delay	•	
Acquisition Status	•	
Event Reporting	•	
Test Images	•	٠
Device Information	٠	٠
Configuration Sets	٠	٠
Temperature Readout	•	٠
Trigger Wait/Trigger Ready Signal <sup>1</sup>	•	٠
Exposure Active Signal	٠	٠
Stamp Features <sup>1</sup>	•	
Error Condition Detection	•	•
Exposure Time Control	•	٠
Dark Noise Cancellation	•	٠
Chunk Features		
Frame Counter	•	
Timestamp	•	
Input Status @ Line Trigger	•	
CRC Checksum	•	
Trigger Counters	٠	
Encoder Counter	•	
<sup>1</sup> This feature may not be available on all camera version	IS	

<sup>1</sup> This feature may not be available on all camera versions



BASLER CAMERAS	RACER	RACER
Software		
Software Triggering	•	•
Pixel Data Formats		
Mono 8	•	
Mono 12	•	
Mono12 Packed	•	
YUV 4:2:2 Packed	•	
YUV 4:2:2 (YUYV) Packed	•	
8 Bit Output		•
10 Bit Output		•
12 Bit Output		•
Hardware		
Inputs	3	4 <sup>2</sup>
Outputs	2	13
Camera Link Tap Geometries		
1X		•
1X2		•
1X31		•
1X41		•
1X61		•
1X8		•
1X10		•
1X16 <sup>1</sup>		•
4X21		•

Note: The terminology used here to describe the features on GigE cameras complies with the GigE Vision standard.

Accordingly, the terminology used to describe DCAM compliant cameras may differ. Specifications are subject to change without prior notice.

 $^{\rm 1}\,{\rm This}$  feature may not be available on all camera versions

<sup>2</sup> CC1 to CCF4

<sup>3</sup> via Camera Link spare bit

#### Basler's Components Enhance Your Vision

An image processing system needs more than just a camera. Only a lens, light source, reliable data transfer and additional components such as frame grabbers, trigger cables, PC cards and power supplies turn a vision system into a functioning unit. High standards must be met in terms of quality, reliability and long-term availability with a good price/benefit ratio.

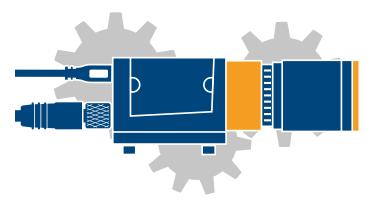
Basler offers a large selection of vision components that match each other perfectly. Carefully selecting compatible and reliable components for our portfolio is our top priority, as we strive to provide the right needs-oriented setup for complex, efficient systems as well as for costeffective solutions.

As a leader in technology, Basler is substantially involved in the development of new standards and offers all of the necessary, perfectly matched vision components from one source. As a result, our customers benefit from the superior reliability of their entire vision system.

#### Need Help Selecting the Right Vision Components for Your Application?

Select compatible components for your vision system with the help of our Vision System Configurator: *baslerweb.com/vision-system-configurator* 

Step by step you can pick cameras, lenses, power and data cables as well as other accessories. We ensure that the selected components fit together.



#### Basler's Vision Components - Benefits at a Glance

#### **Cost savings**

- In-house developments or developments in cooperation with other companies
- Needs-oriented products
- Complexity reduction thanks to perfectly harmonized components
- One-stop shopping
- Single point of contact (spoc)
- Long-term availability

#### **High reliability**

- Matching, certified and tested vision components
- Regular function and interoperability tests
- Provision of all required certifications

#### Good delivery times & long-term availability

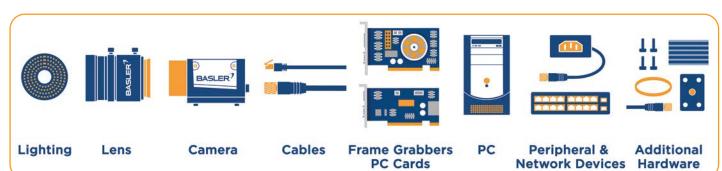
- In-house logistics
- Same deliverability for camera and compatible accessories
- Spare parts supply throughout the entire lifecycle

#### Easy system setup & simple integration

- Broad and harmonized product portfolio
- Time-saving tools to configure and select components
- Professional consulting before and after the buying decision

#### For more information, please visit

baslerweb.com/vision-components



#### Typical set-up of a camera system

### **Basler Lenses Give Vision Applications the Required Sharpness**

Lenses depict the captured light on a camera's sensor. Combined with a camera and lighting, they are instrumental in determining the image quality. In the worst case, choosing the wrong lens can result in an irretrievable loss in image quality.

When choosing the right lens, the balance between the required imaging performance, i.e. high resolution with optical image quality, and price is of real interest. A very good imaging performance saves processing time in the further image analysis software and in many cases makes the analysis of even finest structures possible in the first place. If a basic imaging performance and average optical errors are acceptable or if these errors can actually be corrected through image processing, cost-efficient lenses are a better choice. Whether there are high standards in terms of image quality or a focus on lower costs due to competitive pressure, Basler offers two product lines for both scenarios. The Standard product line stands for the best price/performance ratio and offers good basic performance. The Premium product line offers optimal imaging quality with much higher optical resolution but without neglecting the cost factor.

Both product lines support popular image circles of sensors available in Basler cameras, from 1/2.5" to 1.1", as well as all common focal lengths. The lenses are equipped with a C-mount and can also be conveniently

used with CS-mount cameras with the help of an adapter.

# For more information, please visit baslerweb.com/basler-lenses





### Need Help Selecting the Right Lens for Your Application?

Find the right lens for your Basler camera! Several suitable lenses for your application are suggested to you based on data such as focal length, angle of view, working distance or object size. Test our convenient Lens Selector: *baslerweb.com/lens-selector* 



### pylon Camera Software Suite

Easy and stable connection of your vision applications with Basler cameras requires the right software in place. The Basler pylon Camera Software Suite consists of reliable, certified drivers for all kinds of camera interfaces, a powerful and easy programming interface, and a comprehensive set of tools for camera set-up.

#### Highlights

- Easy connecting of Basler cameras via GenTL standard
- Productivity and fast results with pylon SDKs
- Stable, certified drivers for Windows, Linux, macOS
- Rich choice of supported interfaces

Powerful tools for camera set-up

For more information, please visit *baslerweb.com/pylon* See the pylon highlights in our video:





### CONNECT Easy link to Basler cameras

**Many ways to connect** - With pylon you can connect your application in a standardized way via a pylon GenTL producer, or by writing your own code

using one of the pylon APIs. With the pylon APIs, developers can either use convenient universal functions that encapsulate the GenICam standard, or use functions for access directly via GenICam.

**GenICam and GenTL** – Complex details of these standards are encapsulated by the pylon APIs.

**Rich choice of supported interfaces** – pylon allows connecting your cameras via USB3, GigE Vision, CoaxPress, Camera Link and others. If your application connects via one of the pylon APIs, switching from one interface to another becomes possible with minimal code changes.



# CONFIGURE

### Powerful tools for camera set-up

**Get the best possible image** – pylon provides you with a rich set of powerful tools for getting the best image out

of your Basler camera, such as Vignetting Correction, Sharpness Indicator, Bandwidth Manager and many more.

**Fast access to product documentation** – The pylon Viewer allows easiest centralized access to comprehensive camera feature documentation, including code samples.

**Use the tools in your language** – pylon tools can be used in English, Chinese, Japanese and Korean language.

**Integrated camera emulator** – pylon comes with a camera emulation that allows testing multi-camera connectivity without having to connect any camera.

### DEVELOP High productivity and fast results

**80% time savings** – Studies show that developers using a pylon API finished tasks in only 20% or less of the time that they needed to complete the same

tasks with other comparable APIs.

**Easy to learn** – With the easy-to-learn pylon APIs and context-related developer documentation, even new employees can become productive right away.

**Faster results** – The simple structure of the pylon APIs leads to fast development results, leaving the developers more time for other things.

**Simple deployment** - pylon's copy deployment concept allows installing all necessary pylon components used for your application just by simple file copies.



### RUN Stable operation on all platforms

**Certified drivers, reliable performance** - Tried and used thousands of times, certified, and the performance speak for the stability of the pylon drivers,

which have been optimized continuously for many years.

**Real-time performance** – In comparison studies, pylon demonstrated an outstanding performance with regard to latency and jitter, making pylon suitable for stable image aquisition even in real-time applications.

**Platform-independent** – With the pylon APIs, the target platform of the developed application doesn't play any role. It's very easy to switch from a Windows environment to a Linux ARM environment without major code changes. This makes pylon perfectly suitable for the development of embedded systems.

#### **How Does Basler Measure** and Define Image Quality?



Basler is leading the effort to standardize image quality and sensitivity measurement for cameras and sensors. We are giving the EMVA 1288 standard our strongest support because it describes a unified method to measure, compute, and present the specification parameters for cameras and image sensors. Our cameras are characterized and measured in 100% compliance with the EMVA 1288 standard. Measurement reports can be downloaded from our website.

#### How Does Basler Ensure Superior Quality and Reliable High Performance?

Our approach to quality assurance is rigorous: we continually audit all facets of our business to ensure powerful performance, increase efficiency and reduce costs for our customers. We are compliant with all major quality standards including ISO 9001, CE, RoHS, and more. To ensure consistently high product quality, we employ several quality inspection procedures during manufacturing.

Every Basler camera is subjected to exhaustive optical and mechanical tests before leaving the factory. We have developed a unique combination of optics, hardware, and software tools that can quickly and efficiently calibrate a camera and measure its performance against a set of standard performance criteria. Regardless of what technology or camera model you choose you can be assured of consistent performance.

#### About Basler

Basler is a leading international manufacturer of highquality imaging components for computer vision applications. In addition to classic area scan and line scan cameras, lenses, frame grabbers, light modules, and software, the company offers embedded vision modules and solutions, 3D products, as well as customized products and consulting services. Basler's products are used in a variety of markets and applications, including factory automation, medical, logistics, retail, and robotics. They are characterized by high reliability, an excellent price/ performance ratio, and long-term availability. Founded in 1988, the Basler Group employs around 1000 people at its headquarters in Ahrensburg and other locations in Europe. Asia and North America. Thanks to its worldwide sales and service organization and cooperation with renowned partners, it offers solutions that fit for customers from a wide range of sectors.



Arndt Bake CIO/CDO

CEO

Dr. Dietmar Ley Hardy Mehl CFO/COO

Alexander Temme CCO

# FORGET THE PROBLEM SEE THE SOLUTION.

DISCOVER THE FULL SPECTRUM OF BASLER VISION SOLUTIONS.



Seeing the solution can be challenging at times. Let us assist you in discovering the right setup for your application. With our extensive know-how and customer orientation, our vision experts will find the best solution for your imaging requirements.

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