

# Manual HR series

hr16050, hr16070, hr25, hr29050, hr49, hr65, hr120



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# 1 Company information

SVS-Vistek GmbH  
Ferdinand-Porsche-Str. 3  
82205 Gilching  
Germany  
Tel.: +49 8105 3987-60  
Fax: +49 8105 3987-699  
Mail: [info@svs-vistek.com](mailto:info@svs-vistek.com)  
Web: <https://www.svs-vistek.com>

## 1.1 Standards

This manual is based on the following standards:

- DIN EN 62079
- DIN EN ISO 12100
- ISO Guide 37
- DIN ISO 3864-2
- DIN ISO 3864-4
- DIN ISO 16016:2002-5

## 1.2 Disclaimer

This manual contains important instructions for safe and efficient handling of SVCam products. This manual is part of the product and must be kept accessible in the immediate vicinity of the product for any person working on or with this product .

Read carefully and make sure you understand this manual prior to starting any work with this product . The basic prerequisite for safe work is compliant with all specified safety and handling instructions.

Accident prevention guidelines and general safety regulations should be applied.

Illustrations in this manual are provided for basic understanding and can vary from the actual model of this product . No claims can be derived from the illustrations in this manual.

The product in your possession has been produced with great care and has been thoroughly tested. Nonetheless, in case of any complaint, please contact your local SVS-VISTEK distributor. You will find a list of distributors in your area on [www.svs-vistek.com](http://www.svs-vistek.com)

### **1.3 Copyright notice**

Forwarding and duplicating of this document, as well as using or revealing its contents are prohibited without written approval. All rights reserved with regard to patent claims or submission of design or utility patent.

## 2 Legal information

Errors and omissions excepted.

These products are designed for industrial applications only. Cameras from SVS-Vistek are not designed for life support systems where malfunction of the products might result in any risk of personal harm or injury. Customers, integrators and end users of SVS-Vistek products might sell these products and agree to do so at their own risk, as SVS-Vistek will not take any liability for any damage from improper use or sale.

### 2.1 USA and Canada



This device complies with part 15 of the FCC Rules. Operation is subject to the following conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

#### NOTICE

**This equipment is compliant with Class A of CISPR 32. In a residential environment this equipment may cause radio interference.**

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC rules.

It is necessary to use a shielded power supply cable. You can then use the “shield contact” on the connector which has GND contact to the device housing. This is essential for any use. If not done and the device is destroyed due to Radio Magnetic Interference (RMI) WARRANTY is void!

- Power: US/UK and European line adapter can be delivered. Otherwise use filtered and stabilized DC power supply.
- Shock & vibration resistance is tested. For detailed specifications refer to the section on specifications ("[Specifications](#)").

### 2.2 Europe



This device is CE tested, rules of EN 55022:2010+AC2011 and EN61000-6-2:2005 apply.

The product is in compliance with the requirements of the following European directives:

- 2014/30/EU Electromagnetic compatibility (EMC)
- 2011/65/EU Restriction of the use of certain hazardous substances in electrical and electronic equipment (RoHS)

All SVS-VISTEK products comply with the recommendation of the European Union concerning RoHS Rules.

## 3 The HR camera series

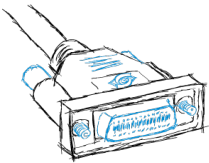
### 3.1 Focusing on details

The SVCam HR series is a series of industrial machine vision cameras featuring especially on very high image resolutions and interface high speed without compromising on image quality. Camera sensors and interfaces are built to deliver maximum sensor and interface bandwidth.

These high resolution sensors in most cases are large, thus the HR series comes with an M58 mount with the possibility to adapt for any kind of lens.

High-quality image sensors with high resolutions allow fast and effortless acquisition of a large field of view. This makes this camera series your first choice for demanding applications such as optical meteorology, quality monitoring, wide field surveillance or traffic monitoring.

### 3.2 Camera Link features



Camera Link is the most direct interface connection to the camera sensor and preferred by integrators with high demands on bandwidth and especially low and defined latency times. Camera Link provides a deterministic timing of the camera, what is different to all other interface types.

As operating Camera Link always involves a frame grabber, the specs given in the specifications|topic=Specifications might differ from your setup. Please contact us for a recommendation of frame grabbers.

Depending on your camera model, following Camera Link specifics might apply (Please refer to the technical data of your specific camera model):

There are different transfer rates with different camera link types. Camera Link full (80 bit technology) is also known as “Camera Link Deca”

Some models support Power over Camera Link (PoCL). Please note, in case you use the 4IO PWM outputs to drive your lights, you need an external power supply as the PoCL is unable to deliver the high currents requested.



### 3.3 4I/O adds light and functionality

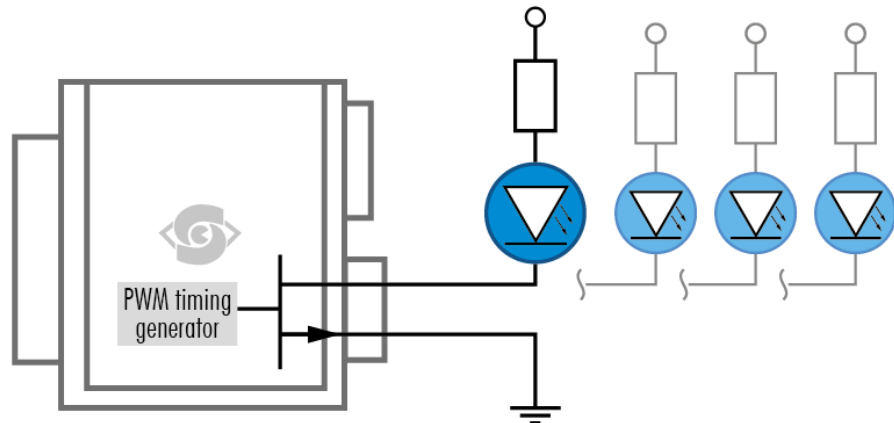


Fig.: 3-1: Illustration of 4I/O concept of switching LEDs

Your SVS-Vistek camera is equipped with the innovative 4I/O-interface allowing full light control, replacing external strobe controllers. Each of the outputs can be individually configured and managed using pulse width modulation. With its high current output, the camera is able to drive LED lights directly without external light controller.

The integrated sequencer allows multiple exposures with settings to be programmed, creating new and cost effective options. Logical functions like AND / OR are supported.

- Up to 4 x open drain high power OUT
- Up to 4 x high voltage IN - TTL up to 25 Volts
- Power MOSFET transistors
- PWM strobe control
- Sequencer for various configurations
- PLC functionality with AND, OR and timers
- Safe Trigger (debouncer, prescaler, high low trigger)

#### **INFO**

*Find an example how to operate light control in the section on sequencer ("[Sequencer](#)" on page 68).*

## 4 Getting started

### 4.1 Contents of camera set

- Camera
- Power supply (if ordered / option)
- Quick guide
- User Manual
- Software installer - SVCam Kit
- Euresys camera file (optional)

### 4.2 Connect the camera

Before connecting your camera to power, make sure your data cable is connected properly. Always connect data cable before power.

1. Connect the data cable.
2. Connect power supply.
3. Connect the power supply with the M12 connector. When using your own power supply (voltage range 10 -25 V DC) refer also to the M12 pin layout of the power and I/O connector.

**INFO**

*For power input specifications refer to specifications.*

### 4.3 Camera status LED codes

On power up, the camera will indicate its current status with a flashing LED on its back. The LED will change color and rhythm.

The meaning of the blinking LED status codes translates as follows:


LED status code	Indication
	system booting
	system ready
	system error

Fig.: 4-1: Camera status LED codes

### 4.4 Software

Further information, documentations, release notes, latest software and application manuals can be downloaded in the download area on SVS-Vistek [download area](#). Depending on the type of camera you bought, several software packages apply.

### 4.4.1 SVCapture 2

SVCapture 2.x is a XML based software tool. It provides the possibility to control a GenICam based camera. The image result of any modification of a camera's adjustment is immediately visible, making it the ideal tool to optimize camera adjustments.

SVCapture covers following interfaces:

- GigE Vision
- 10 GigE Vision
- Camera Link
- USB3
- CoaXPress

SVCapture is included in the SVCam Kit, you can download it for free from SVS-Vistek [download area](#). It is based on GenTL, which provides the possibility to use the SVS-Vistek driver for third-party software.

#### **INFO**

*Refer to the SVCam Kit Quick Guide for details. You will find this document in the download area as well. Generally, any GenICam based software package should be able to run a SVS-Vistek camera (GigE Vision, USB3, Camera Link).*

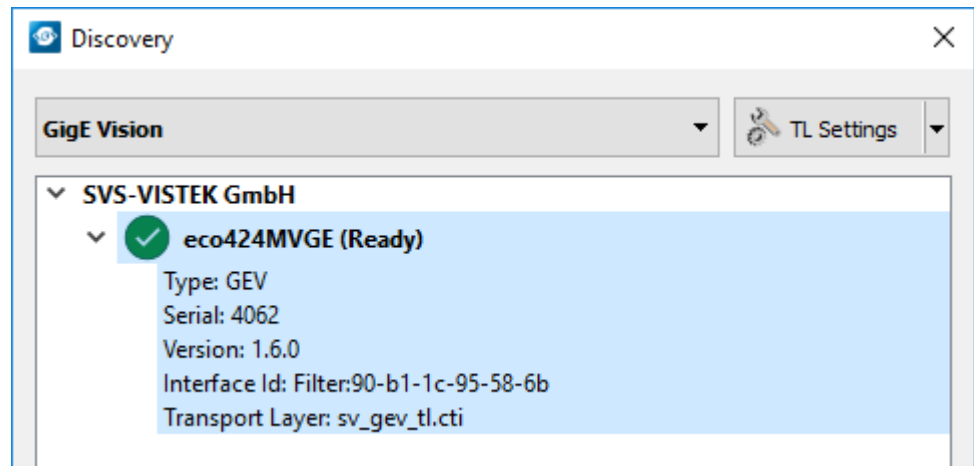
#### **NOTICE**

**It is recommended to uninstall the existing version of SVCam Kit or SVCapture before installing the new version. While installing, deactivate your firewall and anti-virus programs.**

### Installation procedure

The SVCam Kit Quick Guide contains an extensive installation guide.

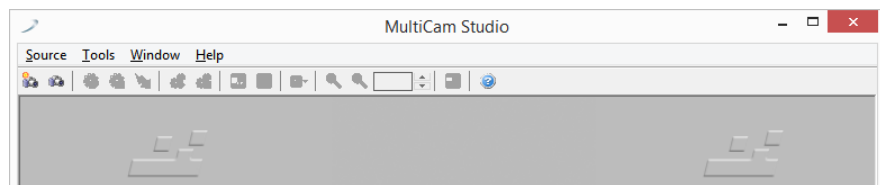
- Download the SVCam Kit matching your operating system.
- Disable firewall and anti-virus programs.
- If the interface is Camera Link or CoaXPress, install frame grabber driver software first.
- Unpack and install SVCapture with the drivers required for your camera's interface type.
- Enable firewall and anti-virus programs.
- Connect your camera's interface cable and power.
- Start SVCapture.
- Select your interface type in the discovery dialogue, SVCapture should show your camera after about 30 seconds.



#### 4.4.2 Camera Link viewer software

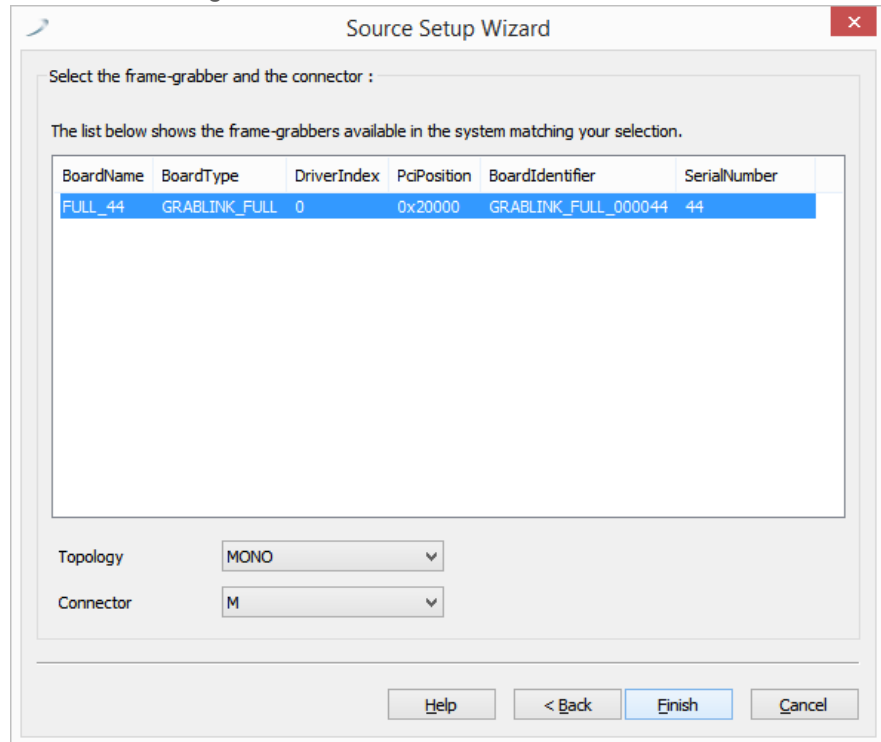
SVCam Kit or ConvCam are the recommended tools for modifying GenICam attributes. For viewing the resulting image you need external software. In most cases this will be the software delivered with your frame grabber. Assuming an Euresys frame grabber as an example, these are the steps for MultiCam Studio to display a camera image.

1. Run Multicam Studio.



2. Add a new "source" to the application.
3. Select "Camera Link industrial Camera..."
4. Click "Next".
5. In the list of camera vendors select "SVS-VISTEK" and the camera you want to view.

6. Select the frame grabber and connector.



7. For “Topology” values refer to the Euresys documentation. For start, select “Mono” for topology.
8. Choose your connector configuration
9. Click “Finish”. According to your GenICam configuration, the camera image is displayed.

**INFO**

*For further information on Euresys Multicam Studio refer to the Euresys documentation.*

### 4.4.3 Firmware update

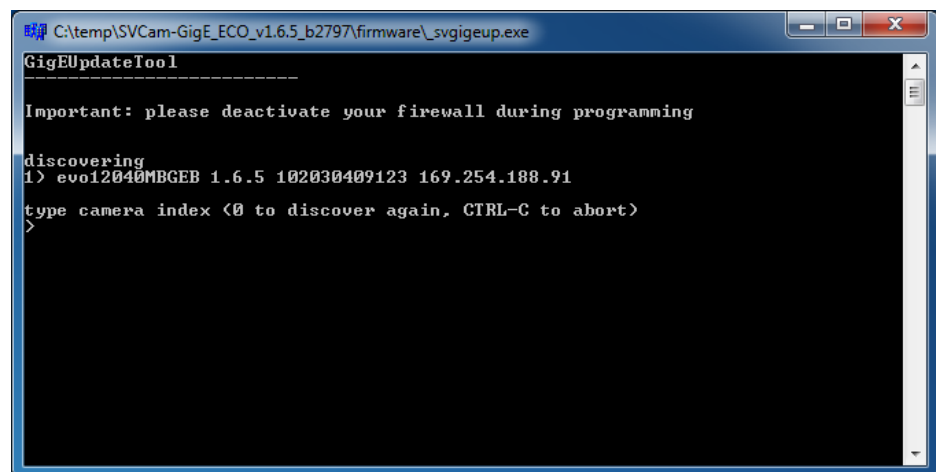
Some features may not have been implemented in older software revisions. For updating your camera firmware to the most recent version, you need the firmware tool “Firmware Update Tool.exe” and the firmware file (download it from website, login area) matching your camera model.

#### Execute firmware update

- Download the GigE firmware tool and the firmware file from the SVS-Vistek website.
- Unpack everything into any folder, e.g. “C:\temp”.
- Ensure proper network configuration.
- Run the GigE update tool.
- When the camera is displayed, choose camera by entering camera index, e.g. 1 and press ENTER.
- Make sure the new firmware is located in the current folder.

By selecting the camera on the network, the firmware update tool will search the current folder for matching firmware and start update process.

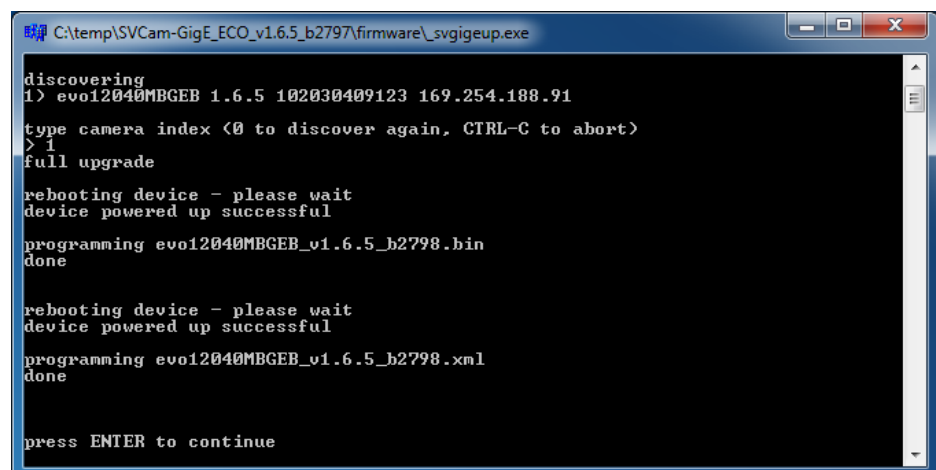
**NOTICE** Do not power off during the update process.



```
C:\temp\SVCam-GigE_ECO_v1.6.5_b2797\firmware\svgigeup.exe
GigEUpdateTool
-----
Important: please deactivate your firewall during programming

discovering
1) evo12040MBGEB 1.6.5 102030409123 169.254.188.91
type camera index <0 to discover again, CTRL-C to abort>
>
```

Wait until firmware update has been finished.



```
C:\temp\SVCam-GigE_ECO_v1.6.5_b2797\firmware\svgigeup.exe
discovering
1) evo12040MBGEB 1.6.5 102030409123 169.254.188.91
type camera index <0 to discover again, CTRL-C to abort>
> 1
full upgrade
rebooting device - please wait
device powered up successful
programming evo12040MBGEB_v1.6.5_b2798.bin
done
rebooting device - please wait
device powered up successful
programming evo12040MBGEB_v1.6.5_b2798.xml
done
press ENTER to continue
```

## 5 Connectors

Cameras from SVS-Vistek feature a combined I/O and power supply connector (Hirose) and a data connector.

### 5.1 Camera Link™

To use Camera Link a frame grabber is needed.

**INFO**

*Frame grabbers can be purchased at SVS-VISTEK, too.*

#### 5.1.1 Camera Link connector

Type	26 Pin connector MDR socket
Matching connector	3M
Part-no. connector	10126-6000EL
Part-no. hood	10326-A200-00
Operating mode	Camera Link™ with RS 232 communication

Table: 5-1: Camera Link connector specification

## 5.1.2 Camera Link pinout



	Pinout Pin	Signal Name	Direction	Signal Description
	- 1 -	GND / 12 V	-	Shield 1 / 12 V power*
	- 2 -	X0-	Camera to FG	Data
	- 3 -	X1-	Camera to FG	Data
	- 4 -	X2-	Camera to FG	Data
	- 5 -	Xclk-	Camera to FG	Transmitter Clock / PVAL
	- 6 -	X3-	Camera to FG	Data
	- 7 -	SerTC+	FG to Camera	Camera Control (RS232)
	- 8 -	SerTFG-	Camera to FG	Camera Control (RS232)
	- 9 -	CC1-	FG to Camera	ExSync
	- 10 -	CC2+	FG to Camera	Prin (not used)
	- 11 -	CC3-	FG to Camera	External Camera Clock
	- 12 -	CC4+	FG to Camera	nc
	- 13 -	GND	-	Shield 3 / power return*
	- 14 -	GND	-	Shield 2 / power return*
	- 15 -	X0+	Camera to FG	Data
	- 16 -	X1+	Camera to FG	Data
	- 17 -	X2+	Camera to FG	Data
	- 18 -	Xclk+	Camera to FG	Transmitter Clock
	- 19 -	X3+	Camera to FG	Data
	- 20 -	SerTC-	FG to Cam-	Camera Control

Pinout Pin	Signal Name	Direction	Signal Description
		era	(RS232)
- 21 -	SerTFG+	Camera to FG	Camera Control (RS232)
- 22 -	CC1+	FG to Camera	Exsync
- 23 -	CC2-	FG to Camera	Prin (not used)
- 24 -	CC3+	FG to Camera	External Camera Clock
- 25 -	CC4 -	FG to Camera	nc
- 26 -	GND / 12 V	-	Shield 4 / 12 V power *

Table: 5-2: Camera Link pinout

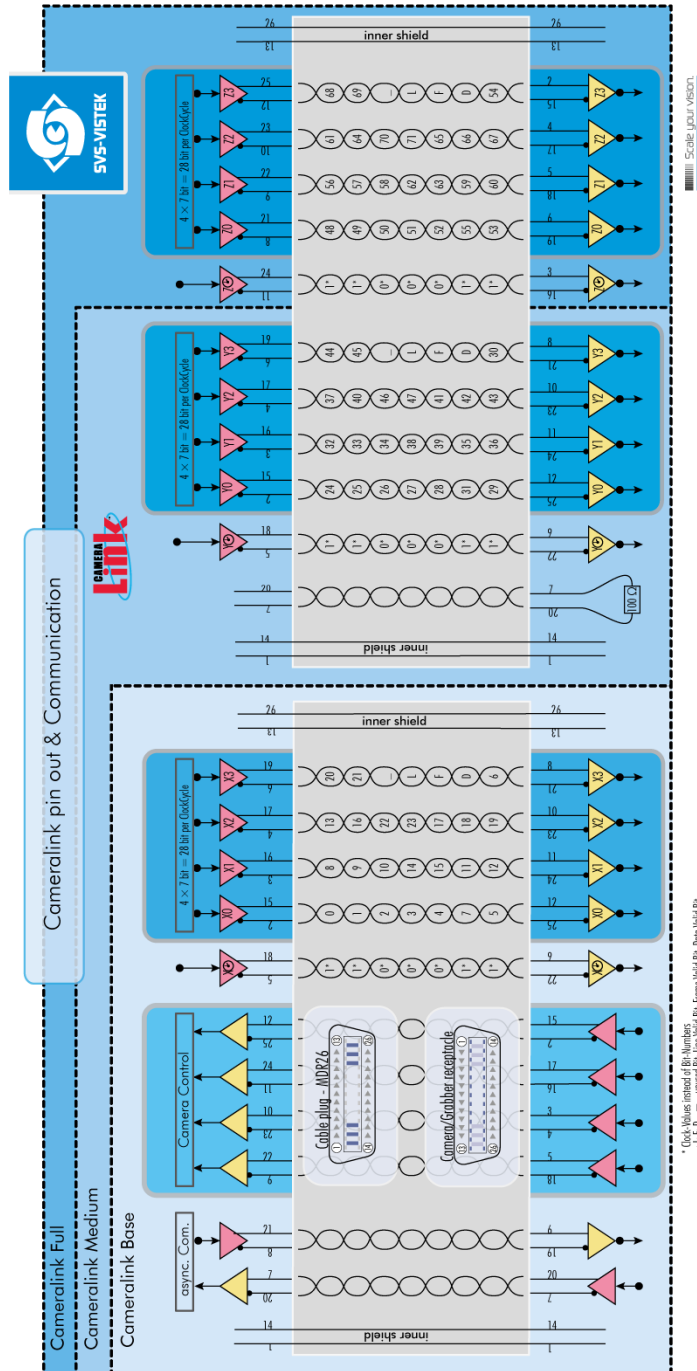


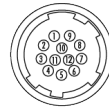
Fig.: 5-1: Camera Link pinout & communication

## 5.2 Input / output connectors

**NOTICE** Make sure your external power supply meets specifications.  
Voltage must not exceed 25 V.

## 5.2.1 Hirose I/O connector

The Hirose™ connector provides power, input and output signal access. Max power out is 2 Amperes peak.



### Hirose Pinout

Pin	Signal ECO, ECO2, EVO, HR (CL medium, GigE only)	Signal EXO, FXO, HR (CL De., CKP), SHR	Signal 4 I/O for option ECO
1	V IN- (GND)	V IN- (GND)	V IN- (GND)
2	V IN+ (10 – 25V)	V IN+ (10 – 25V)	V IN+ (10 – 25V)
3	RxD (RS232) not available for PoE versions	IN 4 RxD (RS232)	not connected
4	TxD (RS232) not available for PoE versions	OUT 4 TxD (RS232)	not connected
5	IN 1 (0 – 24 V)	IN 1 (0 – 24 V)	IN 1 (0 – 24 V)
6	IN 2 (0 – 24 V)	IN 2 (0 – 24 V)	IN 2 (0 – 24 V)
7	OUT 1 (open drain)	OUT 1 (open drain)	OUT 1 (open drain)
8	OUT 2 (open drain)	OUT 2 (open drain)	OUT 2 (open drain)
9	IN 3+ (RS422)	IN 3+ (opto IN +)	IN 3 (0 – 24 V)
10	IN 3– (RS422)	IN 3– (opto IN –)	IN 4 (0 – 24 V)
11	OUT 3+ (RS422)	OUT 3 (open drain)	OUT 3 (open drain)
12	OUT 3– (RS422)	OUT 0 (open drain)	OUT 4 (open drain)
	Shielding	Shielding	Shielding

Fig.: 5-2: I/O Hirose connector layout

Inputs and outputs connect via **4I/O-matrix** in the GenICam software tree to the appropriate actions. For detailed information about switching lights with the power outputs via GenICam, refer to **"LED strobe control"** on page 66.

Type	HR10A-10R-12P
Matching Connector	HR10A-10P-12S

Table: 5-3: Hirose connector types

#### INFO

*PoE (Power over Ethernet) models do not support RS232 on pins 3 & 4.*

## 6 Feature description

This chapter covers features of SVCam cameras. Not every feature might be supported by your specific camera model. For information about the features of your specific model, please refer to the specifications area of our website with your exact model.

<https://www.svs-vistek.com/en/industrial-cameras/svs-svcam-searchresult.php>

### 6.1 Basic features

#### 6.1.1 Global shutter

The shutter is describing the functionality of exposing the light sensitive pixels of the sensor to light for a limited time. With global shutter all pixels are exposed to light at the same time for the same time.

All pixels will be exposed to light at the same starting point, and all pixel light exposure will stop at the same time. Fast moving objects will be captured without movement distortion, except motion blur if the moving object is so fast that the same point of the object covers different pixels at start and end while exposing.

Using flash with global shutter is straight forward: make sure your flash is on while shutter is open, thus all pixels are exposed to light the same time. You might flash at any time within exposure time.

#### 6.1.2 Rolling shutter



Rolling shutter is a method of reading out a CMOS sensor, where the whole scene is scanned line after line very rapidly. Despite the speed of scanning the lines one line after the other („rolling“) is very high, it is important to note that the instant of imaging a single line will be different to the point of time of the next line imaging. As this works out without any effect in the final image with still sceneries, at moving objects you get geometric distortions (see example of rotating propeller), showing fast moving structures in an predictable, in the first moment yet surprising way.

As it takes some time to read out a whole sensor (and the whole sensor has always to be read out!) you need to make sure that light conditions are stable while reading the sensor. This restriction applies especially to using PWM driven lights or flash lighting with rolling shutter. Unstable light conditions will result in a horizontal line structured pattern noise. Rolling shutter cameras in general are more sensitive in their light response than global shutter ones.

## Light control with rolling shutter

As being said, not all sensor lines are sensitive to light at the same time. Make sure your light is ON as long any pixel are going to be exposed. An exo183xGE i.e. needs about 62ms of minimal scanning time. An exo183xCL i.e. needs about 120ms of minimal scanning time. Minimum scan time in most cases is about 1 frame length.

There are 2 general guidelines for flashing with rolling shutter:

- Make sure your light is ON and stable the whole period of time while scanning / exposing. Minimum flash time is scanning time plus exposure time. In this case, while flashing you will get geometric distortions as mentioned above. Exposure will be determined by camera exposure time and light intensity.
- If flash time is less than scanning time then exposure time has to be at least scanning time + flash time, with a delay of scanning time. In other words, your exposure time will be scanning time plus flash time, while you use a flash delay of scanning time. Thus flash release will start after the delay of scanning time, as soon the sensor is fully open. You should keep the object in total darkness while the first scanning time. In this case, as all lines are sensitive to light at the same time after the first scan time, flashing time can be as short as you like. You will not see the typical geometric rolling shutter distortions as shown above. Imaging will be similar to global shutter. Exposure will be determined by flash time / intensity.

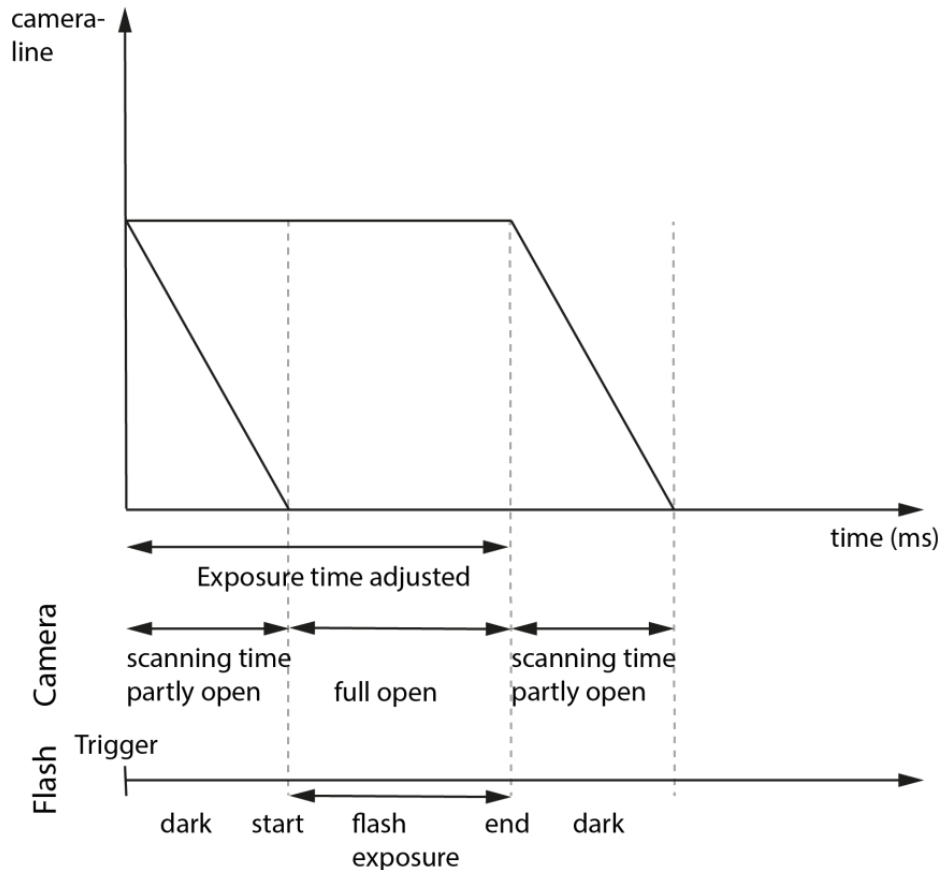


Fig.: 6-1: Rolling shutter lines light sensitivity versus time

As shown here, after triggering only part of the sensor is sensitive to light (scanning time). As soon as scanning time has finished, all pixels are sensitive to light, the sensor is fully open. While being fully open this is the time where flashing should happen. In the final scanning time, less and less pixels are sensitive to light until the sensor light sensitivity will finish.

## PWM lights with rolling shutter

PWM (Pulse Width Modulated) powered light or dimmed light is run at a fixed frequency. Experience teaches us this frequency might be less stable than expected. Unstable frequency might show up as unstable light, creating noise/line structures in the final rolling shutter image (in global shutter images the whole image is just more/less bright)

As a rule of thumb, make sure your PWM lighting frequency is at least double or triple the bitdepth of your image (e.g. 8bit image = 256, this means your PWM has to be switched at least  $256 \times 2 = 512$  times) while exposing. If exposure time is 5ms,

required minimum PWM freq =  $5\text{ms}/512 \sim 10\mu\text{s} \sim 100\text{kHz}$

If you have the possibility to use a strobe controller or dimmer with linear regulation, this might be preferable on short exposure times.

## Rolling shutter limitations

Due to the principles of rolling shutter, some standard features of SVS-Vistek cameras are not applicable.

- External exposure control (expose while trigger signal active) does not make sense with rolling shutter
- ROI with rolling shutter: With rolling shutter the whole sensor has to be read out - always. That means applying ROI will reduce the amount of final data being transmitted out of the camera (and the framerate might rise, due to the limited bandwidth of the interface). Nonetheless, the maximum achievable framerate with applied ROI will be the maximum framerate of the sensor reading the full sensor area (internal full sensor speed), please refer to relating sensor specs.

### 6.1.3 Exposure

- For various exposure and timing modes in chapter, see "[Basic capture modes](#)" on page 45.
- For combining various exposure timings with PWM LED illumination, refer to "[Sequencer](#)" on page 68.

## Setting exposure time

Exposure time can be set by width of the external or internal triggers or programmed by a given value.



### 6.1.4 Exposure speed

Frames per second, or frame rate describes the number of frames output per second (1/ frame time). Especially GigE and USB cameras cannot guarantee predictable maximum frame rates with heavy interface bus load.

Maximum frame rate might depend on:

- Pixel clock
- Image size
- Tap structure
- Data transport limitation
- Processing time

### 6.1.5 Acquisition and processing time

The camera has to read the sensor, process the data to a valid image and transfer this to the host computer. Some of these tasks are done in parallel. This implies the data transfer does not end immediately after end of exposure, as the image has to be processed and transferred after exposure.

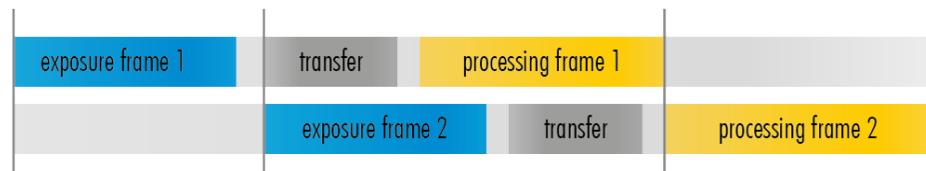


Fig.: 6-2: Acquisition and processing time

On the other hand, while processing and transferring the image the sensor might capture already the next frame.

### 6.1.6 Auto exposure

Auto Luminance or auto exposure automatically calculates and adjusts exposure time and gain, frame-by-frame.

The auto exposure or automatic luminance control of the camera signal is a combination of an automatic adjustment of the camera exposure time (electronic shutter) and the gain.

The first priority is to adjust the exposure time and if the exposure time range is not sufficient, gain adjustment is applied. It is possible to predefine the range (min. / max.-values) of exposure time and of gain.

The condition to use this function is to set a targeted averaged brightness of the camera image. The algorithm computes a gain and exposure for each image to reach this target brightness in the next image (control loop). Enabling this functionality uses always both - gain and exposure time.

### Limitations

As this feature is based on a control loop, the result is only useful in an averaged, continuous stream of images. Strong variations in brightness from one

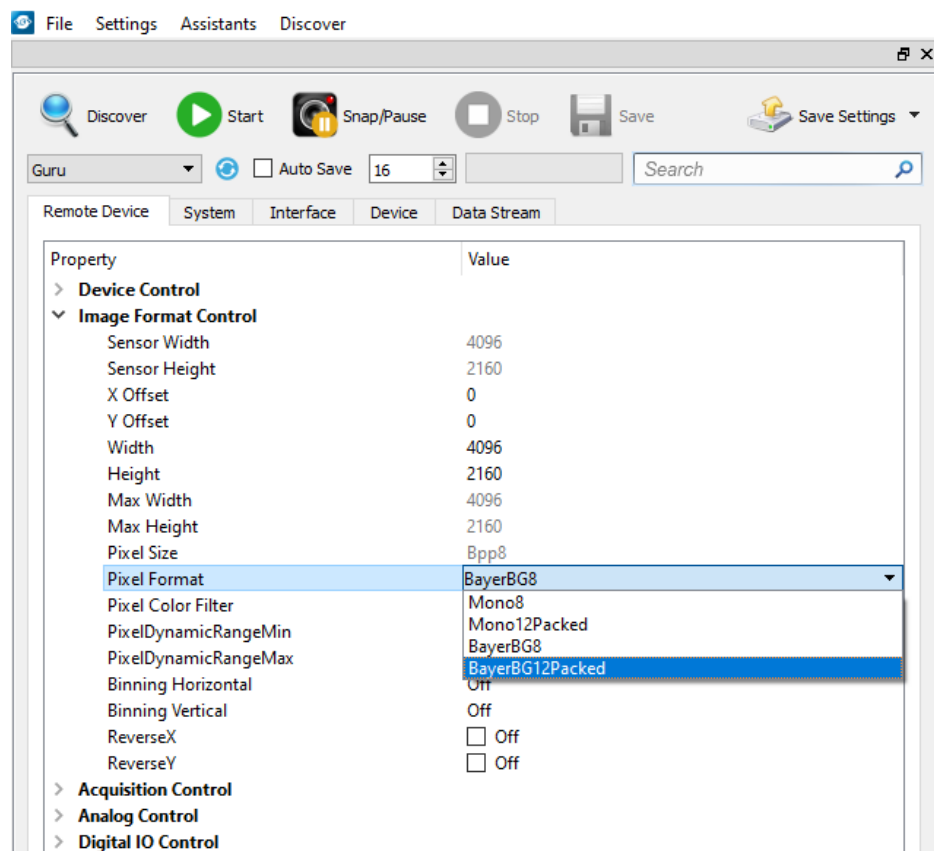
image to next image will result in a swing of the control loop. Therefore it is not recommended to use the auto-luminance function in such cases.

### 6.1.7 Bit depth

Values of brightness are internally represented by numbers. The number of bits for brightness representation is limiting the number of color values that can be represented. Bit depth defines the maximum unique colors or gray levels in an image.

No of gray values =  $2^{\text{bit depth}}$

All SVCam models support 8-bit format. In most cases, the sensor itself is limiting maximum bit depth. Refer to specifications whether your model is supporting higher bit depth.



#### INFO

Depending on camera model, different bit depths are supported.

### 6.1.8 Gain

Setting gain above 0 dB (default) is a way to boost the signal coming from the sensor. Especially useful for low light conditions. Setting gain amplifies the signal of individual or binned pixels before the ADC. Referring to photography adding gain corresponds to increasing ISO. Increasing gain will increase noise as well.

add 6 dB	double ISO value
6 dB	400 ISO
12 dB	800 ISO
18 dB	1600 ISO
24 dB	3200 ISO

Table: 6-1: Table of dB and corresponding ISO value

**NOTICE** Gain also amplifies the sensor's noise. Therefore, gain should be last choice for increasing image brightness. Modifying gain will not change the camera's dynamic range.



Fig.: 6-3: Noise caused by too much gain

### Auto gain

For automatic adjustment of gain refer to auto exposure (see ["Auto exposure" on page 25](#)).

When using auto-gain with steps of gain the noncontinuous gain adjustment might be visible in final image. Depending on your application it might be preferable to use fixed gain values instead and modify exposure with exposure time.

### 6.1.9 Resolution

As mentioned in the specifications, there is a difference between the numerical sensor resolution and the camera resolution. Some pixels towards the borders of the sensor will be used only internally to calibrate sensor values ("Dark pixels"). The amount of dark current in these areas is used to adjust the offset (see ["Offset" on the facing page](#)).

For calculating image sizes, the maximum camera resolution is determining maximum image resolution, refer to the specifications of the camera model).

### 6.1.10 Offset

For physical reasons the output of a sensor will never be zero, even the camera is placed in total darkness or simply closed. Always there will be noise or randomly appearing electrons that will be detected as a signal (dark noise: noise generated without light exposure).

To avoid this dark noise to be interpreted as a valuable signal, an offset will be set.

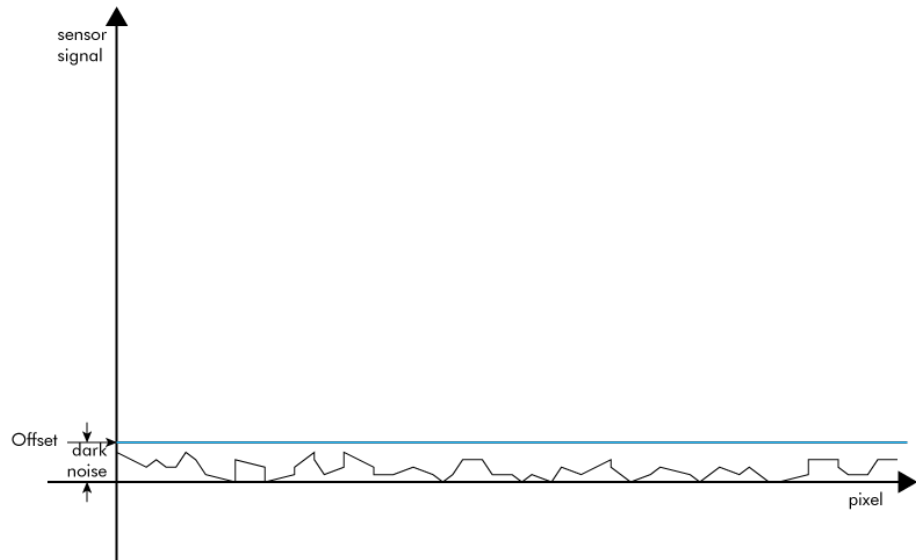


Fig.: 6-4: Dark noise cut off by the offset

Most noise is proportional to temperature. To spare you regulating the offset every time the temperature changes. A precedent offset is set by the camera itself. It references certain pixels that never were exposed to light as black. So the offset will be set dynamically and conditioned to external influences.

The offset can be limited by a maximum bit value. If higher values are needed, try to set a look up table.

#### **INFO**

*For multi-tap CCD sensors, the offset can be altered for each tap separately.*

### 6.1.11 Color

Color cameras are identical to the monochrome versions. The color pixels are transferred in sequence from the camera, in the same manner as the monochrome, but considered as “raw”-format.

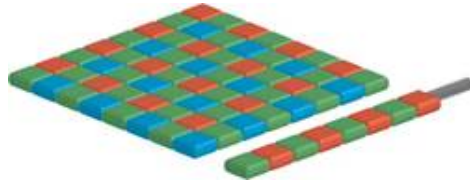


Fig.: 6-5: Sensor with Bayer pattern

The camera sensor has a color mosaic filter called “Bayer” filter pattern named after the person who invented it. The pattern alternates as follows:

E.g.: First line: GRGRGR... and so on. (R=red, B=blue, G=green) Second line: BGBGBG... and so on. Please note that about half of the pixels are green, a quarter red and a quarter blue. This is due to the maximum sensitivity of the human eye at about 550 nm (green). De-Bayering is not done in the camera, it must be done in the client software(also refer to SDK functions). Not all sensors have the same sequence of color. The GenICam property **PixelColorFilter** indicates the sequence of the color pixels when reading color images.

Using color information from the neighboring pixels the RG and B values of each pixel is interpolated by software, e.g. the red pixel does not have information of green and blue components. The performance of the image depends on the software used. Due to this, physical resolution of color cameras is always lower than resolution of monochrome cameras.

Camera Link frame grabbers need information of the sequence order of the colors. The order depends on sensor type. USB3 and GigE cameras provide this in their XML file.

#### **INFO**

*It is recommended to use an IR cut filter for color applications*

#### **INFO**

*Industrial vision cameras are not intended to display colors according to human perception. See also chapter "[Color transformation](#)".*

### White balance

The human eye adapts to the definition of white depending on the lighting conditions. The human brain will define a surface as white, e.g. a sheet of paper, even when it is illuminated with a bluish light.

White balance of a camera does the same. It defines white or removes influences of a color based on a non-white illumination.

- Continuous: Auto white balance will analyze the taken images and adjust exposure per color accordingly as long as the camera is taking images. Different colors of the same object in a sequence might be the result depending on the other objects in the image
- Once: Auto white balance will adjust white balance as soon it is started and will stop modifying parameters as soon white balance is finished.

### 6.1.12 Flip image

Images can be mirrored horizontally or vertically. Image flip is done inside the memory of the camera, therefore not increasing the CPU load of the PC.



Fig.: 6-6: Original image



Fig.: 6-7: Horizontal flip



Fig.: 6-8: Vertical flip

### 6.1.13 Binning

Binning provides a way to enhance dynamic range, but at the cost of lower resolution. Binning combines electron charges from neighboring pixels directly on the chip, before readout.

Binning is only used with monochrome CCD Sensors. For reducing resolution on color sensors refer to "[Decimation](#)" on the facing page.

On CMOS sensors, binning will not affect image quality. In any case, binning will reduce the amount of pixel data to be transferred.

#### Vertical binning

Accumulates vertical pixels.

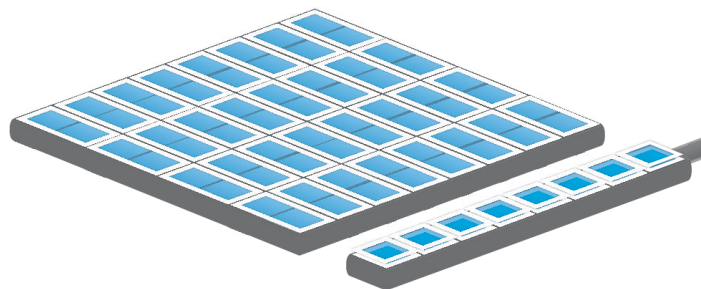


Fig.: 6-9: Vertical binning

## Horizontal binning

Accumulates horizontal pixels.

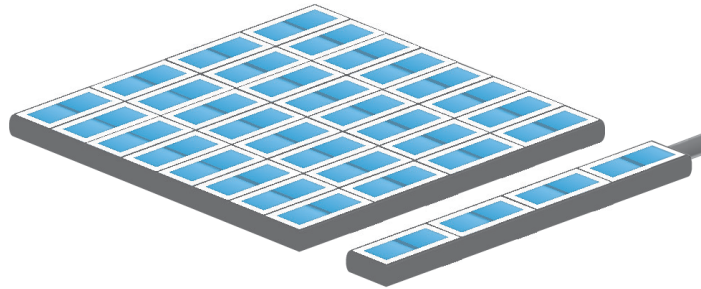


Fig.: 6-10: Horizontal binning

## 2×2 Binning

A combination of horizontal and vertical binning.

When DVAL signal is enabled only every third pixel in horizontal direction is grabbed.

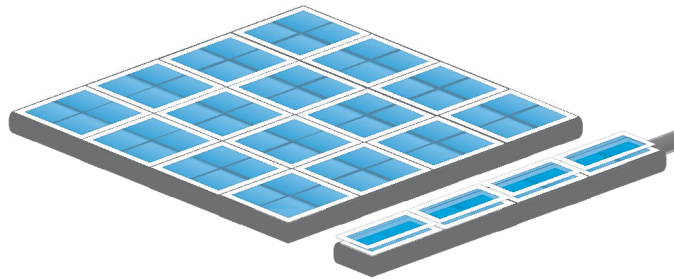


Fig.: 6-11: 2x2 binning

### 6.1.14 Decimation

For reducing width or height of an image, decimation can be used. Columns or rows can be ignored.

#### **INFO**

*Refer to "ROI / AOI" on page 53 for reducing data rate by reducing the region you are interested in.*





Fig.: 6-12: Horizontal decimation



Fig.: 6-13: Vertical decimation

### Decimation on color sensors

The Bayer pattern color information is preserved with 1/3 horizontal and vertical resolution. The frame readout speed increases approx. by factor 2.5.

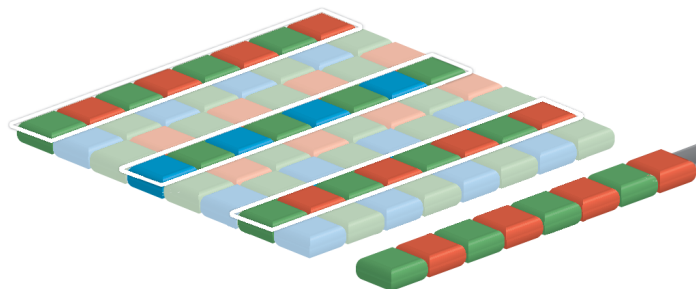


Fig.: 6-14: Decimation on color sensors

## 6.1.15 GenICam

**GEN*i*CAM** provides a generic programming interface to control all kinds of cameras and devices. Regardless of the interface technology (GigE Vision, USB3 Vision, CoaXPress, Camera Link, etc.) or implemented feature, the application programming interface (API) will always be the same. The SNFC makes sure the feature names are similar throughout the manufacturers, making it more easy to switch camera models.

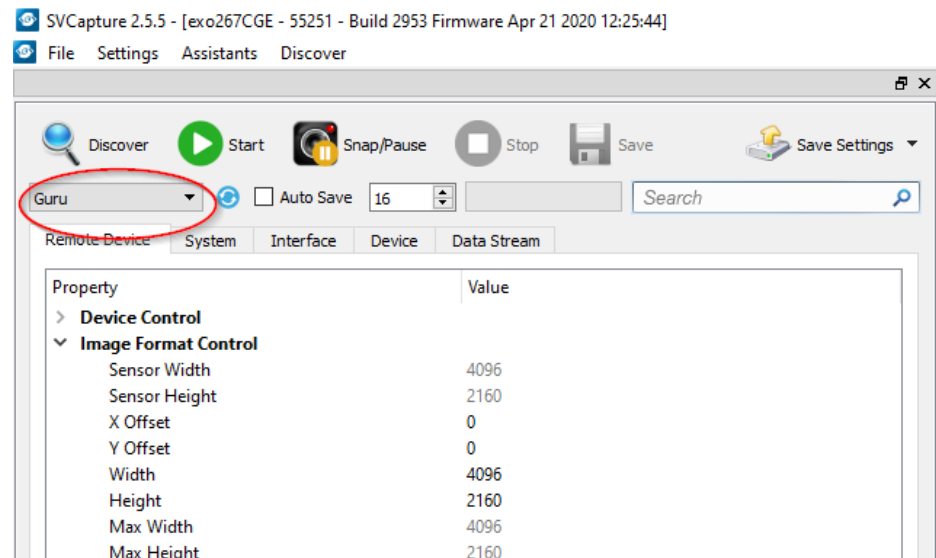
The GenICam™ standard consists of multiple modules according to the main tasks to be solved:

- GenApi: configuring the camera
- SNFC: Standard Feature Naming Convention, a catalog of standardized names and types for common device features
- GenTL: transport layer interface, grabbing images
- GenCP: generic GenICam control protocol
- GenTL SFNC: recommended names and types for transport layer interface.

The GenICam properties are organized as a tree. Manufacturers can add more features.

With your SVCam, the GenICam tree does have some hardware related extensions, especially in the I/O sector. See the Quick guide install for a short introduction into the SVS-Vistek GenICam tree.

The GenICam properties are organized in views. The recommended way to view and adjust is by using SVCapture. If you want to have a full view of all adjustable GenICam items, activate the Guru mode. Beginner mode will show only most common attributes.



**NOTICE** All modifications in the GenICam tree will have immediate effect.

## 6.1.16 Trigger modes

To start capturing images, the camera has to receive a trigger signal. This trigger signal can be a software trigger, it might be an electric signal on the hardware I/O or it can be a timed trigger (sequence of images or "[Precision Time Protocol](#)").

### Software trigger

The camera exposure can be started via software. With some interface types like GigE and USB3 it is impossible to have a 100% precise software trigger. CoaXPress and Camera Link permit relatively precise triggering of the camera. If you need to have a precise trigger, usage of "[External hardware trigger](#)" below is recommended.

### External hardware trigger

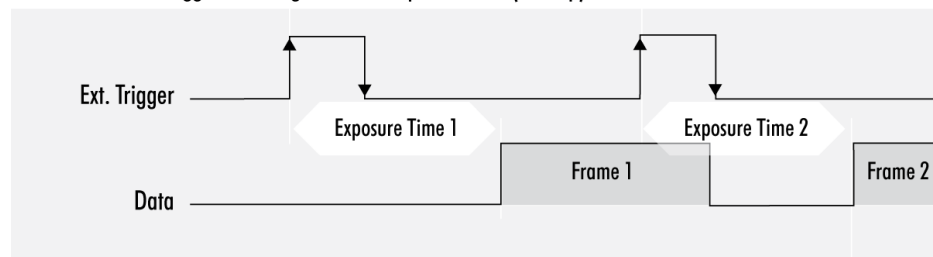
External trigger with programmable exposure time. In this mode the camera is waiting for an external trigger pulse that starts integration, whereas exposure time is programmable via the serial interface and calculated by the internal microcontroller of the camera. Default input is Input1 for trigger.

At the rising edge of the trigger the camera will initiate the exposure.

The software provided by SVS-Vistek allows the user to set exposure time e.g. from 60  $\mu$ s to 60 sec (camera type dependent).

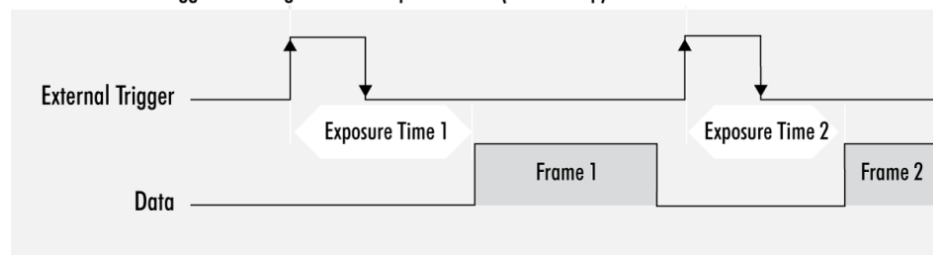
Exposure time of the next image can overlap with the frame readout of the current image (trigger pulse occurs when FVAL is high). When this happens, the start of exposure time is synchronized to the negative edge of the LVAL signal (see figure)

Mode 2: External Trigger with Programmable Exposure Time (overlap)



When the rising edge of trigger signal occurs after frame readout has ended (FVAL is low), the start of exposure time is not synchronized to LVAL and exposure time starts after a short and persistent delay.

Mode 2: External Trigger with Programmable Exposure Time (non overlap)

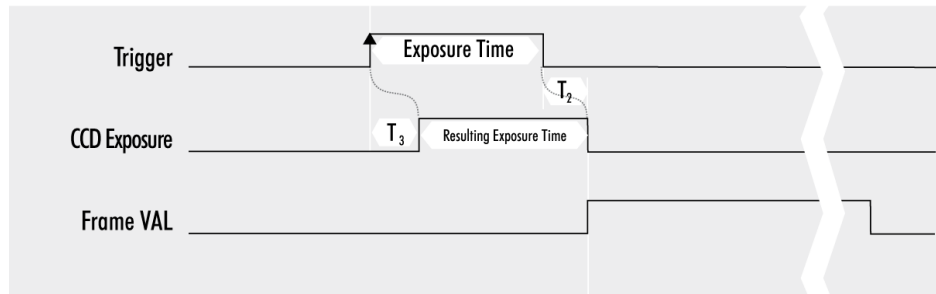


Exposure time can be changed during operation. No frame is distorted during switching time. If the configuration is saved to the EEPROM, the set exposure time will remain also when power is removed.

## Details of external trigger mode

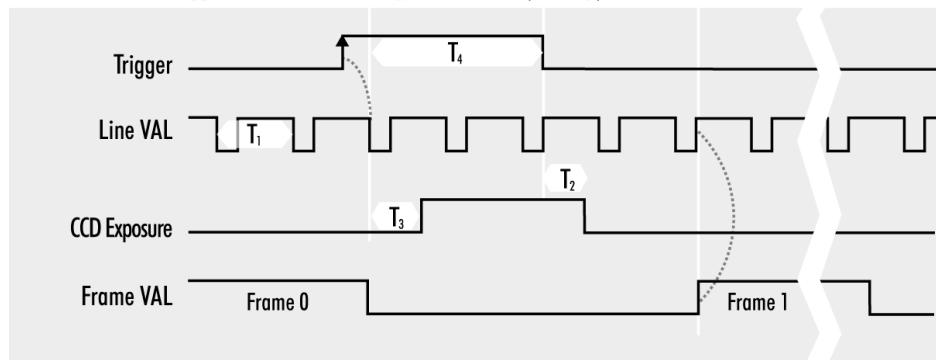
Diagrams below are equivalent for CCD and CMOS technique.

### Mode 1: External Trigger with Pulse Width Exposure Control (non overlap)



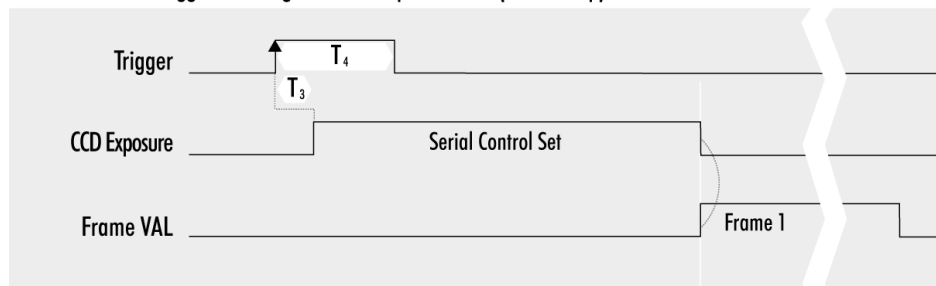
$T_1$ : Line Duration     $T_2$ : Transfer Delay     $T_3$ : Exposure Delay     $T_4$ : min. Trigger Pulse Width

### Mode 1: External Trigger with Pulse Width Exposure Control (overlap)



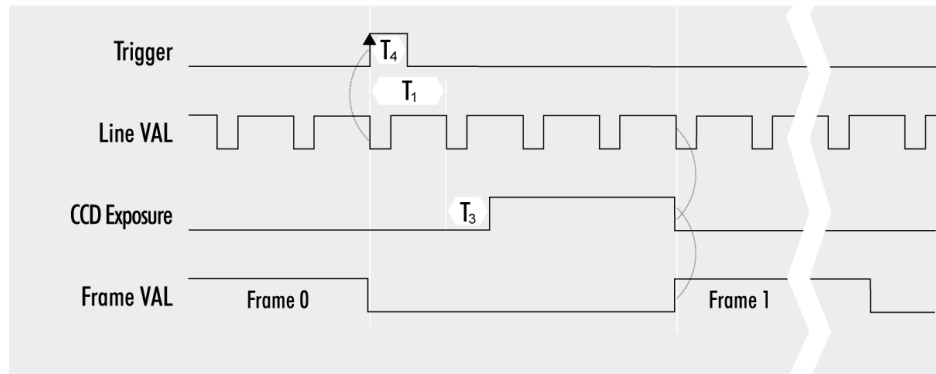
$T_1$ : Line Duration     $T_2$ : Transfer Delay     $T_3$ : Exposure Delay     $T_4$ : min. Trigger Pulse Width

### Mode 2: External Trigger with Programmable Exposure Time (non overlap)



$T_1$ : Line Duration     $T_2$ : Transfer Delay     $T_3$ : Exposure Delay     $T_4$ : min. Trigger Pulse Width

Mode 2: External Trigger with Programmable Exposure Time (overlap)



T<sub>1</sub>: Line Duration    T<sub>2</sub>: Transfer Delay    T<sub>3</sub>: Exposure Delay    T<sub>4</sub>: min. Trigger

### 6.1.17 Shutter modes

CCD and CMOS area cameras consist of pixels, ordered in lines and columns. All pixels are exposed to light and then read out to camera electronics. There is a difference of reading out the sensor between global and rolling shutter. Especially flashing and moving objects might need more attention with rolling shutter.

There are 3 modes to operate a camera area sensor:

#### Global shutter mode

- Global reset of all pixels
- All pixels start light integration at the same time
- All pixels stop integration at same time
- Readout line by line after exposure of whole frame is completed

#### Artifacts

- All pixels show same movement artifacts
- In case of exposure time too long, all pixels blurred

Use short exposure times for preventing blur artifacts. Image of moving object on sensor must not move more than half pixel width.

#### Exposure with flash

Flash strobe at any time and length while exposing. With moving objects, light pulse has to be short enough to prevent blur artifacts.

#### Rolling shutter mode

- Pixel reset line by line
- Line by line light integration
- Integration starts with different point of time for each line
- All lines stop integration at different time
- Line readout immediately after line exposure
- Next integration has to wait for finished readout (per line)
- No external exposure control (expose while trigger signal active)

#### Limitations

Use short exposure times for preventing blur / deforming artifacts. Image of moving object on sensor must not move more than half pixel width. In case of moving objects, exposure movement on sensor has to be shorter than half a pixel for whole image.

Make sure your light is ON as long any pixel are going to be exposed. Total imaging time is exposure time plus scanning time.

Minimum scan time in most cases is about 1 frame length.

With rolling shutter the whole sensor has to be read out - always. That means applying ROI will reduce the amount of final data being transmitted out of the camera (and the frame rate might rise, due to the limited bandwidth of the

interface). Nonetheless, the maximum achievable frame rate with applied ROI will be the maximum frame rate of the sensor reading the full sensor area (internal full sensor speed), please refer to relating sensor specs.

### Artifacts

- All pixel show same artifacts
- Deformed image of moving objects

### Exposure with flash

#### flash control with rolling shutter

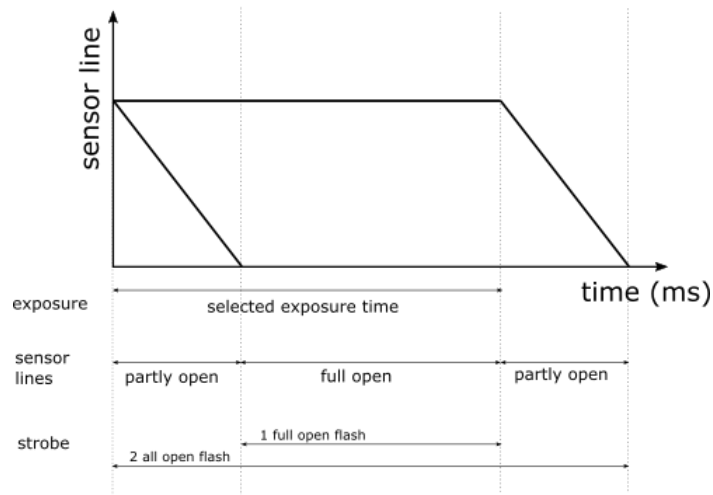


Fig.: 6-15: flash control with rolling shutter

- Flash strobe on whole exposure time
- or -
- Flash strobe only while all lines are sensitive to light at the same time (delay flash strobe until all lines are sensitive to light)

Make sure to protect from changing environment light (recommendation: flash strobe in darkness). Short Flash strobe times with moving objects.

## Light control with rolling shutter

As being said, not all sensor lines are sensitive to light at the same time. Make sure your light is ON as long any pixel are going to be exposed. An exo183xGE i.e. needs about 62ms of minimal scanning time. An exo183xCL i.e. needs about 120ms of minimal scanning time. Minimum scan time in most cases is about 1 frame length.

There are 2 general guidelines for flashing with rolling shutter:

- Make sure your light is ON and stable the whole period of time while scanning / exposing. Minimum flash time is scanning time plus exposure time. In this case, while flashing you will get geometric distortions as mentioned above. Exposure will be determined by camera exposure time and light intensity.
- If flash time is less than scanning time then exposure time has to be at least scanning time + flash time, with a delay of scanning time. In other words, your exposure time will be scanning time plus flash time, while you use a flash delay of scanning time. Thus flash release will start after the delay of scanning time, as soon the sensor is fully open. You should keep the object in total darkness while the first scanning time.

In this case, as all lines are sensitive to light at the same time after the first scan time, flashing time can be as short as you like. You will not see the typical geometric rolling shutter distortions as shown above. Imaging will be similar to global shutter. Exposure will be determined by flash time / intensity.

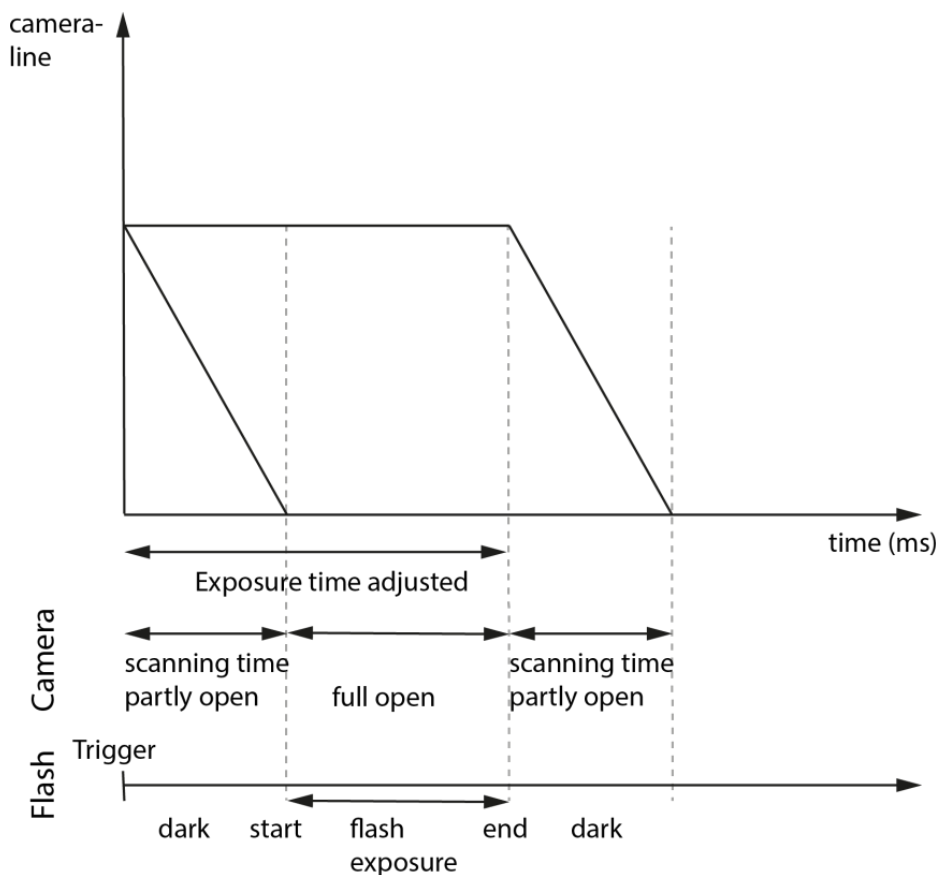


Fig.: 6-16: Rolling shutter lines light sensitivity versus time



As shown here, after triggering only part of the sensor is sensitive to light (scanning time). As soon as scanning time has finished, all pixels are sensitive to light, the sensor is fully open. While being fully open this is the time where flashing should happen. In the final scanning time, less and less pixels are sensitive to light until the sensor light sensitivity will finish.

### Rolling shutter limitations

Due to the principles of rolling shutter, some standard features of SVS-Vistek cameras are not applicable.

- External exposure control (expose while trigger signal active) does not make sense with rolling shutter
- ROI with rolling shutter: With rolling shutter the whole sensor has to be read out - always. That means applying ROI will reduce the amount of final data being transmitted out of the camera (and the framerate might rise, due to the limited bandwidth of the interface). Nonetheless, the maximum achievable framerate with applied ROI will be the maximum framerate of the sensor reading the full sensor area (internal full sensor speed), please refer to relating sensor specs.

### Calculate frame rates

According to the calculation below, the requested times for scanning through all lines of the sensor will affect maximum frame rate calculation as well.

In this example, the camera is an exo183 with 3672 lines and 54 dummy lines. Each line takes 22.2 ms readout time (depending on configuration). The camera does have about 300 µs exposure time delay at worst case.

#### Frame rate calculation with exo183 with rolling shutter

lines			3672
dummy lines	+		54
total lines			3726
readout time 1x3_1Y	22,2 µs	* 3726 =	82717,2 µs
exp delay	+		300 µs
frame readout time			83017,2 µs

This is minimum time for camera readout with 0s exposure time.

Exposure time has to be added:

frame readout time		83017,2 µs
exposure time		2500 µs
total frame time		85517,2 µs
maximum sensor acquisition time	1/ frame time	11,6 fps

note: readout time 1x2\_1Y = 32,63 µs

## Global Reset Release Mode

### INFO

*Global reset release is a image sensor feature. The sensor being used in the hr120 cameras does not provide global reset release.*

Global reset release mode is a special mode to operate rolling shutter sensors. With the exception of the hr120, all rolling shutter cameras from SVS-Vistek GmbH can be operated in Global Reset Release mode. Global reset release shows advantages when operating light sources in non-constant light situations.

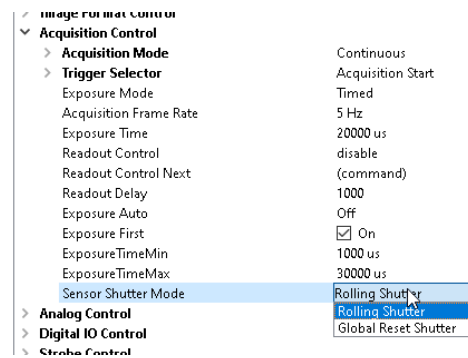


Fig.: 6-17: setup of global reset release mode in GenICam tree

### Benefits

- All pixel reset all lines same time
- **Light integration starts with same point of time for each line**
- All lines stop integration at different time
- Readout line by line

### Limitations

ROI limitations apply similar to rolling shutter.

- Next integration has to wait for finished readout of last active line
- No external exposure control (expose while trigger signal active)
- not useful with constant object illumination

### Artifacts

- Different amount of blur on moving objects (more blur the later the readout)
- Deformed image of moving objects (see rolling shutter)
- brighter exposure the later the readout

### Global reset mode with flash

The disadvantage of global reset release mode is lines at the end of readout are exposed to light longer than the lines at readout start, brightness is different. Using a strobe controller with flashed light will get rid of the issue.

### Global reset release mode setup

- make sure of no external (constant) light source
- use flash only for object illumination
- set camera to global reset release mode
- start exposure time together with flash (flash strobe in darkness)

When flashing in global reset mode, the flash time will define the exposure time. Thus, an very time-stable flash control is essential.

### Flash Control with Global Reset Release

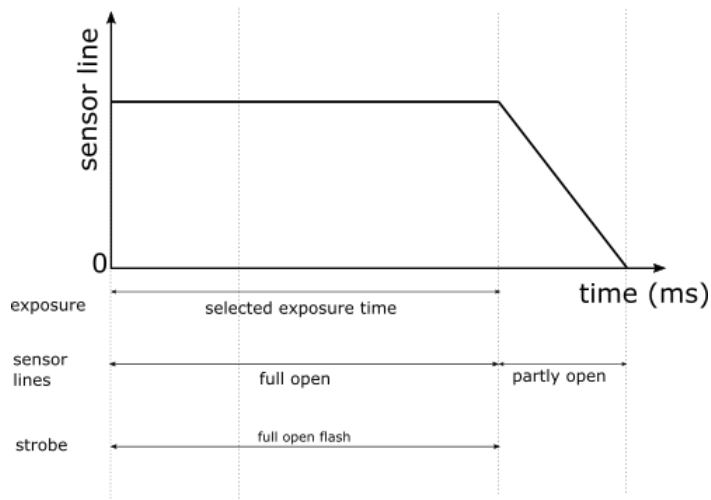


Fig.: 6-18: strobe control in global reset mode

In Global Reset Mode flash is starting together with exposure, all CMOS lines are sensitive to light. Flash time has to be shorter than exposure time. Exposure time is determined by flash time.

#### INFO

*Strobe control jitter might be visible in the image as structures or as brightness instabilities.*

We recommend using the very stable [integrated I/O flash control](#) for light control. Precision is about 1 tic or 15ns.

## 6.2 Camera features

The camera features of the HR series are defined by the combination of its electronics and firmware features. Firmware features can be upgraded with new firmware releases.

## 6.2.1 Basic capture modes

The camera has 2 basic operation modes.

- Free run (timed) run: The camera will expose and deliver images on a fixed schedule.
- Triggered: The camera will wait for an external signal and start exposure after receiving the external trigger signal.

### Free running

Free running (fixed frequency) with programmable exposure time. Frames are readout continuously and valid data is indicated by LVAL for each line and FVAL for the entire frame.

There is no need to trigger the camera in order to get data. Exposure time is programmable via serial interface and calculated by the internal logic of the camera.

Mode 0: Free Running with Programmable Exposure Time

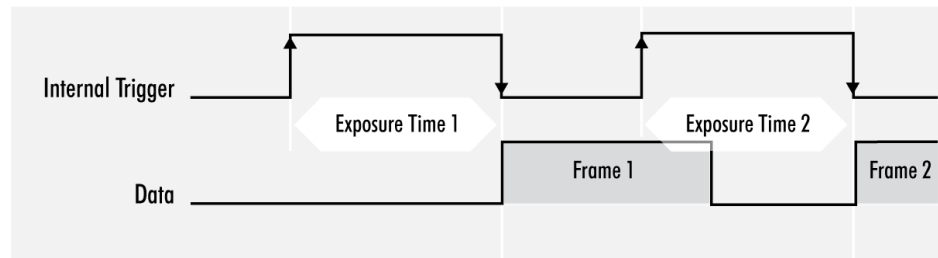


Fig.: 6-19: Basic capture modes - free running

The fundamental signals are:

- Line Valid: LVAL, Frame Valid: FVAL,
- And in case of triggered modes: trigger input.

### Triggered mode (pulse width)

External trigger and pulse-width controlled exposure time. In this mode the camera is waiting for an external trigger, which starts integration and readout. Exposure time can be varied using the length of the trigger pulse (rising edge starts integration time, falling edge terminates the integration time and starts frame read out). This mode is useful in applications where the light level of the scene changes during operation. Change of exposure time is possible from one frame to the next.

Mode 1: External Trigger with Pulse Width Exposure Control (overlap)

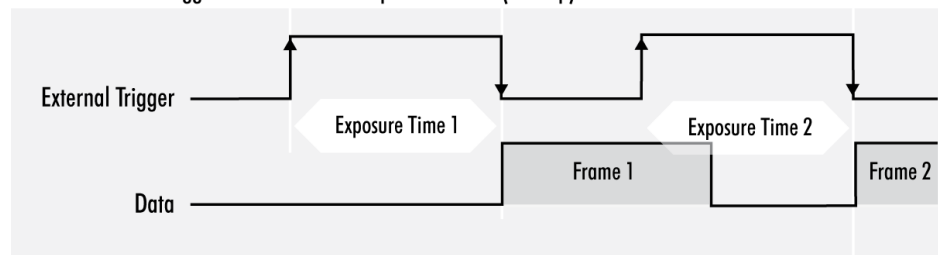


Fig.: 6-20: Basic capture modes - triggered mode (pulse width with overlap)

Exposure time of the next image can overlap with the frame readout of the current image (rising edge of trigger pulse occurs when FVAL is high). When this happens: the start of exposure time is synchronized to the falling edge of the LVAL signal.

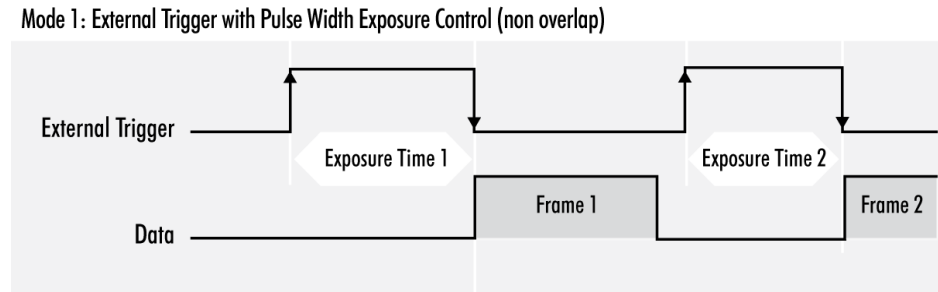


Fig.: 6-21: Basic capture modes - triggered mode (pulse width without overlap)

When the rising edge of trigger signal occurs after frame readout has ended (FVAL is low) the start of exposure time is not synchronized to LVAL and exposure time starts after a short and persistent delay.

The falling edge of the trigger signal must always occur after readout of the previous frame has ended (FVAL is low).

## Software trigger

Trigger can also be initiated by software or serial interface.

### INFO

*Software trigger can be influenced by jitter. Avoid software trigger when using time sensitive applications.*

## External trigger (exposure time)

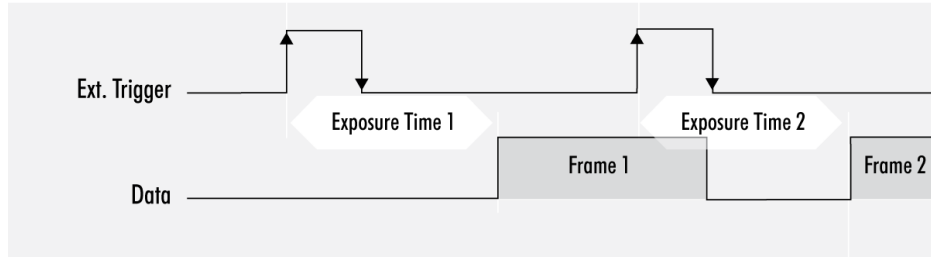
External trigger with programmable exposure time. In this mode the camera is waiting for an external trigger pulse that starts integration, whereas exposure time is programmable via the serial interface and calculated by the internal microcontroller of the camera.

At the rising edge of the trigger the camera will initiate the exposure.

The software provided by SVS-Vistek allows the user to set exposure time e.g. from 60  $\mu$ s to 60 sec (camera type dependent).

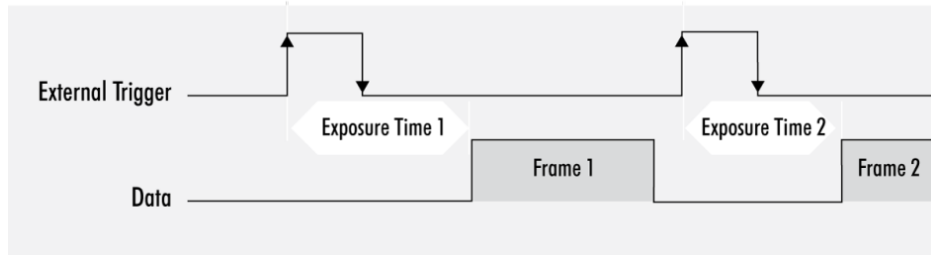
Exposure time of the next image can overlap with the frame readout of the current image (trigger pulse occurs when FVAL is high). When this happens, the start of exposure time is synchronized to the negative edge of the LVAL signal (see figure).

**Mode 2: External Trigger with Programmable Exposure Time (overlap)**



When the rising edge of trigger signal occurs after frame readout has ended (FVAL is low), the start of exposure time is not synchronized to LVAL and exposure time starts after a short and persistent delay.

**Mode 2: External Trigger with Programmable Exposure Time (non overlap)**



Exposure time can be changed during operation. No frame is distorted during switching time. If the configuration is saved to the EEPROM, the set exposure time will remain also when power is removed.

**Detailed info of external trigger mode**

**INFO**

*The diagrams below are identical for CCD and CMOS technique.*

**Mode 1: External Trigger with Pulse Width Exposure Control (non overlap)**

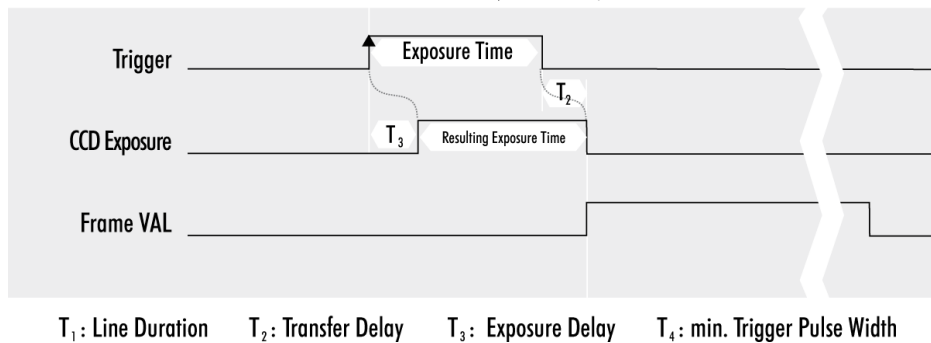


Fig.: 6-22: Mode 1: External trigger with pulse width exposure control (non-overlap)

Mode 1: External Trigger with Pulse Width Exposure Control (overlap)

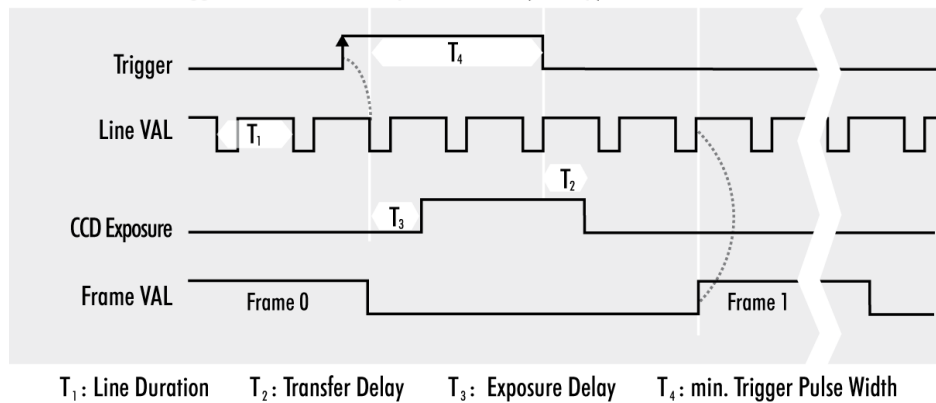


Fig.: 6-23: Mode 1: External trigger with pulse width exposure control (overlap)

Mode 2: External Trigger with Programmable Exposure Time (non overlap)

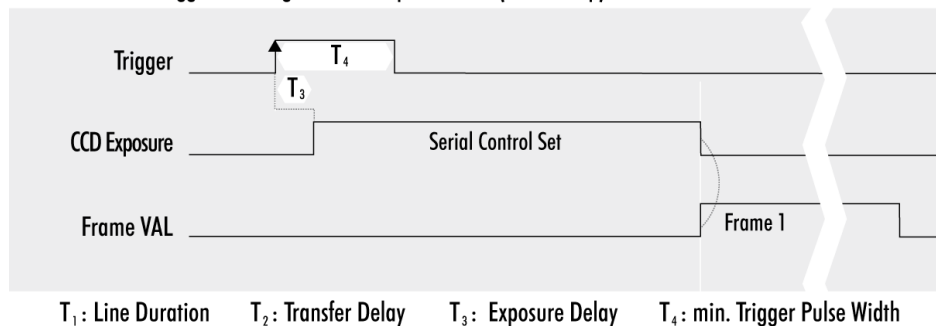


Fig.: 6-24: Mode 1: External trigger with programmable exposure time (non-overlap)

Mode 2: External Trigger with Programmable Exposure Time (overlap)

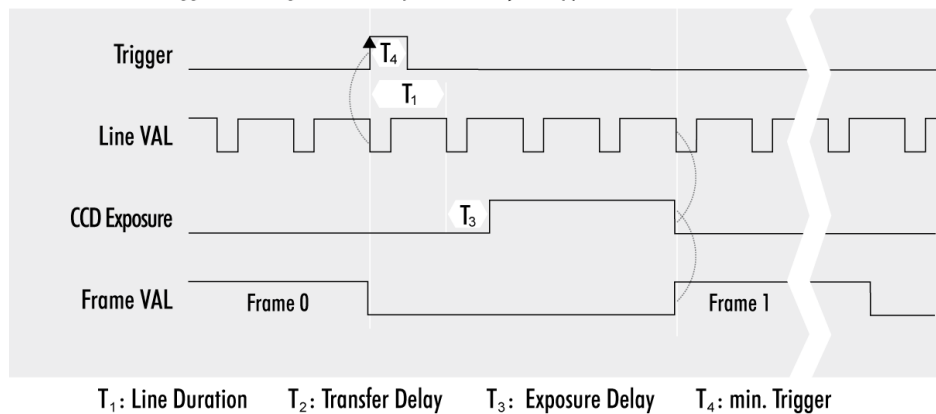


Fig.: 6-25: Mode 1: External trigger with programmable exposure time (overlap)

## 6.2.2 System clock frequency

Default system clock frequency in almost every SVCam is set to 66.6 MHz. To validate your system frequency refer to: specifications.

Using the system clock as reference of time, time settings can only be made in steps. In this example, the transfer rate is 66.7 MHz, thus resulting in steps of 15 ns.

$$t = \frac{1}{66.6 \text{ MHz}} = \frac{1}{66\,666\,666.6 \frac{1}{s}} = 15 \cdot 10^{-9} \text{ s} = 15 \text{ ns}$$



**INFO**

Use multiples of 15 ns to write durations into camera memory.

### 6.2.3 Temperature sensor

A temperature sensor is installed on the main board of the camera. To avoid overheating, the temperature is constantly monitored and read. Besides software monitoring, the camera indicates high temperature by a red flashing LED (see flashing LED codes).

### 6.2.4 Camera Link timings

Camera Link permits to calculate when “valid data” can be expected exactly.

$px_h$  = pixel horizontal [count]

$px_v$  = pixel vertical [count]

#### LVAL - $t_{Lvd}$

Every line has periods with no valid data. The Duration of None Valid Data between two lines ( $t_{nvd}$ ) is three time the Camera Link clock (clk). Delay before every first line is 2 times clk.

$$t_{Lvd} = \frac{px_h}{CL\_geometry\_X} \times \frac{1}{CL\_clock}$$

CL\_clock = 85 MHz

#### FVAL - $t_{Fvd}$

Frames are not sent permanently. Between two frames will be a gap - even at highest frame rates. Minimum duration between two valid frame signals is the duration of one line.

$$t_{Fvd} = 2 \times \frac{1}{CL\_clock} + (t_{Lvd} + t_{nvd}) \times \frac{px_v}{CL\_geometry\_Y}$$

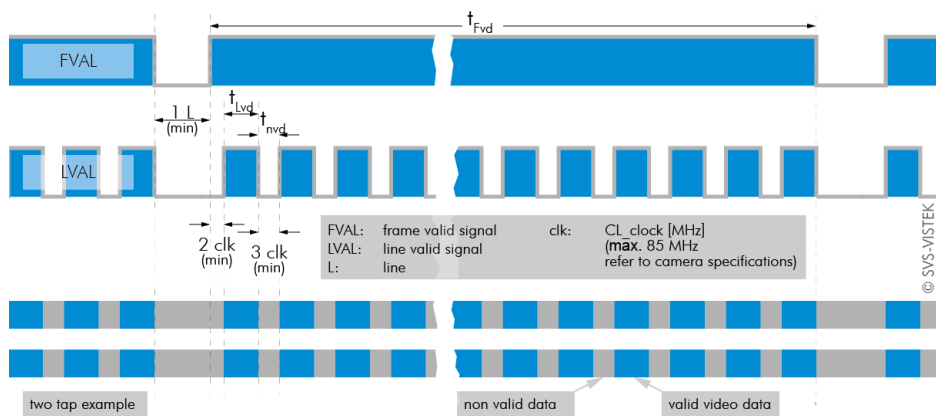


Fig.: 6-26: Overview of FVAL and LVAL signal timing on Camera Link

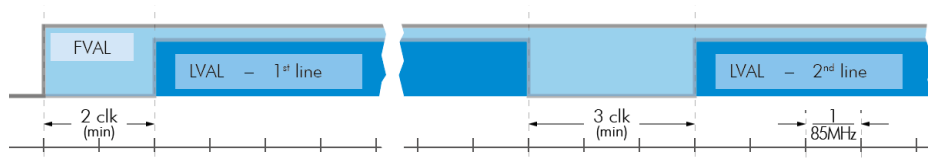


Fig.: 6-27: Detailed view of LVAL signal timing on Camera Link

$$\begin{aligned}
 > \quad t_{Lvd} &= \frac{(1920 / 2)}{\text{px in line / sent at once}} \times \frac{(1/85\text{MHz})}{\text{CL\_clock}} \\
 &= 960 \times (1/85e^6) \text{ s} \approx 11,29 \mu\text{s}
 \end{aligned}$$

Table: 6-2: Example calculation

$$\begin{aligned}
 > \quad t_{nvd} &= 3 \times (1/85\text{MHz}) = \frac{(3/85e^6)}{\text{s}} \approx 35,3 \text{ ns} \\
 &\text{time between two valid line data packages}
 \end{aligned}$$

$$\begin{aligned}
 > \quad t_{Fvd} &= \frac{2 \times (1/85\text{MHz})}{\text{delay before first line}} + ( t_{Lvd} + t_{nvd} ) \times \frac{1200}{\text{lines [count]}} \\
 &= \frac{(2/85e^6)}{\text{s}} + ( 11,29 \mu\text{s} + 35,3 \text{ ns} ) \times 1200 \\
 &= 23,5 \text{ ns} + ( 11,29 \mu\text{s} + 35,3 \text{ ns} ) \times 1200 \\
 &= ( 2 + (960 + 3) \times 1200 ) \text{ s} / 85e6 \approx 13,6 \text{ ms}
 \end{aligned}$$

Camera Link architecture exo174\*CL: 1X2\_1Y count = 2  
 pixelh = 1920 pixelv = 1200 CL\_clock = 85 MHz

Table: 6-3: Example calculation of Camera Link timing on a exo174\*CL

### 6.2.5 Look-up table

The look-up table feature (LUT) lets the user define certain values to every bit value that comes from the ADC. To visualize a LUT a curve diagram can be used, similar to the diagrams used in photo editing software.

The shown custom curve indicates a contrast increase by applying an S-shaped curve. The maximum resolution is shifted to the mid-range. Contrasts in this illumination range is increased while black values will be interpreted more black and more of the bright pixels will be displayed as 100 % white.

#### INFO

For further Information about curves and their impact on the image refer to our homepage: [Knowledge Base - LUT](#).

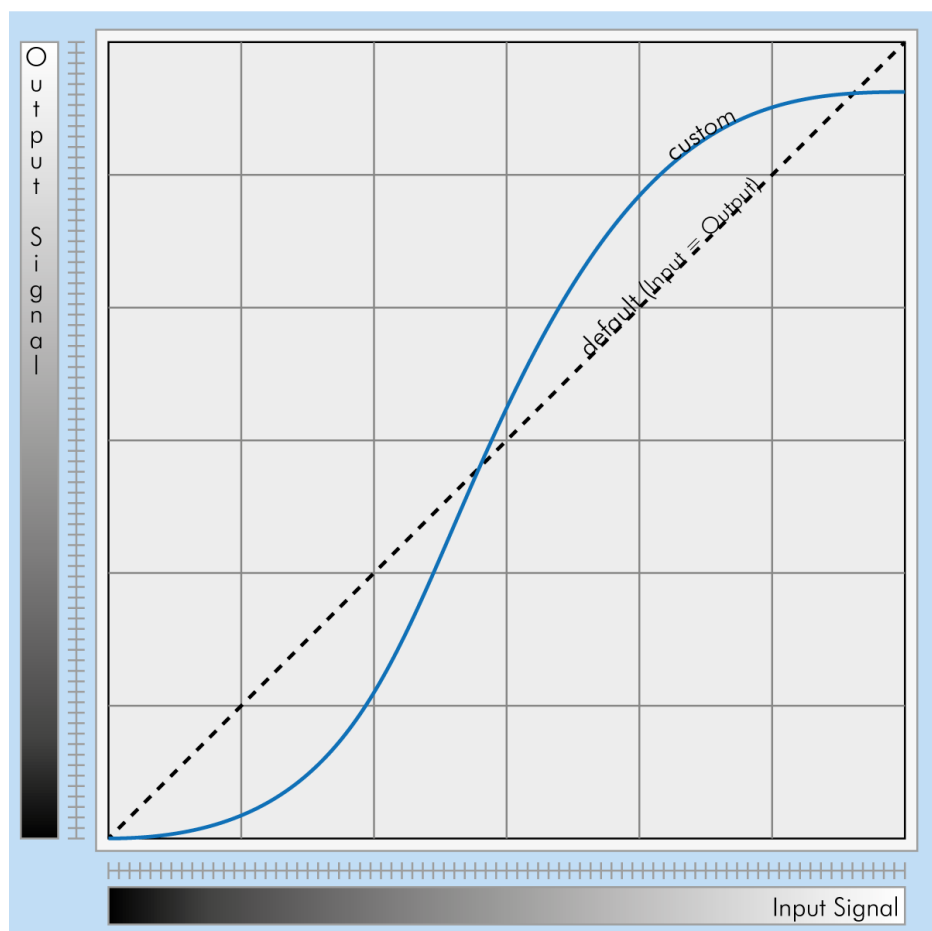


Fig.: 6-28: Custom LUT adding contrast to the mid-tones

#### INFO

LUT implementation reduces bit depth from 12 bit to 8 bit on the output.

### Gamma correction

Using the look-up table makes it also possible to implement a logarithmic correction. This is commonly called “gamma correction”.

Historically gamma correction was used to correct the illumination behavior of CRT displays, by compensating brightness-to-voltage with a gamma value between 1,8 up to 2,55.

The gamma algorithms for correction can simplify resolution shifting as shown seen below.

- Input & output signal range from 0 to 1
- Output-signal = Input-signal<sup>Gamma</sup>

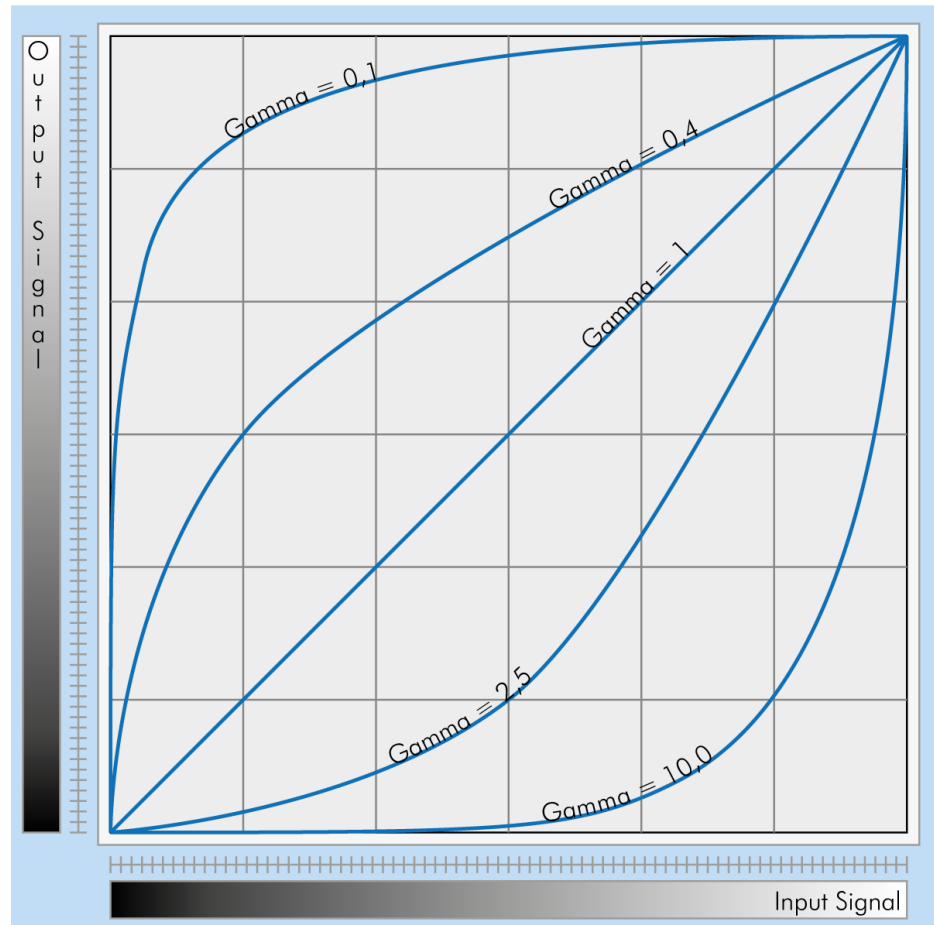


Fig.: 6-29: Several gamma curves comparable to a LUT

- Gamma values less than 1.0 map darker image values into a wider ranger.
- Gamma values greater than 1.0 do the same for brighter values.

**INFO**

*Gamma algorithm is just a way to generate a LUT. It is not implemented in the camera directly.*

## 6.2.6 ROI / AOI

In partial scan mode or Area-Of-Interest (AOI) mode (or Region-Of-Interest (ROI) mode) only a certain region of the sensor will be read.

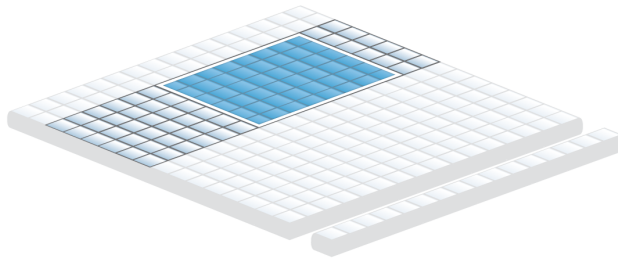


Fig.: 6-30: AOI on area sensor

Selecting an AOI will reduce the number of horizontal lines being read. This will reduce the amount of data to be transferred, thus increasing the maximum speed in terms of frames per second.

With CCD sensors, setting an AOI on the left or right side does not affect the frame rate, as lines must be read out completely.

With CMOS Sensors, AOI is sensor dependent. Some CMOS sensors require the camera to read full horizontal sensor lines internally. Reducing horizontal size with AOI might result in limited frame rate gain.

## 6.2.7 Pixel clock frequency selection

Besides the factory frequency setting other values can be available for some CCD sensors. Charges will be transported faster, more frames per second will be generated. IMX sensors from Sony are running with default value as recommended in sensor specifications and cannot be modified.

**NOTICE** Higher Frequencies can result in a loss of quality.

## 6.2.8 IR / glass filter

To avoid influences of infrared light to your image, cameras are equipped with an IR (Infrared) cut filter or an anti-reflection coated glass (AR filter).

- Monochrome cameras come by default with an AR-Filter (anti reflex)
- Color models version comes by default with an IR-cut-filter
- IP67 BlackLine models do have an IR-cut filter (color) or glass (monochrome)

Refer to your camera order to see if a filter is built in. Alternatively look at the sensor. Built-in IR-filters are screwed into the lens mount. Filters will change the optical path length. The camera specs are including the standard filters.

### Image impact of IR cut filter

Due to chromatic aberration, limiting the spectral bandwidth of light will result in sharper images. Without an IR cut filter:

- Monochrome sensor images might get muddy.
- Color sensor images are affected, especially red will be higher in intensity than visible with bare eyes. White balance gets much more difficult. Contrast is lower.

**INFO**

*SVS-VISTEK recommends IR cut filter for high demands on sharpness with monochrome or color sensors.*

### Spectral impact of IR cut filters

IR cut filter do influence the spectral sensitivity of the sensor. The spectral graph below shows the wavelength relative impact of the SVS-VISTEK standard filter.

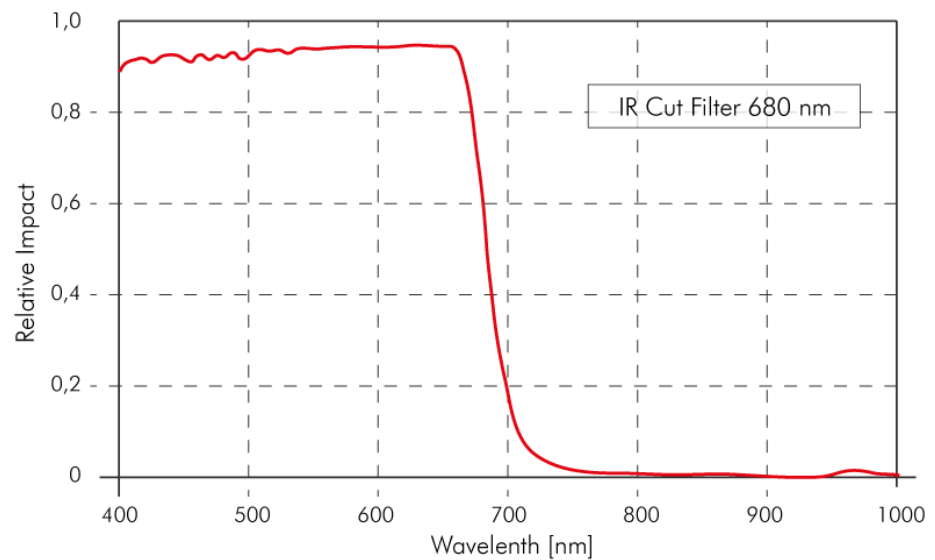


Fig.: 6-31: IR cut filter light transmission

### Focal impact of filters

As an IR cut filter mainly consist of a small layer of glass (1 mm thick) there is an impact on the flange focal distance. Refraction within the layer cause shortening this distance.

When ordering a standard camera with an extra IR cut filter you might have to compensate the focal length with an extra ring. Please refer to your local distributor for more detailed information on your camera behaving on C-Mount integrated filters.

As BlackLine models have an IR cut filter by default, the focal distance is compensated by default.

**NOTICE**

**Removing the IR cut filter lengthen the focal distance and will invalidate camera warranty.**

## 6.3 I/O Features

The SVCam cameras are equipped with several inputs and outputs, providing state-of-the-art control regarding input and output channels. All I/O functions are realized as modules. These functions can be connected in the GenICam tree.

### 6.3.1 GenICam

**GEN*i*CAM** provides a generic programming interface to control all kinds of cameras and devices. Regardless of the interface technology (GigE Vision, USB3 Vision, CoaXPress, Camera Link, etc.) or implemented feature, the application programming interface (API) will always be the same. The SNFC makes sure the feature names are similar throughout the manufacturers, making it more easy to switch camera models.

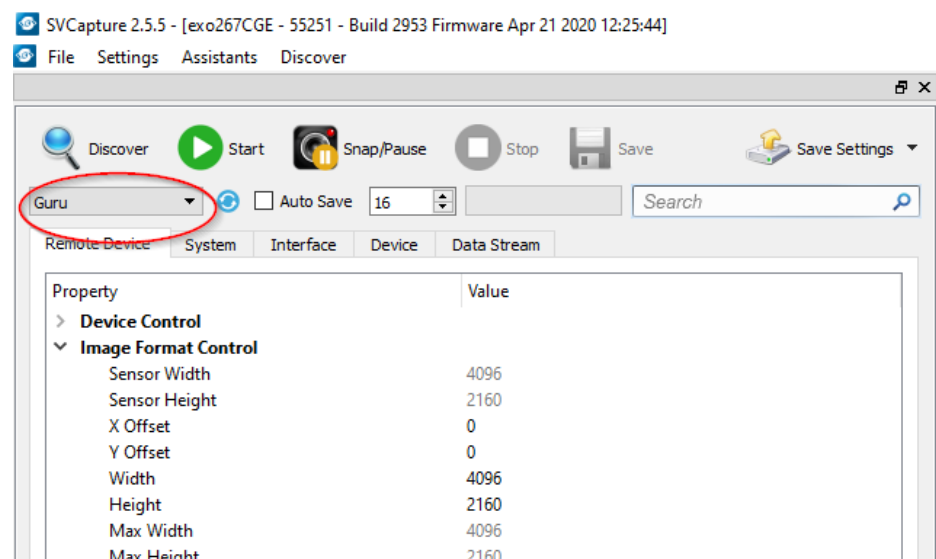
The GenICam™ standard consists of multiple modules according to the main tasks to be solved:

- GenApi: configuring the camera
- SNFC: Standard Feature Naming Convention, a catalog of standardized names and types for common device features
- GenTL: transport layer interface, grabbing images
- GenCP: generic GenICam control protocol
- GenTL SFNC: recommended names and types for transport layer interface.

The GenICam properties are organized as a tree. Manufacturers can add more features.

With your SVCam, the GenICam tree does have some hardware related extensions, especially in the I/O sector. See the Quick guide install for a short introduction into the SVS-Vistek GenICam tree.

The GenICam properties are organized in views. The recommended way to view and adjust is by using SVCapture. If you want to have a full view of all adjustable GenICam items, activate the Guru mode. Beginner mode will show only most common attributes.



**NOTICE** All modifications in the GenICam tree will have immediate effect.

### 6.3.2 Assigning I/O Lines - IOMUX

The IOMUX is best described as a switch matrix. It connects inputs, and outputs with the various functions of SVCam I/O. It also allows combining inputs with Boolean arguments.

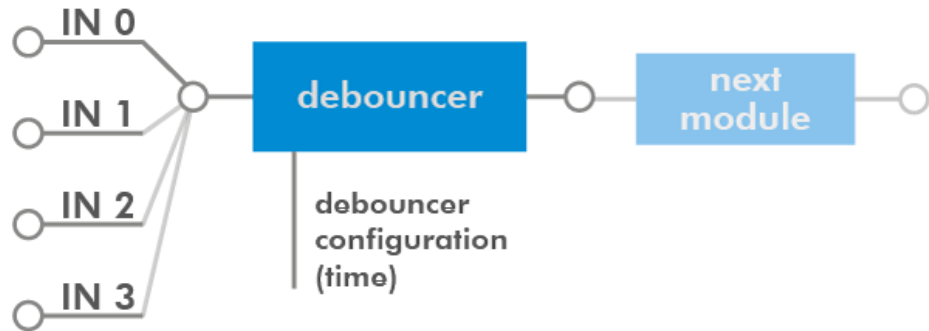


Fig.: 6-32: "IN0" connected to "debouncer"

Now the debounced signal can be taken from Debouncer (line 8) in the next module as source.

LineSelector	Translation
Line0	Output0
Line1	Output1
Line2	Output2
Line3	Output3
Line3	Output4
Line5	Uart In
Line6	Trigger
Line7	Sequencer
Line8	Debouncer
Line9	Prescaler
Line10	Input0
Line11	Input1
Line12	Input2
Line13	Input3
Line14	Input4
Line15	LogicA
Line16	LogicB
Line17	LensTXD



LineSelector	Translation
Line18	Pulse0
Line19	Pulse1
Line20	Pulse2
Line21	Pulse3
Line22	Uart2 In

The input and output lines for Strobe and Trigger impulses can be arbitrarily assigned to actual data lines. Individual assignments can be stored persistently to the EPROM. Default setting can be restored from within the Camera.

**INFO**

*Refer to pin-out in input / output connectors when physically wiring.*

## Input vector to switch matrix

No.	Name	Description
0	io_in(0)	trigger input 0 - 24 Volt / RS-232 / opto *
1	io_in(1)	trigger input 0 - 24 Volt / RS-232 / opto *
2	io_in(2)	trigger input 0 - 24 Volt / RS-232 / opto *
3	io_in(3)	trigger input 0 - 24 Volt / RS-232 / opto *
4	io_rxd	input
5	txd_from_uart1	input
6	strobe(0)	output from module iomux_pulseloop_0
7	strobe(1)	output from module iomux_pulseloop_1
8	rr_pwm_out_a	output from module iomux_sequenzer_0
9	rr_pwm_out_b	output from module iomux_sequenzer_0
10	expose	input
11	readout	input
12	r_sequenzer_pulse_a	output from module iomux_sequenzer_0 (pulse)
13	rr_pwm_out_c	output from module iomux_sequenzer_0
14	rr_pwm_out_d	output from module iomux_sequenzer_0
15	r_sequenzer_active	output from module iomux_sequenzer_0
16	r_debouncer	output from module iomux_dfilter_0
17	r_prescaler	output from module iomux_prescaler_0
18	r_sequenzer_pulse_b	output from module iomux_sequenzer_0 (pwm_mask)
19	r_logic	output from module iomux_logic_0
20	strobe(2)	output from module iomux_pulseloop_2
21	strobe(3)	output from module iomux_pulseloop_3
22	mft_rxd	input
23	trigger_feedback	input
24	txd_from_uart2	input

\* refer to pinout or specifications

## Output vector from switch matrix

No.	Name / register	Description
0	io_out(0)	output open drain
1	io_out(1)	output open drain
2	io_out(2)	output open drain *
3	io_out(3)	output open drain *
4	io_txd	output, when debug='0'
5	rxd_to_uart1	output (uart_in)
6	trigger	output
7	sequenzer_hw_trigger	input to module iomux_sequenzer_0
8	debounce input	input to module iomux_dfilter_0
9	prescale input	input to module iomux_prescaler_0
10	logic inputa	input to module iomux_logic_0
11	logic inputb	input to module iomux_logic_0
12	mft_txd	output
13	pulseloop hw_trigger	input to module iomux_pulseloop_0
14	pulseloop hw_trigger	input to module iomux_pulseloop_1
15	pulseloop hw_trigger	input to module iomux_pulseloop_2
16	pulseloop hw_trigger	input to module iomux_pulseloop_3
17	rxd_to_uart2	output (uart2_in)

### **INFO**

*For physical number of open drain outputs refer to pinout or specifications.*

## Example of an IOMUX configuration

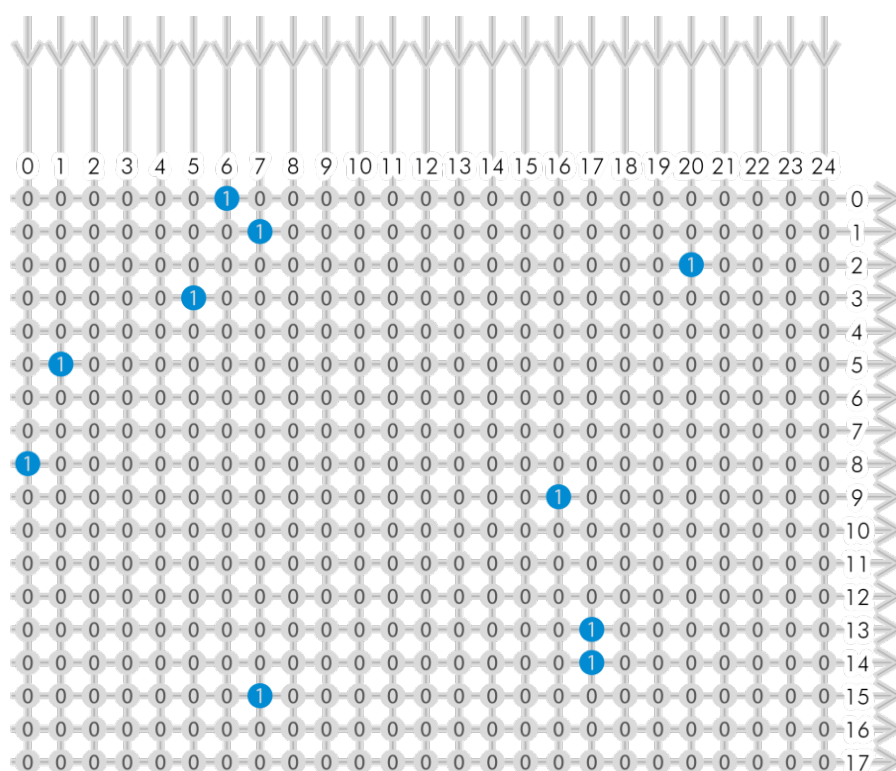


Fig.: 6-33: Example of an IOMUX configuration

- The trigger signal comes in on line 0
  - Debounce it.
    - connect line 0 to 8:  
100000000000000000000000
    - signal appears again on line 15 - debouncer out
  - Use the prescaler to act only on every second pulse.
    - connect line 16 to 9.  
00000000000000000100000000
    - signal appears again on line 17 - debouncer out
  - Configure a strobe illumination with pulseloop module 0
    - connect line 17 to 13  
signal from pulse loop module 0 appears on line 6  
connect line 6 to 0 (output 0)
  - Set an exposure signal with pulseloop module 1.
    - connect line 17 to 6
  - Tell another component that the camera is exposing the sensor.
    - connect line 17 to 14  
signal from pulse loop module 1 appears on line 7  
connect line 7 to 1 (output 1)
  - Turn of a light that was ON during the time between two pictures.
    - connect line 17 to 15  
invert signal from pulse loop module 2  
it appears on line 20  
connect line 20 to 2 (output 2)

## Inverter

The inverter enabled at a certain line provides the reverse signal to or from a module.



### Set to “1”

With set to “1” enabled in a certain line, this line will provide a high signal no matter what signal was connected to the line before.

### Set to “1” - inverse

The inverse of a set to “1” line will occur as a low signal, regardless of the actual signal that enters the inverter module.

## Easy overview with the I/O assistant

The easiest approach for an overview of current I/O connections is to use the I/O assistant of SVCapture. Every function or module has a source.

IO Config(exo267CGE - 55251 - Build 2953 Firmware Apr 21 2020 12:25:44)

Mode	Line	Inv	Source	Status
Output	Output 0 - Line0	<input type="checkbox"/>	Off	
Output	Output 1 - Line1	<input type="checkbox"/>	Strobe 0	
Output	Output 2 - Line2	<input type="checkbox"/>	Off	
Output	Output 3 - Line3	<input type="checkbox"/>	Off	
Output	Output 4 - Line4	<input type="checkbox"/>	Off	
Output	Uart In - Line5	<input type="checkbox"/>	Off	
Output	Trigger - Line6	<input type="checkbox"/>	Logic	
Output	Sequencer - Line7	<input type="checkbox"/>	Off	
Output	Debouncer - Line8	<input type="checkbox"/>	Input 1	
Output	Prescaler - Line9	<input type="checkbox"/>	Off	
Output	Logic A - Line15	<input type="checkbox"/>	Debouncer	
Output	Logic B - Line16	<input type="checkbox"/>	Input 2	
Output	Lens TXD - Line17	<input type="checkbox"/>	Off	
Output	Pulse 0 - Line18	<input type="checkbox"/>	Triggerfeedback	
Output	Pulse 1 - Line19	<input type="checkbox"/>	Triggerfeedback	

I/O assistant of SVCapture with activated debouncer and logic input

With the example above

- Input 1 will be debounced at first
- Then input 1 is combined via logic module with the logic value of input 2
- The logic result signal finally is the input for trigger.

**NOTICE** This assistant view is showing the module connection only. The properties of each module are visible in std GenICam view only (e.g. what kind of logic operation)

### 6.3.3 PWM

During Pulse Width Modulation (PWM), a duty cycle is modulated by a fixed frequency square wave. This describes the ratio of ON to OFF as duty factor or duty ratio.

#### Why PWM?

Pulse width modulation is an extremely efficient way (in terms of power dissipation) to provide/regulate electrical power to consumers as long as they do not need uninterrupted supply (such as diodes or LEDs). The interruption times might be as short as nano seconds.

#### LED characteristics

Since LEDs have a bounded workspace, the PWM ensures a variable intensity of illumination at a constant current on the diodes. The constant current guarantees a linear light emission response curve of the LED from 0-100% PWM intensity.

Running LED lighting in flash mode will increase LED lifetime because of reduced LED heat dissipation.

#### Implementation of PWM

The basic frequency of the modulation is defined by the cycle duration "T".

$$T_{PWM} = \frac{1}{f_{PWM}}$$

Duty cycle "T" is written into the registry by multiple of the inverse of camera frequency in 15 ns steps (refer to ["System clock frequency" on page 48](#)).

$$T_{PWM} = \frac{1}{66,6MHz} \cdot PWMMax[SeqSelector] = 15 ns \cdot PWMMax[SeqSelector]$$

#### The intensity of a PWM

The duty ratio is calculated as:  $\Delta\% = t / T$ . It is written above the value of "t" as PWMChange0-3[SeqSelector] per sequence into the registry.

PWMChange0-3[SeqSelector] unit is percentage value.

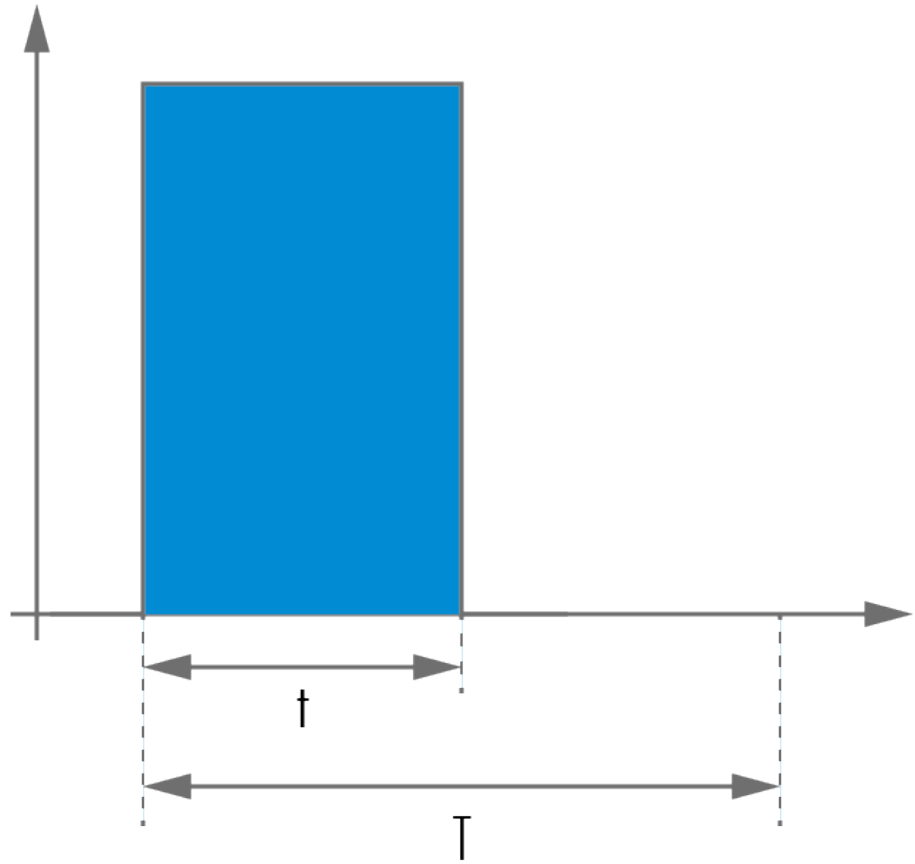


Fig.: 6-34: PWM intensity

### Examples of PWMs

The integrals over both periods  $T_A$  and  $T_B$  are equal.

$$\int_{t_{A1}}^{t_{A2}} \mathbf{A} = \int_{t_{B1}}^{t_{B2}} \mathbf{B}$$

An equal amount of Photons will be emitted. The intensity of light is the same.

$$t_{A2} - t_{A1} = t_{B2} - t_{B1}$$

The periods  $T_A$  and  $T_B$  are equal in length.

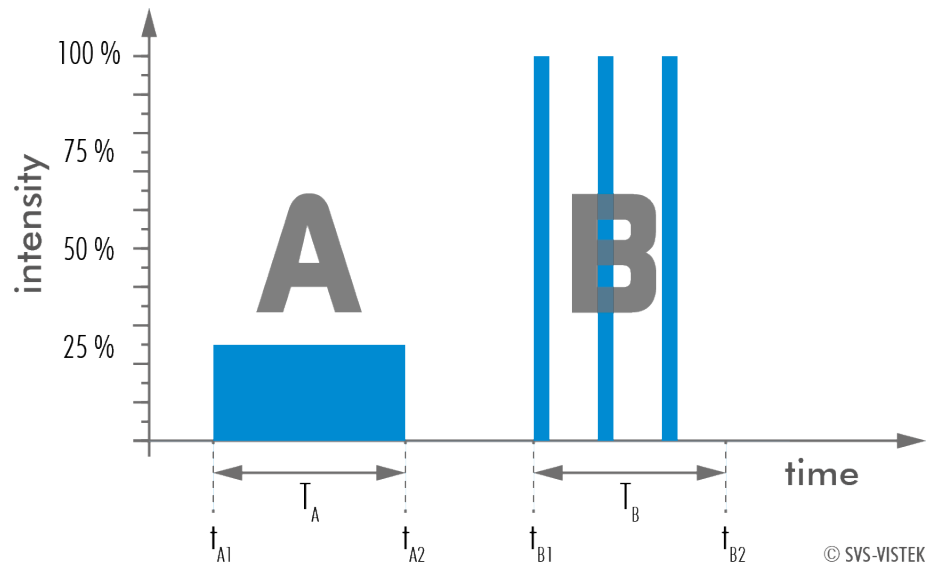


Fig.: 6-35: Example: 25% PWM load

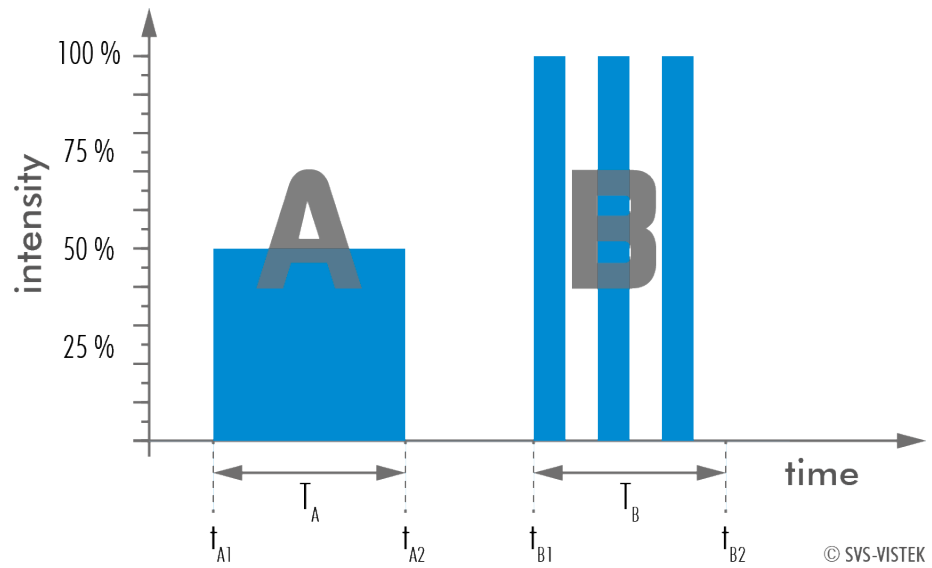


Fig.: 6-36: Example: 50% PWM load



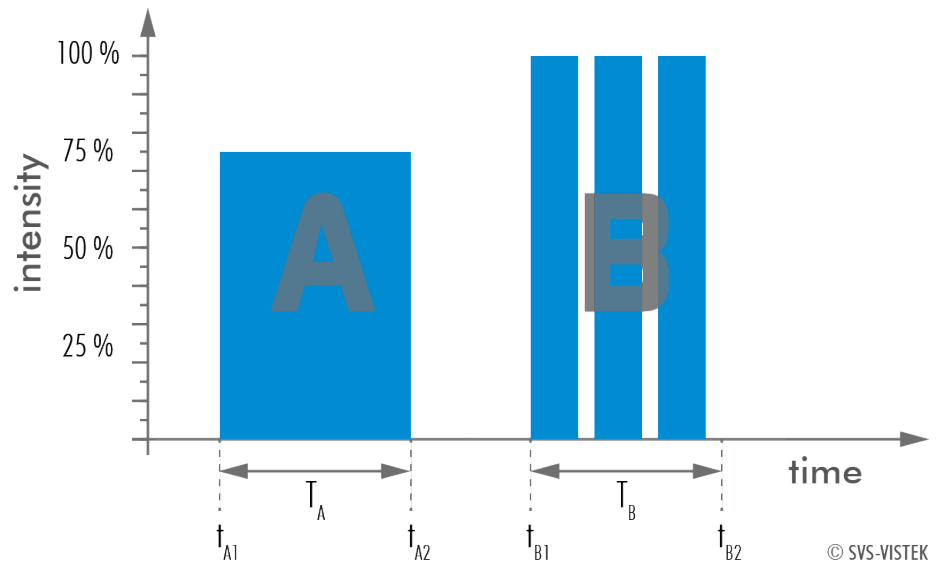


Fig.: 6-37: Example: 75% PWM load

### The PWM module

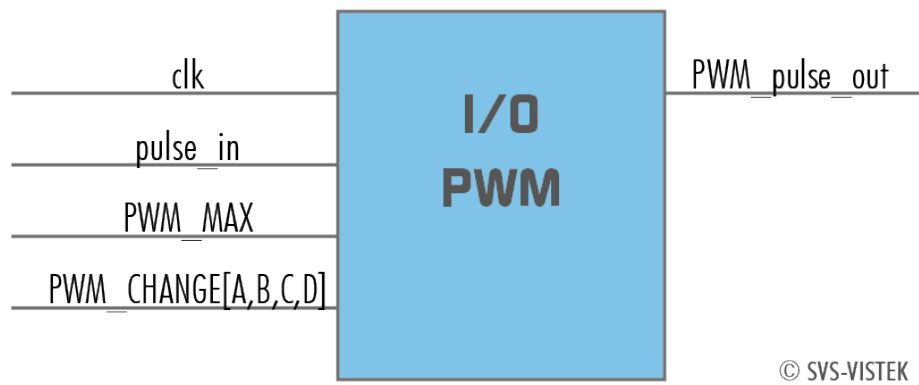


Fig.: 6-38: The PWM module

### 6.3.4 LED strobe control

The SVCam 4I/O concept contains an integrated strobe controller. Its controls are integrated into the GenICam tree. With LED lights attached to the outputs, this enables the user to control the light without external devices. Being controlled via GenICam, any GenICam-compliant 3<sup>rd</sup> party software is able to control the light as well. Maximum ON-time is 100ms. Depending on the camera model, up to 4 (see specifications) independent channels are supported with a max current of 3A@40ms per 1s (or 4%). Maximum continuous current is 0.3 A. Despite internal protections, higher current peaks might be able to damage the camera.

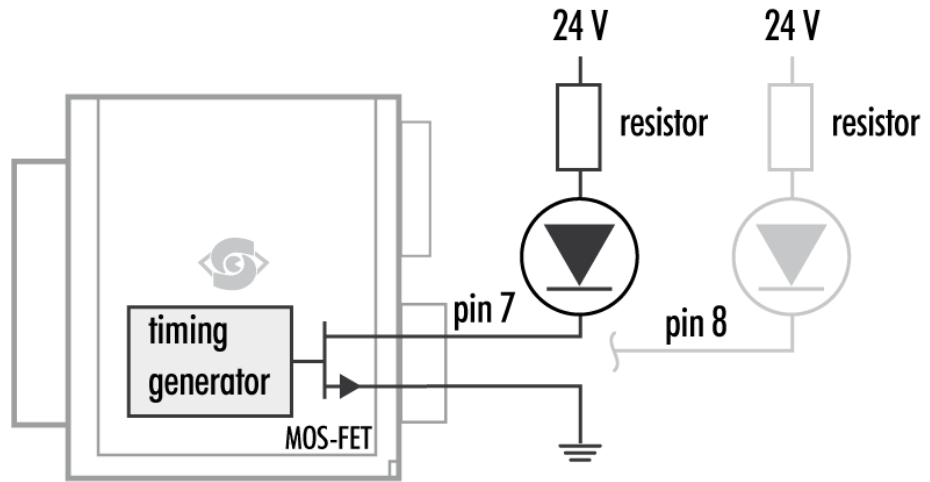


Fig.: 6-39: Attach LED lights to camera outputs

**NOTICE** To avoid destruction of your LED light or camera, make sure to use the right dimension of shunt resistor. If not done so, LEDs and/or Camera might be damaged.

### Calculate LED shunt resistors

Shunt resistors are used to limit the LED current. Make sure, neither shunt nor LED run above specs.

### LEDs in continuous mode

Voltage drop at 5 LEDs, 2,2V per LED (see spec. of LED)	11 V
Max. continuous current (see spec. of LED)	250 mA
Voltage supply	24 V
Voltage drop at resistor (24 V - 11 V)	13 V
Pull up Resistor $R = \frac{13 V}{250 mA}$	52 $\Omega$

Table: 6-4: LEDs in continuous mode

Total power ( $P = U \times I$ )	6 W
Power at LEDs ( $11 V \times 250 mA$ )	2,75 W
Power loss at resistor ( $13 V \times 250 mA$ )	3,25 W

Table: 6-5: Example Calculation "No Flash" (CW Mode)

## LEDs in flash mode

Most LED lights can cope with currents higher than specs. This gives you higher light output when light is ON. Refer to your LED specs if LED overdrive is permitted.

By controlling the duty cycle the intensity of light and current can be controlled. See sequencer example how to adjust the values in the GenICam tree for strobe control.

### INFO

*The shorter the „time on“ - the higher current can be used when driving LEDs with current higher than spec*

As a rule of thumb, make sure your PWM lighting frequency is at least double or triple the bit-depth of your image (e.g. 8 bit image = 256, this means your PWM has to be switched at least  $256 \times 2 = 512$  times) while exposing. If exposure time is 5 ms, the required minimum PWM freq =  $5 \text{ ms} / 512 \sim 10 \mu\text{s} \sim 100 \text{ kHz}$ .

## Strobe vocabulary

For an example how to enable and adjust the integrated strobe controller refer to sequencer (see "[Sequencer](#)" on the facing page). Times and frequencies are set in tics. 1 tic = 15 ns.

## Exposure delay

A tic value, representing the time between the (logical) positive edge of trigger pulse and start of integration time.

## Strobe polarity

Positive or negative polarity of the hardware strobe output can be selected.

## Strobe duration

The exposure time of LED lights can be set in tics. The min duration is 1  $\mu\text{s}$ . The longest time is 1 second.

## Strobe delay

The delay between the (logical) positive edge of trigger pulse and strobe pulse output.

### 6.3.5 Sequencer

The sequencer is used when different exposure settings and illuminations are needed in a row.

Values to set	Description
Sequencer interval	Duration of the interval
Exposure start	Exposure delay after interval start
Exposure stop	Exposure stop related to interval Start
Strobe start	Strobe delay after interval start
Strobe stop	Strobe stop related to interval Start
PWM frequency	Basic duty cycle ( 1 / Hz ) for PWM
PWM change	Demodulation results

In the current GenICam implementation, all values have to be entered in tic values.

**1 tic = 15 ns**

Every adjustment (times, frequencies) has to be recalculated into tics and done in tics. See the example below.

When setting “Exposure Start” and “Stop” consider ‘read-out-time’ of the sensor. It has to be within the Sequencer interval.

For physical input and output connections refer to pin-out or specifications or see example below. After trigger signal all programmed intervals will start. Up to 16 intervals can be programmed.

Sequencer settings can be saved to camera EEPROM.

#### Example

For demonstration, imagine following task to be done:

##### Scenario

An object should be inspected with a monochrome camera. For accentuating different aspects of the image, 4 images should be taken in a row with 4 different colours of light: Red, Green, Blue, White. White light should be generated from the RGB lights being activated at the same time. Basis is a dark environment without other light sources.

##### Camera wiring

- 3 LED lights are physically connected to the camera on out 0-2 (red, green, blue)
- Out 3 is not used

### I/O matrix

- 4 images to be taken (RGBW) result in 4 sequences
- RGB PWM change with different intensities (duty cycle) taking care for differences in spectral response of the camera sensor
- PWM change 0-2 is connected to out 0-2
- Seq pulse A is driving the exposure (trigger)
- Seq pulse B is driving the strobe
- Seq pulse B in WHITE sequence is reduced down to 33% as light intensities of 3 lights (RGB) will add up

### Notes

- Different exposure / strobe timings are used for illustration. In most cases they will show values same as exposure
- The resulting exposure time shows the period of sensor light exposure. ("masking" of exposure time by creating strobe light impulses shorter than exposure time). This value is not adjustable at the camera
- PWM change is shown with reduced height for demonstrating reduced intensity. In reality though, PWM change will be full height (full voltage, shunt resistor might be necessary) with the adjusted duty cycle
- Use a PWM frequency high enough not to interfere with your timings (here: 1000 Hz)

Scenario values	Interval 0 (RED)	Interval 1 (GREEN)	Interval 2 (BLUE)	Interval 3 (WHITE)
Sequencer Interval	1000 ms	1000 ms	1000 ms	1000 ms
Seq pulse A start	0 ms	0 ms	100 ms	0 ms
Seq pulse A stop	100 ms	300 ms	300 ms	100 ms
Seq pulse B start	0 ms	100 ms	200 ms	0 ms
Seq pulse B stop	100 ms	200 ms	300 ms	33 ms
PWM Frequency f	1000 Hz	1000 Hz	1000 Hz	1000 Hz
PWM change 0 (RED)	100%	0%	0%	100%
PWM change 1 (GREEN)	0%	70%	0%	70%
PWM change 2 (BLUE)	0%	0%	80%	80%
PWM change 3	-	-	-	-

As stated before, all these values have to be entered into the camera's GenICam tree as tic values.

The timing values translate like this into tics:

Values to set in GenICam properties	Interval 0 (RED)	Interval 1 (GREEN)	Interval 2 (BLUE)	Interval 3 (WHITE)
Sequencer Interval	6666667 tic (1000 ms)	6666667 tic (1000 ms)	6666667 tic (1000 ms)	6666667 tic (1000 ms)
Seq pulse A start	0 tic (0 ms)	0 tic (0 ms)	6666667 tic (100 ms)	0 tic (0 ms)
Seq pulse A stop	6666667 tic (100 ms)	20000000 tic (300 ms)	20000000 tic (300 ms)	6666667 tic (100 ms)
Seq pulse B start	0 tic (0 ms)	6666667 tic (100 ms)	13333333 tic (200 ms)	0 tic (0 ms)
Seq pulse B stop	6666667 tic (100 ms)	13333333 tic (200 ms)	20000000 tic (300 ms)	2200000 tic (33 ms)
Effective exposure time	100 ms	100 ms	100 ms	33 ms
PWM Frequency f	66667 tic (1000 Hz)	66667 tic (1000 Hz)	66667 tic (1000 Hz)	66667 tic (1000 Hz)
PWM change 0 (RED)	66667 tic (100% of 1000 Hz)	0 tic	0 tic	66667 tic (100% of 1000 Hz)
PWM change 1 (GREEN)	0 tic	46667 tic (70% of 1000 Hz)	0 tic	46667 tic (70% of 1000 Hz)
PWM change 2 (BLUE)	0 tic	0 tic	53333 tic (80% of 1000 Hz)	53333 tic (80% of 1000 Hz)
PWM change 3	-	-	-	-

In a timings diagram, the sequence values above will look like the following diagram.

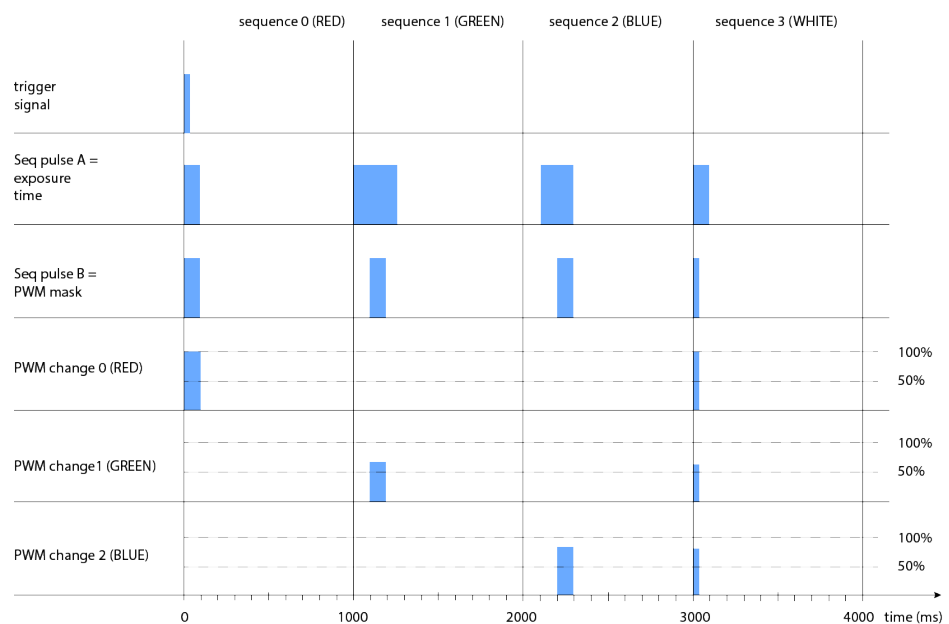
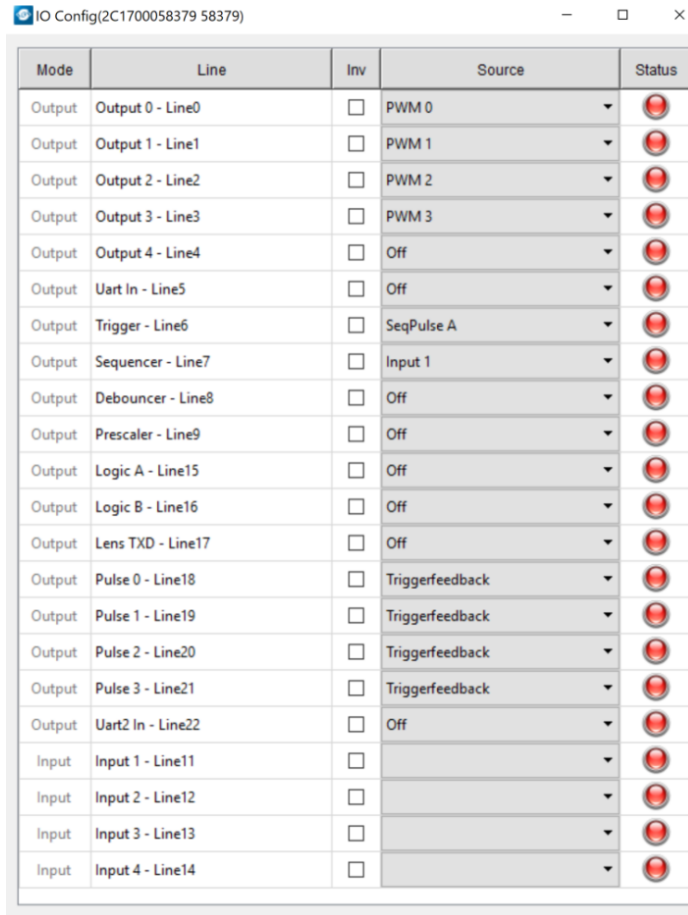


Fig.: 6-40: Sequencer timing diagram

## Sequencer setup with SVCapture

Starting with SVCapture 2.5.2, there is a sequencer assistant, providing easy setup of the sequencer settings. The assistant will help you to setup timings for start exposure and lighting and so on. The PWMs are connected to the physical outputs (e.g. for driving LED lights)..

For making the sequencer work in general, have a look into the GenICam tree or even more simple into the I/O assistant. Connect the I/O lines as below.



The screenshot shows a window titled "IO Config(2C1700058379 58379)". It contains a table with the following columns: Mode, Line, Inv, Source, and Status. The table lists 23 rows of configurations for various I/O lines.

Mode	Line	Inv	Source	Status
Output	Output 0 - Line0	<input type="checkbox"/>	PWM 0	
Output	Output 1 - Line1	<input type="checkbox"/>	PWM 1	
Output	Output 2 - Line2	<input type="checkbox"/>	PWM 2	
Output	Output 3 - Line3	<input type="checkbox"/>	PWM 3	
Output	Output 4 - Line4	<input type="checkbox"/>	Off	
Output	Uart In - Line5	<input type="checkbox"/>	Off	
Output	Trigger - Line6	<input type="checkbox"/>	SeqPulse A	
Output	Sequencer - Line7	<input type="checkbox"/>	Input 1	
Output	Debouncer - Line8	<input type="checkbox"/>	Off	
Output	Prescaler - Line9	<input type="checkbox"/>	Off	
Output	Logic A - Line15	<input type="checkbox"/>	Off	
Output	Logic B - Line16	<input type="checkbox"/>	Off	
Output	Lens TXD - Line17	<input type="checkbox"/>	Off	
Output	Pulse 0 - Line18	<input type="checkbox"/>	Triggerfeedback	
Output	Pulse 1 - Line19	<input type="checkbox"/>	Triggerfeedback	
Output	Pulse 2 - Line20	<input type="checkbox"/>	Triggerfeedback	
Output	Pulse 3 - Line21	<input type="checkbox"/>	Triggerfeedback	
Output	Uart2 In - Line22	<input type="checkbox"/>	Off	
Input	Input 1 - Line11	<input type="checkbox"/>		
Input	Input 2 - Line12	<input type="checkbox"/>		
Input	Input 3 - Line13	<input type="checkbox"/>		
Input	Input 4 - Line14	<input type="checkbox"/>		

You may start the sequence with a hardware trigger input signal (sequencer is connected to Input 1). As an alternative you might use a software trigger. For software trigger setup, adjust as below:

Feature name	Feature value
Acquisition Control - Acquisition Mode	Continuous
Acquisition Control - Trigger Selector - Trigger Mode	On
Acquisition Control - Trigger Selector - Trigger Source	Line 1
Acquisition Control - Trigger Selector - Exposure Mode	Trigger Width
Enhanced IO - PWMEEnable	On
Enhanced IO - SeqEnable	On

The Exposure mode „trigger width“ makes exposure start at a certain timing (Seq pulse A) and stop at Seq pulse B. In the GenICam tree this will reflect as following:

The screenshot shows the GenICam software interface with two panels. The left panel displays the 'Property Value' table for the 'Acquisition Control' section, and the right panel shows the 'Enhanced IO' settings in a tree view.

Property	Value
Acquisition Mode	Continuous
Trigger Selector	Acquisition Start
Trigger Mode	On
Generate Software Trigger	(command)
Trigger Source	Line 1
Trigger Activation	Rising Edge
Trigger Delay	0 us
Exposure Mode	Trigger Width
Acquisition Frame Rate	10 Hz
Exposure Time	99871 us
Exposure Auto	Off
Exposure First	<input type="checkbox"/> Off
ExposureTimeMin	1000 us
ExposureTimeMax	300000 us
Sensor Shutter Mode	Global Shutter

Property	Value
PWMEEnable	<input checked="" type="checkbox"/> On
SeqTrigger	(command)
SeqTriggermode	Trigger on high level
SeqSelector	3
SeqInterval	6700000
SeqPulseAStart	0
SeqPulseAStop	6666666
SeqPulseBStart	0
SeqPulseBStop	6666666
PWMMax	66666
PWMChange0	0
PWMChange1	0
PWMChange2	0
PWMChange3	66666
SeqCount	4
SeqEnable	<input checked="" type="checkbox"/> On
SeqLoop	<input type="checkbox"/> Off
DebounceDuration	66666
PrescaleDivisor	2



### 6.3.6 Optical input

In many trigger signals you find noise, transients and voltage spikes. These are able to damage components in the camera and trigger signal interpretation might be difficult.

An optical input separates the electrical trigger and camera circuits. The benefit of such an optical input is to avoid all these kinds of interaction from power sources or switches. The disadvantage of an optical input is that it is slower in terms of signal transmission and slew rate than a direct electrical connection.

If you need super fast response from the camera, direct electrical access is your choice. If your camera trigger is in the ms range or slower, we recommend to use the optical input.

An optical input needs some current for operation. The SVS-Vistek optical input is specified to 5-24 V, 8 mA.

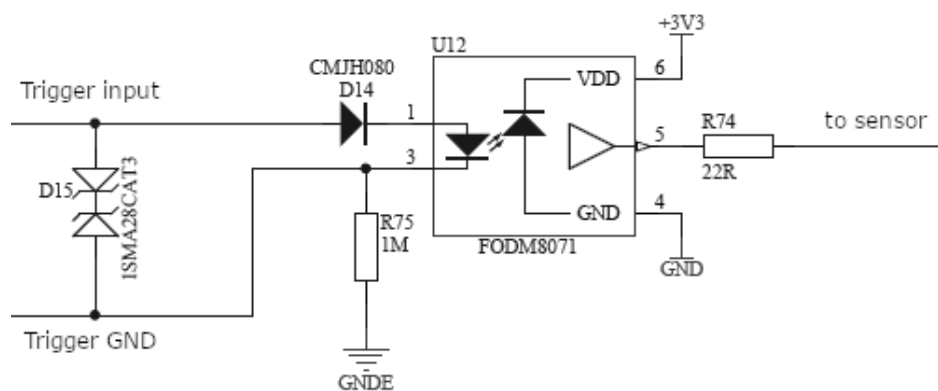


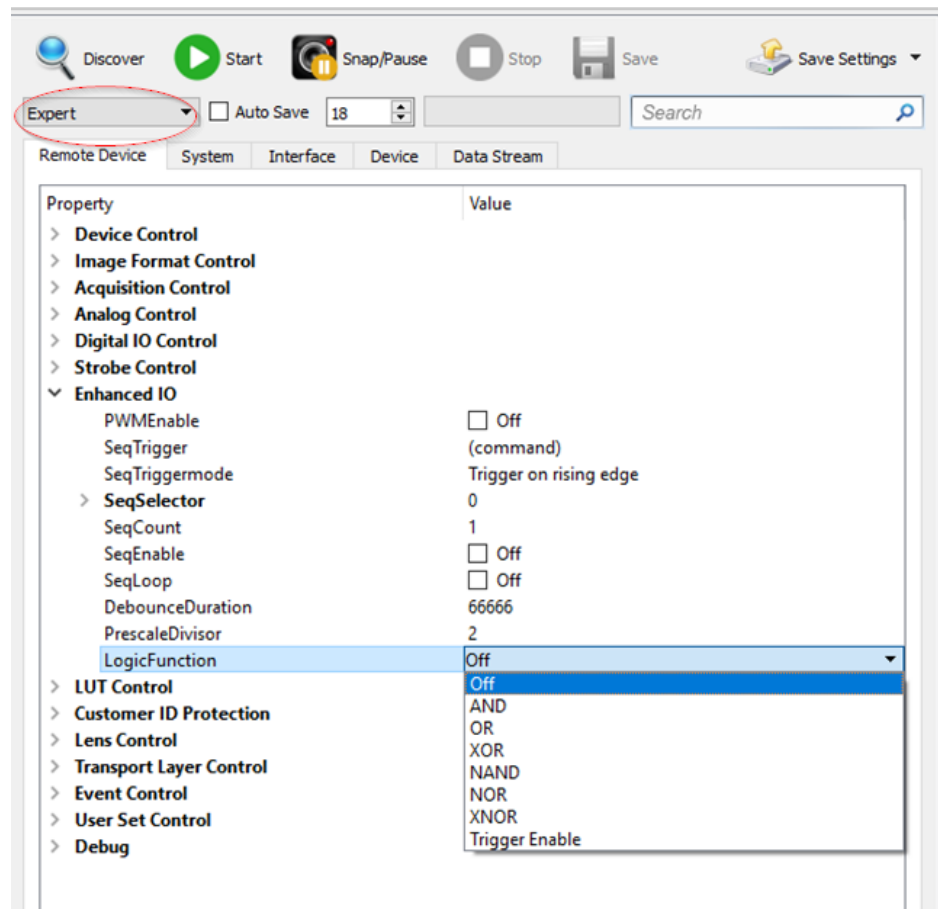
Fig.: 6-41: Optical input

The optocoupler galvanically separates electrical circuits by emitting light on one side and interpreting light in the other. There is no direct electric interaction between both electrical circuits.

### 6.3.7 PLC / Logical operation on inputs

The logic input combines trigger signals with Boolean algorithms. The camera provides AND, NAND, OR, NOR, XOR, XNOR as below. You might combine true/false states of the inputs to determine camera actions. The result can be connected to a camera trigger signal or it may be source for the next logical operation with another input. It is possible to connect it to an OUT line as well.

## Do it in the GenICam tree



The logic function always combines the values of Digital IO InputA/LogicA and InputB/LogicB. In case of the Trigger enable logic function, LogicB is the trigger enable signal and will be combined with LogicA value.

AND	NAND	OR	NOR	XOR	XNOR
A B Y	A B Y	A B Y	A B Y	A B Y	A B Y
0 0 0	0 0 1	0 0 0	0 0 1	0 0 0	0 0 1
0 1 0	0 1 1	0 1 1	0 1 0	0 1 1	0 1 0
1 0 0	1 0 1	1 0 1	1 0 0	1 0 1	1 0 0
1 1 1	1 1 0	1 1 1	1 1 0	1 1 0	1 1 1

Table: 6-6: Truth table of logic function

**NOTICE** Expert view of the GenICam tree has to be activated to see logic functions.

### 6.3.8 Serial data interfaces

(ANSI EIA/ TIA-232-F

RS-232 and RS-422 (from EIA, read as Radio Sector or commonly as Recommended Standard) are technical standards to specify electrical characteristics of digital signaling circuits. Serial connection might be used to control SVCams. These signals are used to send low-power data signals to control exposure, light or lenses (MFT). Usage scenario is a control possibility without network. Be aware of low connection speed.

Serial interface parameter	RS-232	RS-422
Maximum open-circuit voltage	±25 V	±6 V
Max differential voltage	25 V	10 V
Min. signal range	±3 V	2 V
Max. signal range	±15V	10 V

Table: 6-7: Serial interface parameters - RS-232 and RS-422

#### INFO

*See your camera data sheet regarding its serial capabilities.*

Data transport is always asynchronous. Synchronization is implemented by first and last bit of a package. Data rate (bits per second) must be defined before transmission.

### RS232

RS232 is split into 2 lines receiving and transferring data.

- RXD: receive data
- TXD: transmit data

Signal voltage values are:

- Low: -3 ... -15 V
- High: +3 ... +15 V

#### INFO

*For restrictions, refer to table of serial interface parameter above.*

Packaging data into containers (adding start and stop bits) is implemented by the UART (Universal Asynchronous Receiver Transmitter).

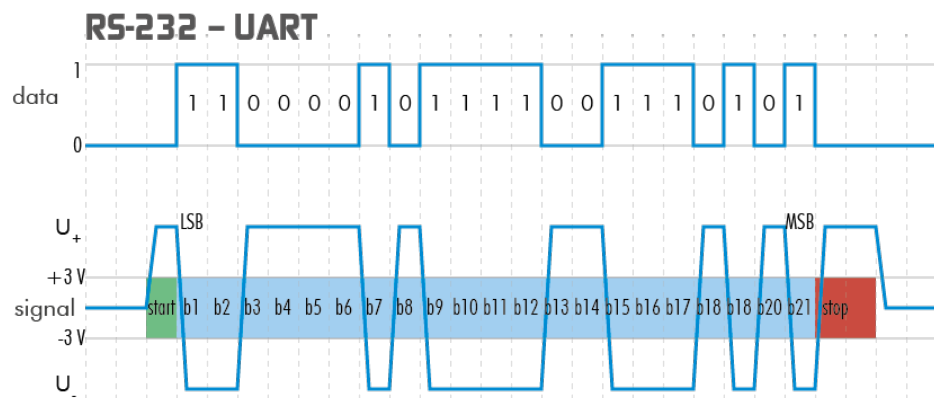


Fig.: 6-42: UART encoding of a data stream

### 6.3.9 Trigger-edge sensitivity

Trigger-edge sensitivity is implemented by a “Schmitt trigger”. Instead of triggering to a certain value, the Schmitt trigger provides a threshold.

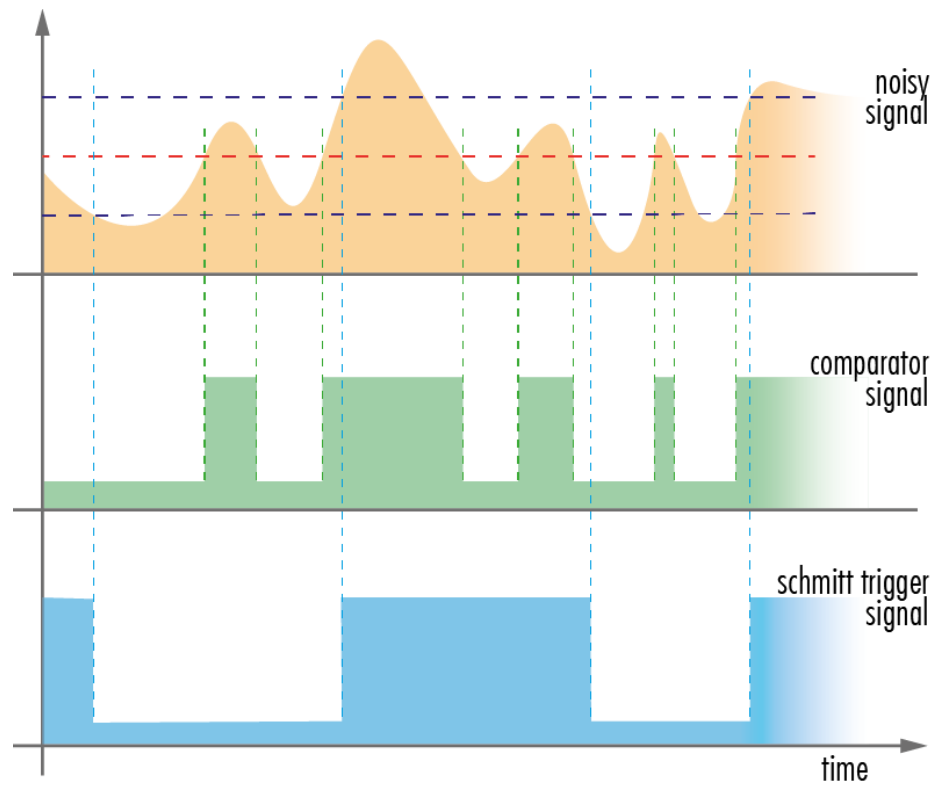


Fig.: 6-43: Schmitt trigger noise suppression

### 6.3.10 Debouncing trigger signals

Bounces or glitches caused by a switch can be avoided by software within the SVCam.

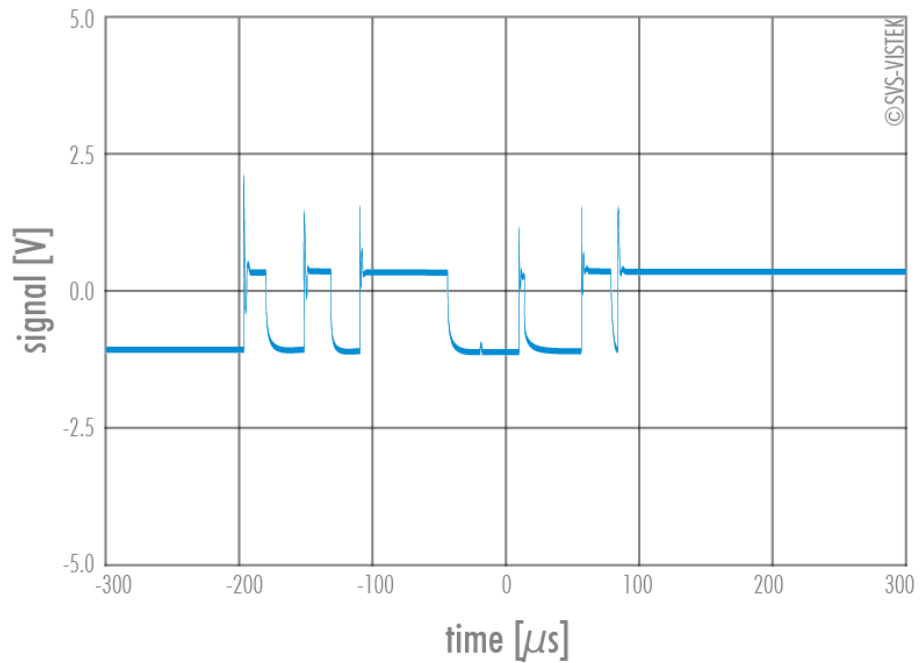


Fig.: 6-44: Bounces or glitches caused by a switch

Therefore the signal will not be accepted until it lasts at least a certain time.

- Use the IO Assignment tool to place and enable the debouncer module in between the “trigger” (Schmitt trigger) and the input source (e.g.: line 1).

The “DebounceDuration” register can be set in multiples of 15 ns (implement of system clock), e.g. 66 666 ≈ 1 ms

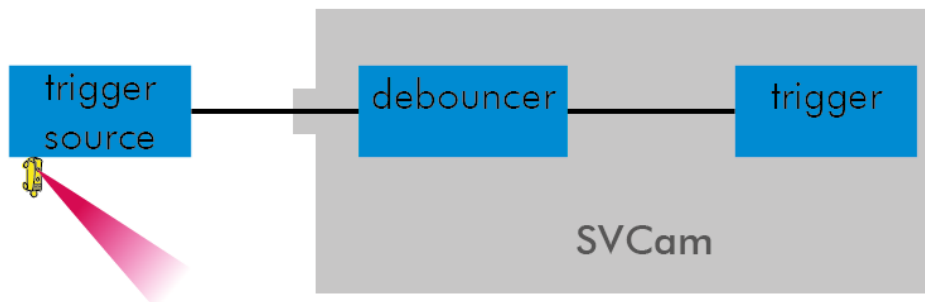


Fig.: 6-45: Debouncer between the trigger source and trigger

> Anaio Control	
> Digital IO Control	
> LineSelector	Debounce - Line8
LineMode	Output
LineInverter	<input type="checkbox"/> Off
LineStatus	<input type="checkbox"/> Off
LineSource	Input 1
LineStatusAll	0x1400039000000000
> UserOutputSelector	UserOutput 0
UserOutputValueAll	0
UserOutputValueAllMask	31
UseroutputStatusLevel	CamStatus_undefined
UseroutputStatusMask	0
> Strobe Control	
> Enhanced IO	
PWMEnable	<input type="checkbox"/> Off
SeqTrigger	(command)
SeqTriggermode	Trigger on rising edge
> SeqSelector	0
SeqCount	1
SeqEnable	<input type="checkbox"/> Off
SeqLoop	<input type="checkbox"/> Off
DebounceDuration	66666
PrescaleDivisor	2
LogicFunction	AND
> LUT Control	
> Customer ID Protection	

Input 1 debounce time here is about 1 ms.

## The debouncer module

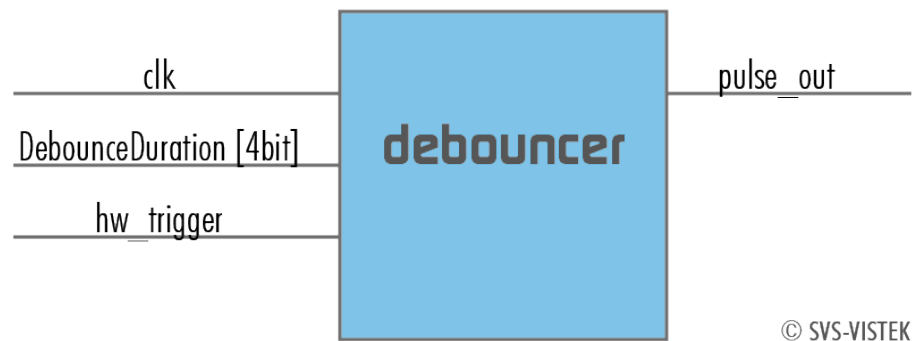


Fig.: 6-46: The debouncer module

### 6.3.11 Prescale

The Prescale function can be used for masking off input pulses by applying a divisor with a 4-bit word, resulting in 16 unique settings.

- Reducing count of interpreted trigger signal
- Use the prescale function to ignore a certain count of trigger signals.
- Divide the amount of trigger signals by setting a divisor.
- Maximum value for prescale divisor: is 16 (4 bit)

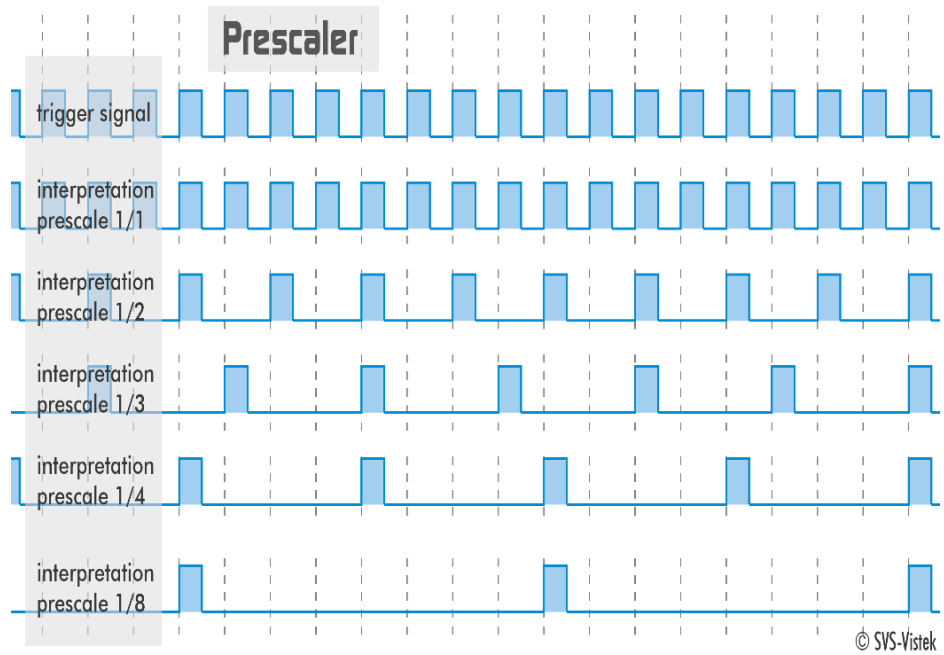


Fig.: 6-47: Prescale values and their result on trigger signal

### The prescale module

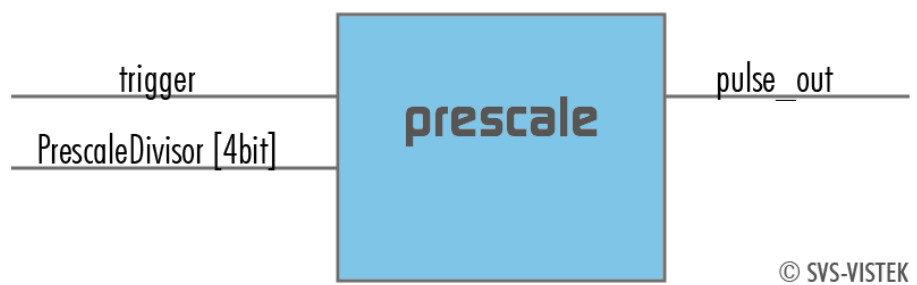


Fig.: 6-48: The prescale module

## 7 Dimensions

### INFO

All length units in mm.

Find the technical drawings in the web download area at

<https://www.svs-vistek.com/en/support/svs-support-download-center.php>

CAD step files available with valid login at [SVS-VISTEK.com](https://www.svs-vistek.com)

### 7.1 M58 mount

- Diameter 58 mm
- Thread pitch 0.75 mm
- Back focus distance from sensor to flange of the camera: 11.48 mm
- Distance from sensor surface to lens differs depending on lens specifications and how far the lens is screwed in.

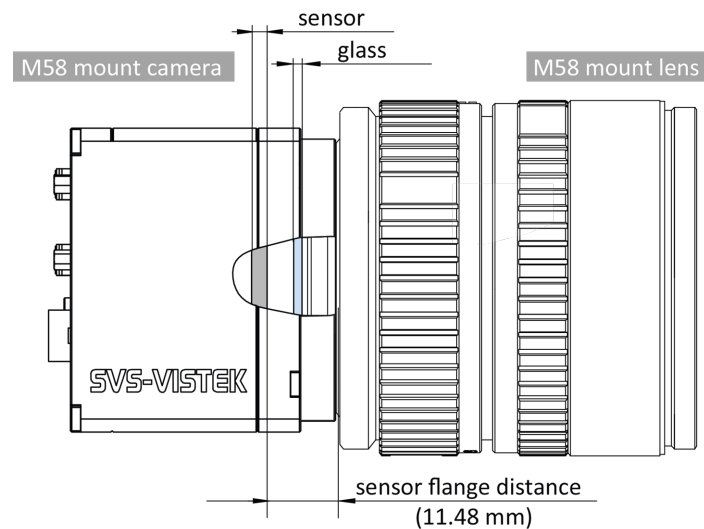
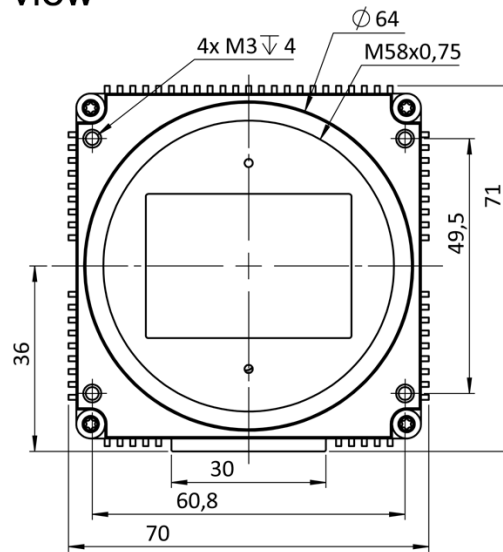


Fig.: 7-1: M58 mount

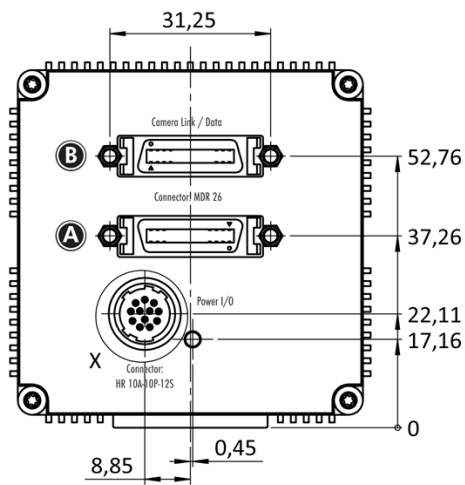


## 7.2 hr16050\*CL, hr16070\*CL, hr29050\*CL

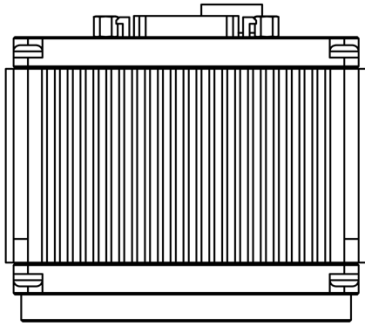
front view



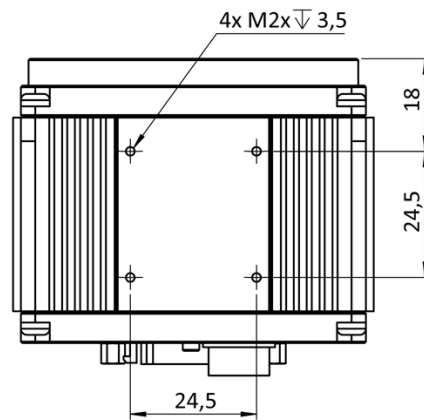
back view



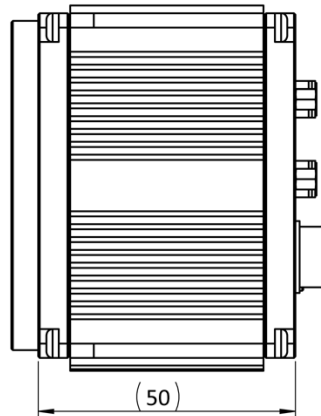
top view



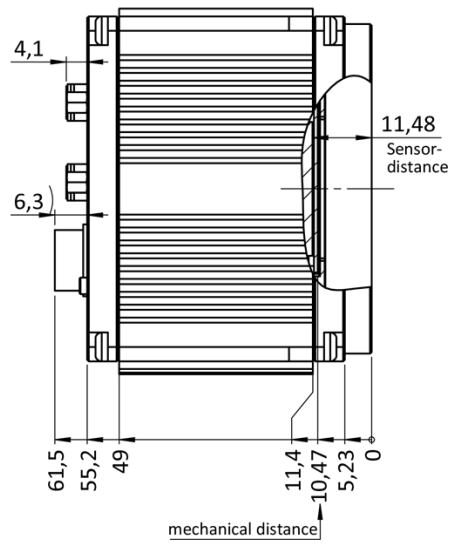
bottom view



right view

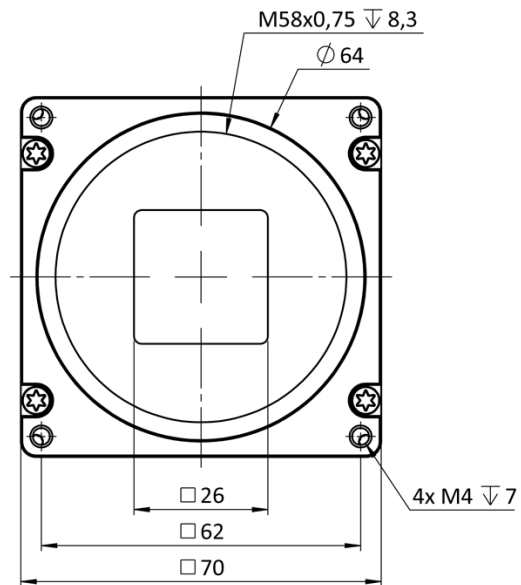


cross section

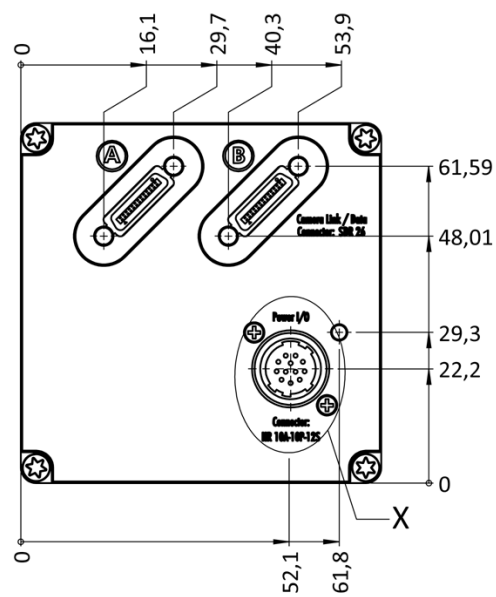


### 7.3 hr25\*CL

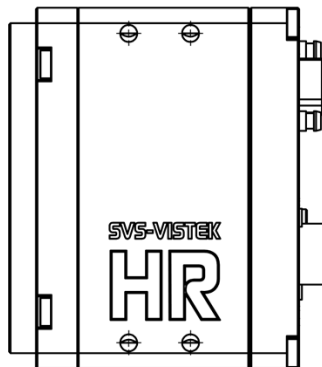
front view



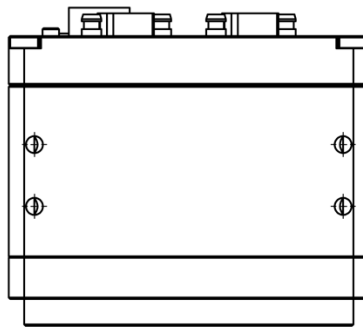
back view



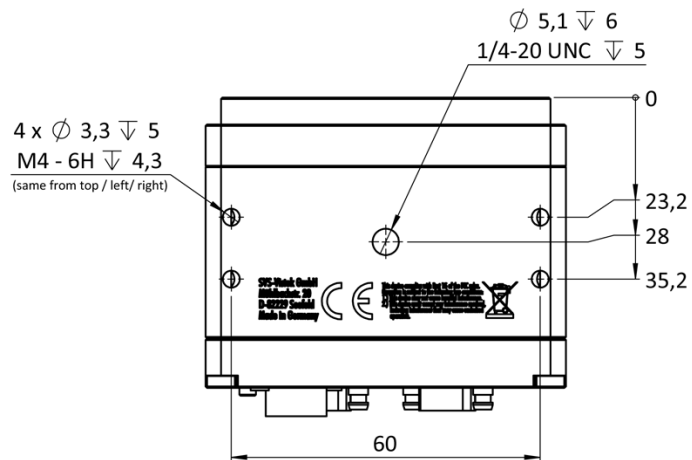
right view



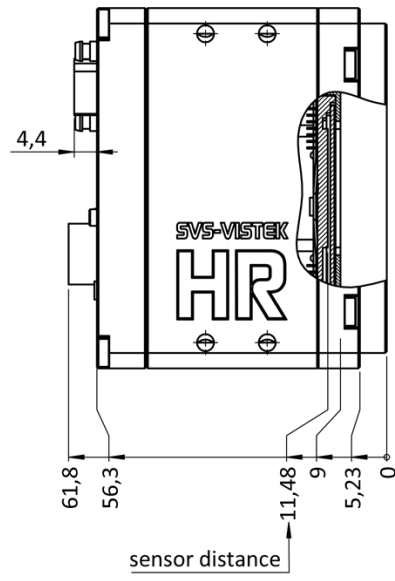
top view



bottom view

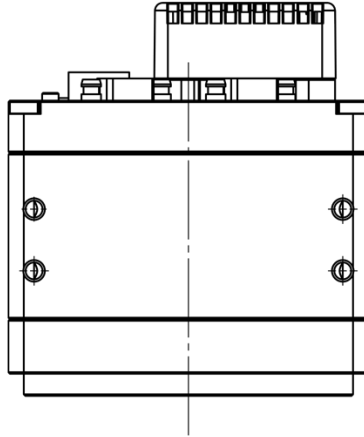


cross section

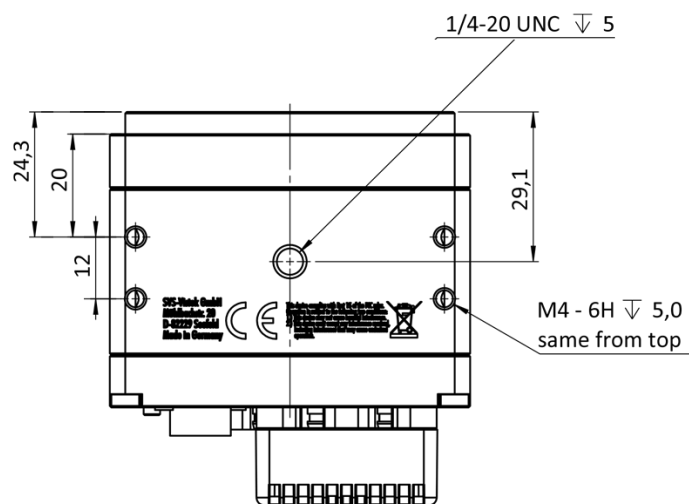


## 7.4 hr49\*CL

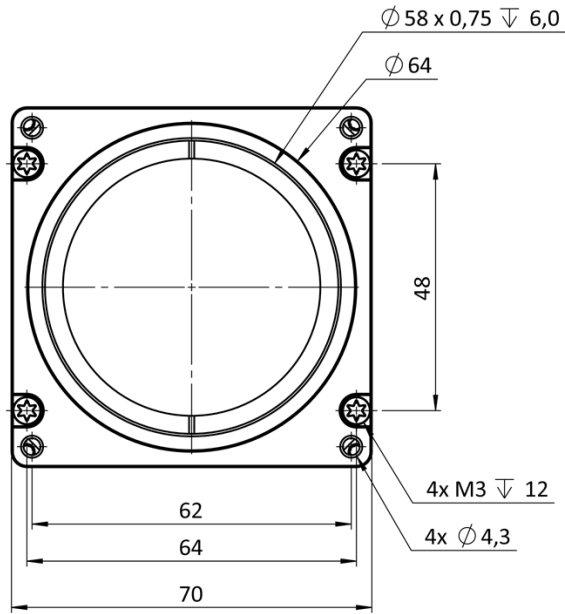
top



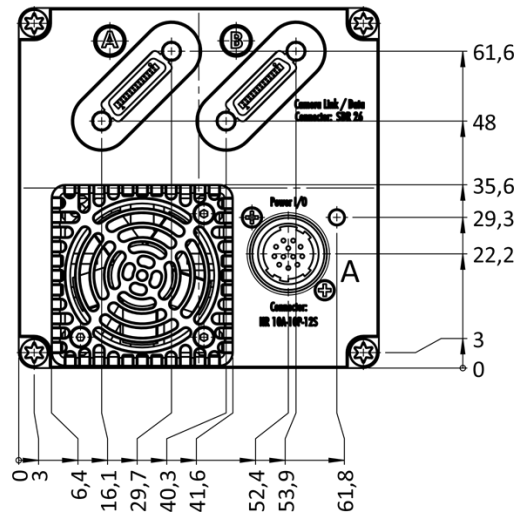
bottom



front

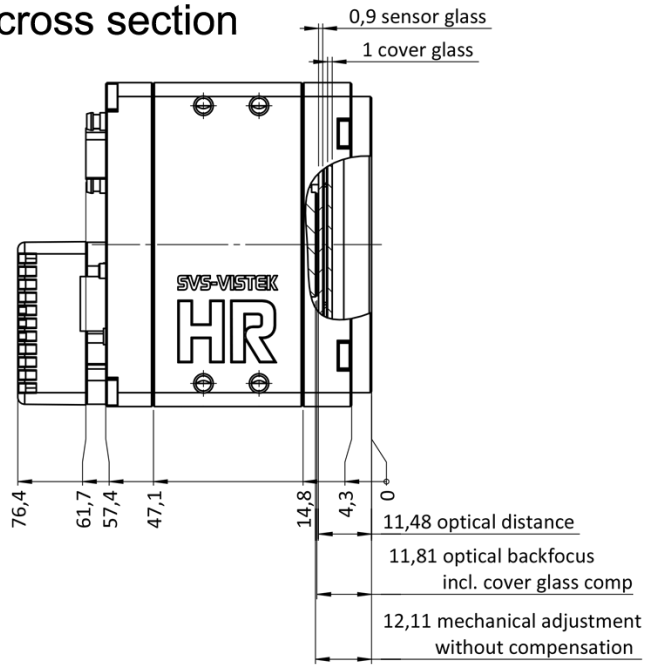


back

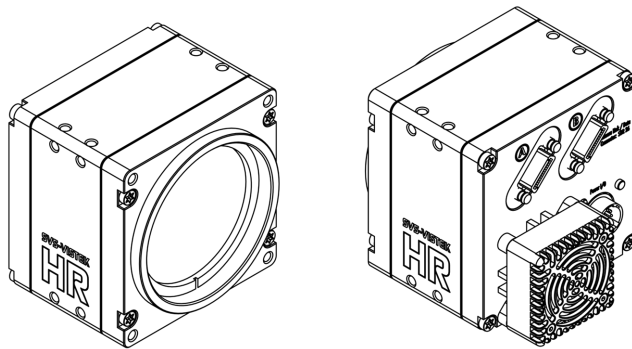




### cross section

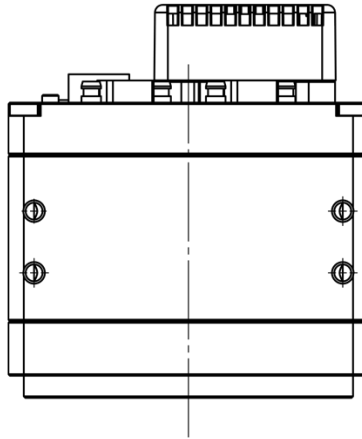


### 3D

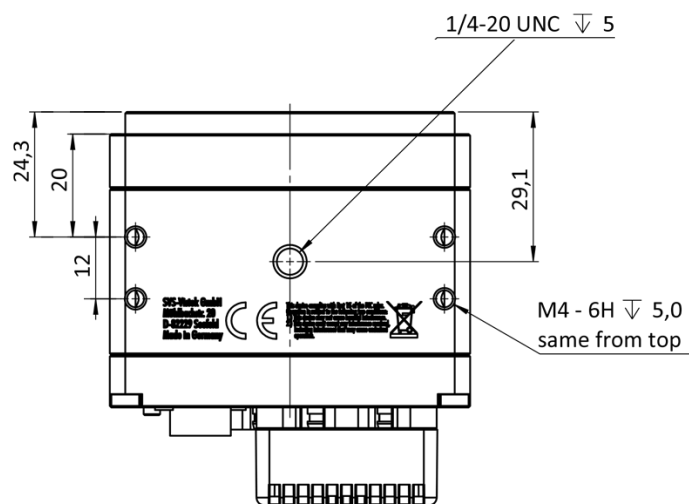


## 7.5 hr65\*CL

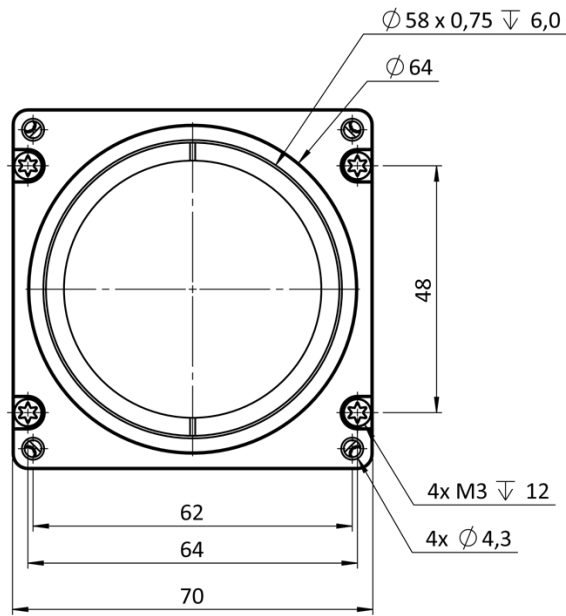
top



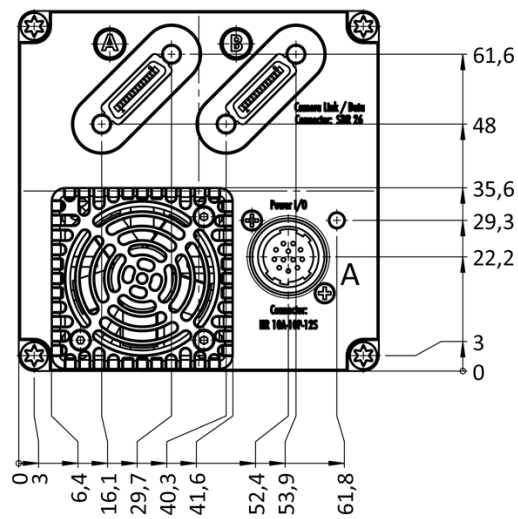
bottom



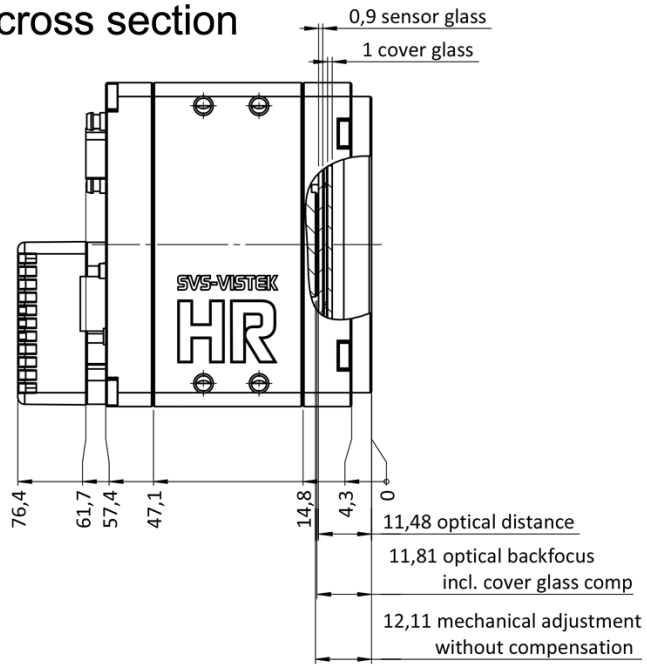
front



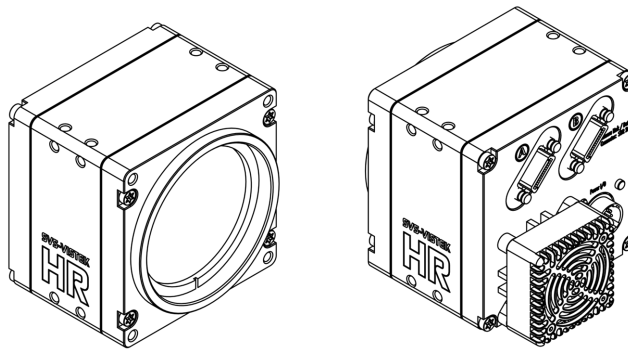
back



cross section



3D

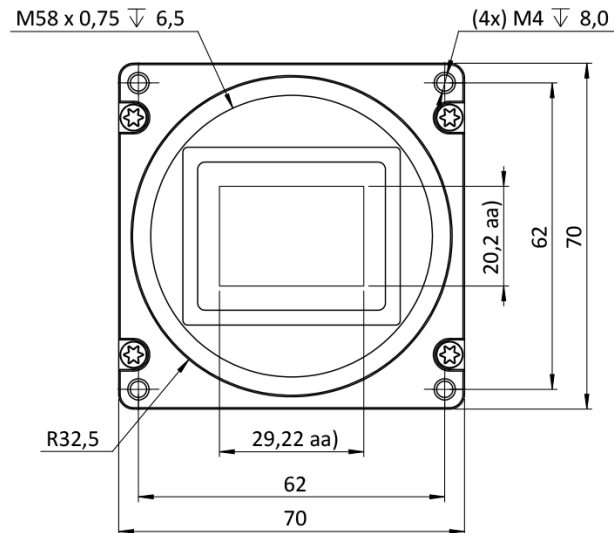


## 7.6 hr120\*CL

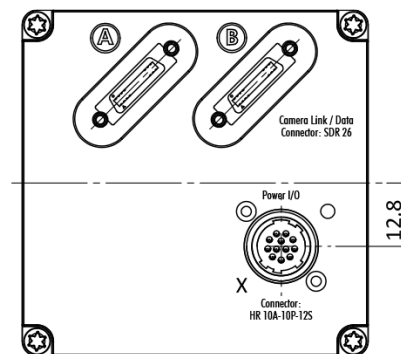
### INFO

The HR120 can be ordered with different mount options. The most general approach is M58, as outlined in the drawing below. Additional mounts (Birger mount, Moritex mount) on request.

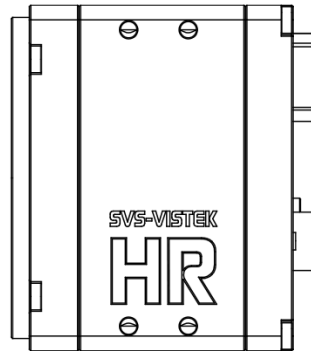
### front view



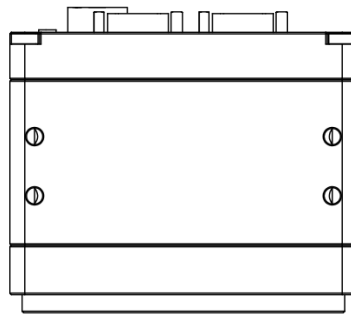
### back view



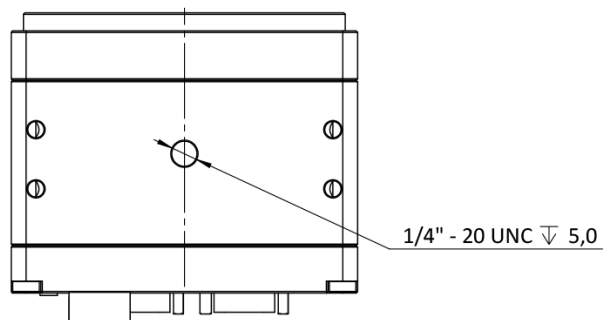
right view



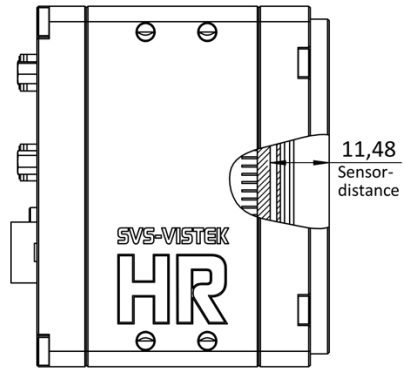
top view



bottom view



cross section



## 8 Appendix

### 8.1 I/O driver circuit schematics

Camera power supply and power supply for PWM out is 25V max. Power for PWM out has to be supplied via Hirose connector. The open drain outputs are ledged to ground, that means you connect your LED on the positive side to your (light-)power source, the negative LED connector goes to the camera out. This setup requires common ground.

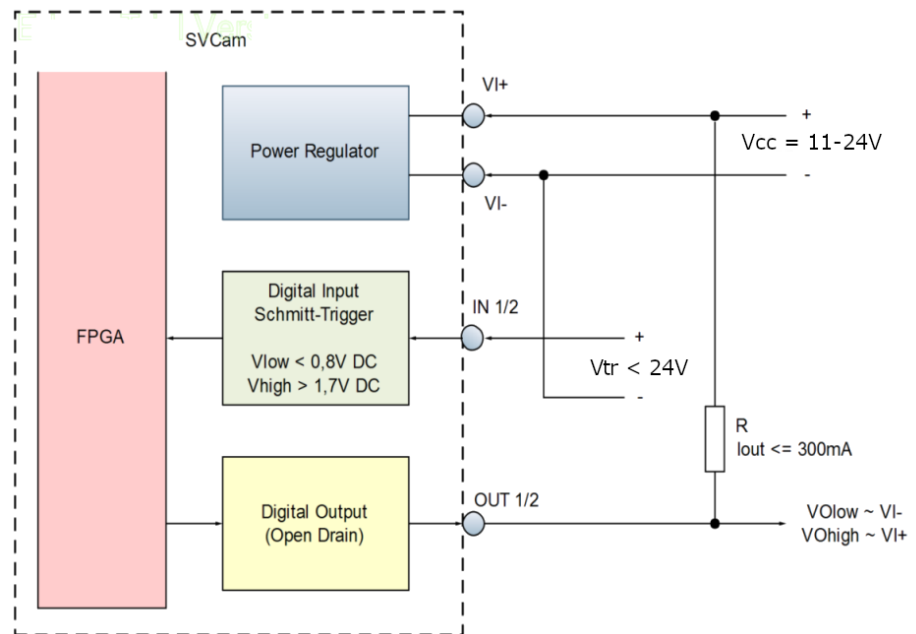


Fig.: 8-1: I/O driver circuit schematics