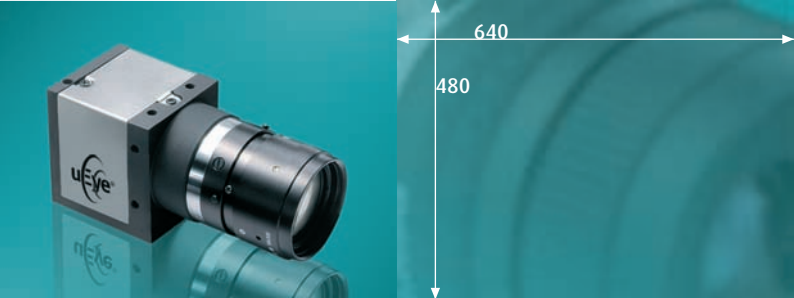




**iDS**



**uEye<sup>®</sup> UI-1410-C/M**

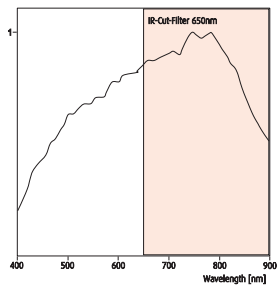
**VGA Camera with 1/3" CMOS Sensor**

# uEye® UI-1410-M / UI-1410-C

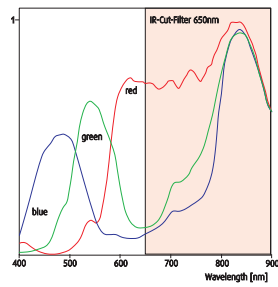


## The uEye® family

uEye® stands for a family of extremely compact, low-cost cameras for professional use in industry, medicine and security technology. Through the use of the widespread USB technology, the cameras can be interfaced with a vast variety of systems without any problems.



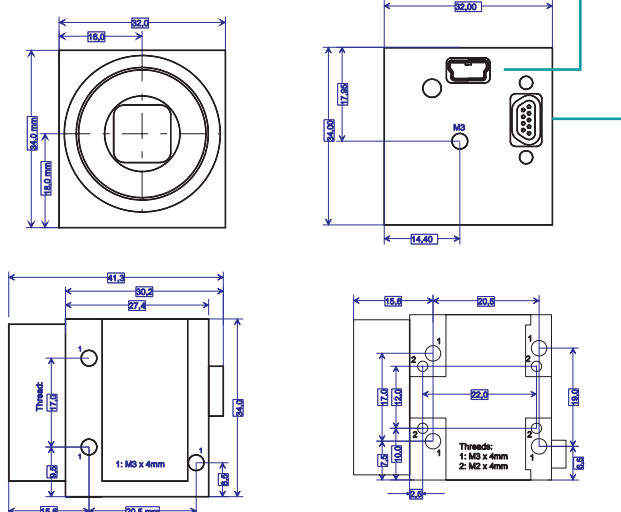
Sensor characteristics UI-1410-M



UI-1410-C

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

Conventional USB Mini-B connector



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

## The characteristics at a glance

Interface	USB 2.0
Sensor Technology	CMOS
Model description (color)	UI-1410-C
Model description (Mono)	UI-1410-M
Resolution (h x v)	640 x 480
Resolution Category / Pixel Class	VGA
Sensor size	1/3"
Shutter	Rolling
max. fps in Freerun Mode at full resolution	35 fps
max. fps in SW Trigger Mode at 1 ms exposure	17 fps
Exposuretime in Freerun Mode	56 µs - 630 ms
Exposuretime in Trigger Mode	56 µs - 630 ms
AOI Modes	H <sup>2</sup> + V <sup>2</sup>
AOI with 320 x 240 Pixels (CIF)	68 fps
Subsampling Modes	H + V <sup>2</sup>
Subsampling Factors	x2
Resolution, fps	320 x 240, 68 fps
Binning Modes	-
Binning Method	-
Binning Factors	-
Resolution, fps	-
Mono: Maximum Gain	25,2x
Farbe: Maximum Gain RGB/Master	5x /5x
Additional Gain Boost with Factor	2x
Sensor Model	KAC-9618/28
Pixel Clock	5 - 14 MHz
Pixelpitch in µm	7,5
Full Well Capacity	k.A.
Optical Size	4,80 x 3,60 mm
Aspect Ratio	4:3
Exact Real Diagonal	6,0 mm, 1/2,7"
Current consumption at 5 V	80 - 110 mA

In scope of delivery:

Powerful, easy to handle uEye SDK  
 uEye Demo and Programexamples executable and Source Code.  
 TWAIN, Active-X and Direct Show (WDM) drivers  
 Interfaces for ActivVision Tools, Common Vision Blox, HALCON, LabVIEW and Neurocheck

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

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

