

uEye® UI-1480-C/M

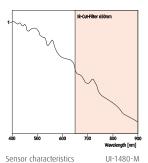
5 Mega pixels QSXGA Camera with 1/2" CMOS Sensor

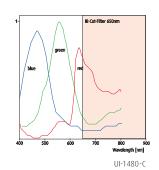
uEye® UI-1480-C/M



The uEye® Family

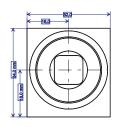
uEye® stands for a family of extremely compact, low-cost cameras for professional use in automation, quality assurance, security technology and non-industrial applications. Through the use of the widespread USB technology, the cameras can be interfaced with a vast variety of systems without any problems.

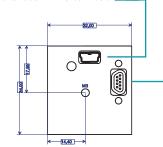


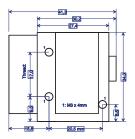


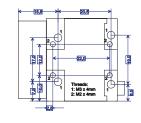
Screw-mounted Micro Sub-D connector for USB, Trigger and Digital-Out

Conventional USB Mini-B connector_











Interface Sensor Technology Model description (color) Model description (Mono)

Resolution (h x v)
Resolution Category / Pixel Class

Sensor size Shutter

max. fps in Freerun Mode at full resolution max. fps in SW Trigger Mode at 1 ms exposure

Exposuretime in Freerun Mode Exposuretime in Trigger Mode

AOI Modes AOI with 320 x 240 Pixels (CIF)

Subsampling Modes Subsampling Factors Resolution, fps

Binning Modes Binning Method

Binning Factors Resolution, fps

Mono: Maximum Gain Color: Maximum Gain RGB/Master Additional Gain Boost with Factor

Sensor Model Pixel Clock

Pixelpitch in µm Full Well Capacity Optical Size Aspect Ratio Exact Real Diagonal

Current consumption at 5 V

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

The characteristics at a glance

USB 2.0 CMOS

UI-1480-C

UI-1480-M

2560 x 1920 QSXGA/5 MP

1/2"

Rolling/Global Start

6,3 fps

6,1 fps

75 µs - 2745 ms

75 µs - 2745 ms

 $H^2 + V^2$

126 fps

 $H^2 + V^2$

x2, x4

1280 x 960, 25 fps

640 x 480, 100 fps

 $H^2 + V^2$

H: Sum

V: Average

x2, x4

1280 x 960, 19 fps

640 x 480, 43 fps

30x

6,5x/12x 1,6x

MT9P031

5 - 43/95 MHz

2,2

12.000 e-

5,63 x 4,22 mm

4:3

7,0 mm, 1/2,3"

90 - 130 mA

² = Use increases frame rate

