

## TECHNICAL REFERENCE

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FLIR **FIREFLY**<sup>®</sup>

*FFY-U3-16S2*



**US3**<sup>™</sup>  
VISION

**Revised**  
**6/21/2019**

## FCC Compliance

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

## Korean EMC Certification

The KCC symbol indicates that this product complies with Korea's Electrical Communication Basic Law regarding EMC testing for electromagnetic interference (EMI) and susceptibility (EMS). This equipment has received a conformity assessment for use in a business environment, and it may cause radio frequency interference if it is used in a home environment.

## Hardware Warranty

The warranty for the Firefly camera is 3 years. For detailed information on how to repair or replace your camera, please see the [terms and conditions on our website](#).

## Export Control

The ECCN for this product is EAR099.

## WEEE

The symbol indicates that this product may not be treated as household waste. Please ensure this product is properly disposed as inappropriate waste handling of this product may cause potential hazards to the environment and human health. For more detailed information about recycling of this product, please contact us.



## Trademarks

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## Licensing

To view the licenses of open source packages used in this product please see [What open source packages does firmware use?](#)



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# 1 Firefly Technical Reference

Welcome to the Firefly camera. We offer a number of resources to assist you with the Firefly.

- **Spinnaker SDK**—software development kit that provides GenICam-compliant controls to create applications for the camera. Spinnaker is available for download. Each installation includes API documentation for C, C++, and C#.
- **Release Notes**—information about the current firmware release including feature additions or changes, bug fixes, and known issues.
- **Specifications**—information about the camera model as it performs with the current firmware.
- **Getting Started**—quick start guide for installing the camera and software.
- **Installation Guide**—information about installing the camera and SDK, the physical interface and mechanical properties, troubleshooting and how to get help. This document is available as a PDF for download or as a webpage included in the firmware release package.
- **Technical Reference**—information about the features supported by the camera model with the current firmware, including: image format control, acquisition control, sequencing, binning/decimation, and others. This document is available as a PDF for download or as a webpage included in the firmware release package.
- **Firmware**—programming inserted into the programmable ROM of the camera that can be updated in-field. New firmware packages are available for download and include both the firmware file and documentation.

These resources as well as knowledge base articles and application notes can be found on the Support page for the product.

[Firefly S Support Articles](#)

[Firefly S Resources](#)

[Firefly DL Support Articles](#)

[Firefly DL Resources](#)

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## 2 Specifications and Frame Rates

### 2.1 General Specifications

|                                | Firefly FFY-U3-16S2M                                 |
|--------------------------------|--|
| <b>Firmware Version</b>        | 1906.0.10.0  |
| <b>Model Name</b>              | Firefly FFY-U3-16S2M                                 |
| <b>Resolution</b>              | 1440x1080  |
| <b>Frame Rate</b>              | 60 FPS   |
| <b>Megapixels</b>              | 1.6 MP   |
| <b>Sensor</b>                  | Sony IMX296, CMOS, 1/2.9"                            |
| <b>Readout Method</b>          | Global shutter                                       |
| <b>Pixel Size</b>              | 3.45 $\mu\text{m}$                                   |
| <b>Lens Mount</b>              | S-mount  |
| <b>ADC</b>                     | 10-bit   |
| <b>Minimum Frame Rate</b>      | 1 FPS  |
| <b>Gain Range</b>              | 0.0 to 48.0 dB                                       |
| <b>Exposure Range</b>          | 29.0 $\mu\text{s}$ to 30.0 S                         |
| <b>Acquisition Mode</b>        | Continuous, Single Frame, Multi Frame                |
| <b>Partial Image Modes</b>     | Pixel binning, ROI                                   |
| <b>Image Processing</b>        | Gamma, lookup table, and sharpness                   |
| <b>Image Buffer</b>            | 32 MB  |
| <b>User Sets</b>               | 2 user configuration sets for custom camera settings |
| <b>Flash Memory</b>            | 24 MB non-volatile memory                            |
| <b>Opto-isolated I/O</b>       | N/A  |
| <b>Non-isolated I/O</b>        | 4 bi-directional                                     |
| <b>Serial Port</b>             | 1 (over non-isolated I/O)                            |
| <b>Auxiliary Output</b>        | 3.3 V, 120 mA maximum                                |
| <b>Interface</b>               | USB 3.1  |
| <b>Power Requirements</b>      | 5 V via USB 3.1 interface                            |
| <b>Power Consumption</b>       | 1.6 W  |
| <b>Dimensions/Mass</b>         | 27 mm x 27 mm x 14.5 mm / 20 g                       |
| <b>Machine Vision Standard</b> | USB3 Vision v1.0                                     |

| Firefly FFY-U3-16S2M |  |
|----------------------|--|
| <b>Compliance</b>    | CE, FCC, KCC, RoHS, REACH. The ECCN for this product is: EAR099                  |
| <b>Temperature</b>   | Operating: 0°C to 50°C<br>Storage: -30°C to 60°C                                 |
| <b>Humidity</b>      | Operating: 20% to 80% (no condensation)<br>Storage: 20% to 95% (no condensation) |
| <b>Warranty</b>      | 3 years  |

## 2.2 Firefly FFY-U3-16S2M Supported Pixel Formats

| 8-bit | 16-bit |
|-------|--------|
| mono8 | mono16 |

## 2.3 Firefly FFY-U3-16S2M Frame Rate Table

| Width | Height | Mono8 (8-bit) | Mono16 (16-bit) | ISP | Binning Horizontal | Binning Vertical | Decimation Horizontal | Decimation Vertical | ADC    |
|-------|--------|---------------|-----------------|-----|--------------------|------------------|-----------------------|---------------------|--------|
| 1440  | 1080   | 60            | 60              | Off | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 800   | 600    | 107           | 107             | Off | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 600   | 800    | 81            | 81              | Off | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 640   | 480    | 132           | 132             | Off | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 480   | 640    | 100           | 100             | Off | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 320   | 240    | 199           | 199             | Off | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 240   | 320    | 192           | 192             | Off | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 1440  | 1080   | 60            | 60              | On  | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 800   | 600    | 107           | 107             | On  | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 600   | 800    | 81            | 81              | On  | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 640   | 480    | 132           | 132             | On  | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 480   | 640    | 100           | 100             | On  | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 320   | 240    | 199           | 199             | On  | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 240   | 320    | 192           | 192             | On  | 1xSensor/1xISP     | 1xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |
| 720   | 540    | 121           | 121             | On  | 2xSensor/1xISP     | 2xSensor/1xISP   | 1xSensor              | 1xSensor            | 10-bit |

## 3 Acquisition Control

### 3.1 Acquisition and Frame Rate

There are three acquisition modes:

**Continuous** - acquires images continuously. This is the default mode.

**Multi Frame** - acquires a specified number of images before stopping acquisition.

**Single Frame** - acquires 1 image before stopping acquisition.

Use [AcquisitionMode](#) to select your mode. If you select MultiFrame, use [AcquisitionFrameCount](#) to specify the number of images to acquire.

Use [AcquisitionStart](#) and [AcquisitionStop](#) to start and stop acquiring images with the selected mode.

The Acquisition Frame Rate can be manually or automatically controlled. Use [AcquisitionFrameRateEnable](#) to set this On (manual control) or Off (automatic control). By default, this is Off. If you select manual control, use [AcquisitionFrameRate](#) to specify a frame rate.

The [ResultingFrameRate](#) reports the actual frame rate at which the camera is streaming. If this does not equal the Acquisition Frame Rate it is because the Exposure Time is greater than the frame time.

### 3.2 Exposure Time Modes

There are two exposure time modes:

**Timed** - exposure time is a specified value.

**TriggerWidth** - exposure time is controlled by the trigger signal.

Use [ExposureMode](#) to make a selection.

When ExposureMode is set to Timed, exposure time can be manually or automatically controlled.

For manual control, set [ExposureAuto](#) to Off (this is the default mode). Use the [ExposureTime](#) control to set the exposure time in microseconds.

For automatic control, set ExposureAuto to Once or Continuous. The camera automatically adjusts the exposure to maximize the dynamic range. Once briefly enables automatic exposure to adapt the device and then sets exposure to manual control (Off). Continuous constantly adapts the device. Continuous is the default setting.

**Note:** For the [Auto Exposure feature](#), gain and/or exposure time must be set to Continuous.

#### 3.2.1 Trigger Features

Triggering allows you to acquire images at specific times when an event occurs. Triggering works with the acquisition modes and settings. By default, triggering is set to Off. To enable triggering, set [TriggerMode](#) to On.

**Trigger Type** - three options to control the start of triggering. Use [TriggerSelector](#) to select an option.

**Acquisition Start** - A trigger starts acquisition in the selected AcquisitionMode.



In Single Frame mode, the trigger acquires one image.

In Multi Frame mode, the trigger acquires the specified number of images.

In Continuous mode, the trigger acquires images until you stop acquisition.

**Frame Start** - A trigger is required for each individual image that is acquired.

In Single Frame mode, the trigger acquires one image. For each subsequent trigger you first must use AcquisitionStart to receive more images.

In Multi Frame mode, the trigger acquires the specified number of images. For each subsequent trigger you first must use AcquisitionStart to receive more images.

In Continuous mode, the trigger acquires one image. You do not have to start acquisition again for subsequent triggers.

**Trigger Source** - Use [TriggerSource](#) to specify the source that can signal the acquisition to acquire images. A trigger source can be one of the physical Line Inputs or Software.

**Trigger Activation** - Use [TriggerActivation](#) to specify what voltage level or transition that activates a trigger. Trigger activation can be Level Low, Level High, Falling Edge, or Rising Edge.

**Trigger Software** - If your trigger source is set to Software, use [TriggerSoftware](#) to perform a software trigger.

## 3.3 Summary Table

| Name                                    | Interface    | Access | Visibility | Description  |
|---|--------------|--------|------------|--|
| <a href="#">Acquisition Mode</a>        | IEnumeration |        | Beginner   | Sets the acquisition mode of the device. Continuous: acquires images continuously. Multi Frame: acquires a specified number of images before stopping acquisition. Single Frame: acquires 1 image before stopping acquisition. |
| <a href="#">Acquisition Start</a>       | ICommand     |        | Beginner   | This command starts the acquisition of images.   |
| <a href="#">Acquisition Stop</a>        | ICommand     |        | Beginner   | This command stops the acquisition of images.  |
| <a href="#">Acquisition Frame Count</a> | IInteger     |        | Beginner   | Number of images to acquire during a multi frame acquisition.  |
| <a href="#">Exposure Mode</a>           | IEnumeration | RW     | Beginner   | Sets the operation mode of the Exposure.   |
| <a href="#">Exposure Time</a>           | IFloat       |        | Beginner   | Exposure time in microseconds when Exposure Mode is Timed.   |
| <a href="#">Exposure Auto</a>           | IEnumeration |        | Beginner   | Sets the automatic exposure mode   |
| <a href="#">Acquisition Frame Rate</a>  | IFloat       |        | Beginner   | User controlled acquisition frame rate in Hertz  |

| Name  | Interface    | Access | Visibility | Description  |
|---|--------------|--------|------------|--|
| <a href="#">Resulting Frame Rate</a>                  | IFloat       | RO     | Beginner   | Resulting frame rate in Hertz. If this does not equal the Acquisition Frame Rate it is because the Exposure Time is greater than the frame time. |
| <a href="#">Acquisition Frame Rate Enable</a>         | IBoolean     | RW     | Beginner   | If enabled, AcquisitionFrameRate can be used to manually control the frame rate.   |
| <a href="#">Acquisition Line Rate</a>                 | IFloat       |        | Beginner   | Controls the rate (in Hertz) at which the Lines in a Frame are captured.   |
| <a href="#">Trigger Selector</a>                      | IEnumeration | RW     | Beginner   | Selects the type of trigger to configure.  |
| <a href="#">Trigger Mode [Trigger Selector]</a>       | IEnumeration | RW     | Beginner   | Controls whether or not trigger is active.   |
| <a href="#">Trigger Software [Trigger Selector]</a>   | ICommand     | WO     | Beginner   | Generates an internal trigger if Trigger Source is set to Software.  |
| <a href="#">Trigger Source [Trigger Selector]</a>     | IEnumeration | RW     | Beginner   | Specifies the internal signal or physical input line to use as the trigger source.   |
| <a href="#">Trigger Activation [Trigger Selector]</a> | IEnumeration | RW     | Beginner   | Specifies the activation mode of the trigger.  |
| <a href="#">Sensor Shutter Mode</a>                   | IEnumeration | RW     | Guru       | Sets the shutter mode of the device.   |

## 3.4 Acquisition Control Features

### 3.4.1 Acquisition Mode

Sets the acquisition mode of the device. Continuous: acquires images continuously. Multi Frame: acquires a specified number of images before stopping acquisition. Single Frame: acquires 1 image before stopping acquisition.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | AcquisitionMode |
| <b>Interface</b>  | IEnumeration    |
| <b>Access</b>     |                 |
| <b>Visibility</b> | Beginner        |

#### Enumeration Values

|             |
|-------------|
| Continuous  |
| SingleFrame |
| MultiFrame  |

### 3.4.2 Acquisition Start

This command starts the acquisition of images.

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | AcquisitionStart |
| <b>Interface</b>  | ICommand         |
| <b>Access</b>     |                  |
| <b>Visibility</b> | Beginner         |

### 3.4.3 Acquisition Stop

This command stops the acquisition of images.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | AcquisitionStop |
| <b>Interface</b>  | ICommand        |
| <b>Access</b>     |                 |
| <b>Visibility</b> | Beginner        |

### 3.4.4 Acquisition Frame Count

Number of images to acquire during a multi frame acquisition.

| Property          | Value                 |
|-------------------|-----------------------|
| <b>Name</b>       | AcquisitionFrameCount |
| <b>Interface</b>  | IInteger              |
| <b>Access</b>     |                       |
| <b>Unit</b>       |                       |
| <b>Visibility</b> | Beginner              |

### 3.4.5 Exposure Mode

Sets the operation mode of the Exposure.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | ExposureMode |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     | RW           |
| <b>Visibility</b> | Beginner     |

#### Enumeration Values

|                     |
|---------------------|
| <b>Timed</b>        |
| <b>TriggerWidth</b> |

### 3.4.6 Exposure Time

Exposure time in microseconds when Exposure Mode is Timed.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | ExposureTime |
| <b>Interface</b>  | IFloat       |
| <b>Access</b>     |              |
| <b>Unit</b>       | us           |
| <b>Visibility</b> | Beginner     |

### 3.4.7 Exposure Auto

Sets the automatic exposure mode

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | ExposureAuto |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Beginner     |

#### Enumeration Values

|            |
|------------|
| Off        |
| Once       |
| Continuous |

### 3.4.8 Acquisition Frame Rate

User controlled acquisition frame rate in Hertz

| Property          | Value                |
|-------------------|----------------------|
| <b>Name</b>       | AcquisitionFrameRate |
| <b>Interface</b>  | IFloat               |
| <b>Access</b>     |                      |
| <b>Unit</b>       | Hz                   |
| <b>Visibility</b> | Beginner             |

### 3.4.9 Resulting Frame Rate

Resulting frame rate in Hertz. If this does not equal the Acquisition Frame Rate it is because the Exposure Time is greater than the frame time.

| Property         | Value                         |
|------------------|-------------------------------|
| <b>Name</b>      | AcquisitionResultingFrameRate |
| <b>Interface</b> | IFloat                        |

| Property          | Value    |
|-------------------|----------|
| <b>Access</b>     | RO       |
| <b>Unit</b>       | Hz       |
| <b>Visibility</b> | Beginner |

### 3.4.10 Acquisition Frame Rate Enable

If enabled, AcquisitionFrameRate can be used to manually control the frame rate.

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | AcquisitionFrameRateEnable |
| <b>Interface</b>  | IBoolean                   |
| <b>Access</b>     | RW                         |
| <b>Visibility</b> | Beginner                   |

### 3.4.11 Acquisition Line Rate

Controls the rate (in Hertz) at which the Lines in a Frame are captured.

| Property          | Value               |
|-------------------|---------------------|
| <b>Name</b>       | AcquisitionLineRate |
| <b>Interface</b>  | IFloat              |
| <b>Access</b>     |                     |
| <b>Unit</b>       | Hz                  |
| <b>Visibility</b> | Beginner            |

### 3.4.12 Trigger Selector

Selects the type of trigger to configure.

| Property         | Value           |
|------------------|-----------------|
| <b>Name</b>      | TriggerSelector |
| <b>Interface</b> | IEnumeration    |

| Property          | Value    |
|-------------------|----------|
| <b>Access</b>     | RW       |
| <b>Visibility</b> | Beginner |

#### Enumeration Values

|                         |
|-------------------------|
| <b>AcquisitionStart</b> |
| <b>FrameStart</b>       |

### 3.4.13 Trigger Mode

Controls whether or not trigger is active.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | TriggerMode <a href="#">[Trigger Selector]</a> |
| <b>Interface</b>  | IEnumeration                                   |
| <b>Access</b>     | RW   |
| <b>Visibility</b> | Beginner                                       |

#### Enumeration Values

|            |
|------------|
| <b>Off</b> |
| <b>On</b>  |

### 3.4.14 Trigger Software

Generates an internal trigger if Trigger Source is set to Software.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | TriggerSoftware <a href="#">[Trigger Selector]</a> |
| <b>Interface</b>  | ICommand   |
| <b>Access</b>     | WO   |
| <b>Visibility</b> | Beginner   |

### 3.4.15 Trigger Source

Specifies the internal signal or physical input line to use as the trigger source.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | TriggerSource <a href="#">[Trigger Selector]</a> |
| <b>Interface</b>  | IEnumeration                                     |
| <b>Access</b>     | RW   |
| <b>Visibility</b> | Beginner   |

#### Enumeration Values

|          |
|----------|
| Software |
| Line0    |
| Line1    |
| Line2    |
| Line3    |

### 3.4.16 Trigger Activation

Specifies the activation mode of the trigger.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | TriggerActivation <a href="#">[Trigger Selector]</a> |
| <b>Interface</b>  | IEnumeration   |
| <b>Access</b>     | RW   |
| <b>Visibility</b> | Beginner   |

#### Enumeration Values

|             |
|-------------|
| LevelLow    |
| LevelHigh   |
| FallingEdge |
| RisingEdge  |



### 3.4.17 Sensor Shutter Mode

Sets the shutter mode of the device.

| Property          | Value             |
|-------------------|-------------------|
| <b>Name</b>       | SensorShutterMode |
| <b>Interface</b>  | IEnumeration      |
| <b>Access</b>     | RW                |
| <b>Visibility</b> | Guru              |

#### Enumeration Values

Global

## 4 Analog Control

### 4.1 Gain

Gain is the amount of amplification that is applied to a pixel by the A/D converter. An increase in gain can result in a brighter image but also an increase in noise.

Gain can be manually or automatically controlled.

Use the [Gain Selector](#) to choose which gain to control. The All selection is a total amplification across all channels (or taps).

For manual control, set [GainAuto](#) to Off. Use the [Gain](#) control to set the amplification in dB.

For automatic control, set [GainAuto](#) to Once or Continuous. The camera automatically adjusts the gain to maximize the dynamic range. Once briefly enables automatic gain to adapt the device and then sets gain back to manual control (Off). Continuous constantly adapts the device.

**Note:** For the [Auto Exposure feature](#), gain and/or exposure time must be set to Once or Continuous.

### 4.2 Black Level

The Black Level feature controls the offset applied to the video signal. It determines the image average when there is no light reaching the sensor.

There are two methods of applying black level: **Analog** and **Digital**. The analog black level controls the offset applied during analog-to-digital (A/D) conversion. The digital black level is an offset applied after the image has been digitized.

The sum of the analog and digital black levels can be set and read by setting [Black Level Selector](#) to **All** and then using the [Black Level](#) feature to enter or view the percentage offset.

Only the total black level (All) can be set by the user. Based on the value of black level All, the analog and digital black levels are automatically set to achieve the requested total black level.

### 4.3 Gamma

The [Gamma](#) feature controls the gamma correction applied to pixel intensity. The equation used is:

$$P' = P^{\text{Gamma}}$$

where  $P$  is the input pixel value and  $P'$  is the pixel value after gamma correction. Note that the value for Gamma is defined as the power applied to the pixel value, and not the gamma of the display. If a display with a gamma of 2.0 is used, the image gamma can be set to 0.5 to compensate. For sRGB output, Gamma should be set to 0.4545 (1/2.2).

If linear output data is required, disable gamma by setting [GammaEnable](#) to 0.

## 4.4 Sharpening

The sharpening features control how sharp the image looks.

Sharpening can be enabled (On) or disabled (Off). By default sharpening is disabled. Use [Sharpening Enable](#) to switch on or off.

When sharpening is enabled, the remaining sharpening features take effect. When it is disabled, the image is not sharpened.

Sharpening is applied only to an intensity gradient change that is above a specified threshold. This prevents sharpening from amplifying subtle intensity variances in what are otherwise smooth patches, but allows significant edges to be more pronounced.

The threshold is specified as a fraction of the total intensity range, and ranges from 0 to 0.25. A threshold higher than 25% produces little to no difference than 25%. High thresholds sharpen only areas with significant intensity changes. Low thresholds sharpen more areas.

The sharpening threshold can be controlled manually or automatically.

For manual control, set [Sharpening Auto](#) to Off. Then set a [Sharpening Threshold](#) value to indicate the minimum intensity gradient change to invoke sharpening.

For automatic control, set Sharpening Auto to On. With automatic control, the value of the Sharpening Threshold is set based on the noise level of the camera.

Adjust the sharpening amount with the [Sharpening](#) control. This value controls how much to amplify the edges above the Sharpening threshold. A value of 0 does not apply any sharpening. A negative value smooths the image. A positive value amplifies the edges of the image. You can boost by a maximum of 8x, but smoothing is limited to 1x. The default value is 2.0.

## 4.5 Summary Table

| Name   | Interface    | Access | Visibility | Description  |
|--|--------------|--------|------------|--|
| <a href="#">Gain Selector</a>                      | IEnumeration |        | Beginner   | Selects which gain to control. The All selection is a total amplification across all channels (or taps).   |
| <a href="#">Gain [Gain Selector]</a>               | IFloat       |        | Beginner   | Controls the amplification of the video signal in dB.  |
| <a href="#">Gain Auto</a>                          | IEnumeration |        | Beginner   | Sets the automatic gain mode. Set to Off for manual control. Set to Once for a single automatic adjustment then return to Off. Set to Continuous for constant adjustment. In automatic modes, the camera adjusts the gain to maximize the dynamic range. |
| <a href="#">Black Level Selector</a>               | IEnumeration |        | Beginner   | Selects which black level to control. Only All can be set by the user. Analog and Digital are read-only.   |
| <a href="#">Black Level [Black Level Selector]</a> | IFloat       |        | Beginner   | Controls the offset of the video signal in percent.  |

| Name  | Interface | Access | Visibility | Description  |
|---|-----------|--------|------------|--|
| <a href="#">Black Level Clamping Enable</a> | IBoolean  | RW     | Guru       | Enable the black level auto clamping feature which performs dark current compensation. This feature is not supported by rolling shutter sensors.   |
| <a href="#">Gamma</a>                       | IFloat    |        | Beginner   | Controls the gamma correction of pixel intensity.  |
| <a href="#">Gamma Enable</a>                | IBoolean  |        | Beginner   | Enables/disables gamma correction.   |
| <a href="#">Sharpening Enable</a>           | IBoolean  | RW     | Beginner   | Enables/disables the sharpening feature. Sharpening is disabled by default.  |
| <a href="#">Sharpening</a>                  | IFloat    | RW     | Beginner   | Controls the amount to sharpen a signal. The sharpened amount is proportional to the difference between a pixel and its neighbors. A negative value smooths out the difference, while a positive value amplifies the difference. You can boost by a maximum of 8x, but smoothing is limited to 1x (in float). Default value: 2.0 |

## 4.6 Analog Control Features

### 4.6.1 Gain Selector

Selects which gain to control. The All selection is a total amplification across all channels (or taps).

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | GainSelector |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Beginner     |

#### Enumeration Values

|            |
|------------|
| <b>All</b> |
|------------|

### 4.6.2 Gain

Controls the amplification of the video signal in dB.

| Property          | Value                                |
|-------------------|--------------------------------------|
| <b>Name</b>       | Gain <a href="#">[Gain Selector]</a> |
| <b>Interface</b>  | IFloat                               |
| <b>Access</b>     |                                      |
| <b>Unit</b>       | dB                                   |
| <b>Visibility</b> | Beginner                             |

### 4.6.3 Gain Auto

Sets the automatic gain mode. Set to Off for manual control. Set to Once for a single automatic adjustment then return to Off. Set to Continuous for constant adjustment. In automatic modes, the camera adjusts the gain to maximize the dynamic range.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | GainAuto     |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Beginner     |

#### Enumeration Values

|                   |
|-------------------|
| <b>Off</b>        |
| <b>Once</b>       |
| <b>Continuous</b> |

### 4.6.4 Black Level Selector

Selects which black level to control. Only All can be set by the user. Analog and Digital are read-only.

| Property          | Value              |
|-------------------|--------------------|
| <b>Name</b>       | BlackLevelSelector |
| <b>Interface</b>  | IEnumeration       |
| <b>Access</b>     |                    |
| <b>Visibility</b> | Beginner           |

#### Enumeration Values

|         |
|---------|
| All     |
| Analog  |
| Digital |

### 4.6.5 Black Level

Controls the offset of the video signal in percent.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | BlackLevel <a href="#">[Black Level Selector]</a> |
| <b>Interface</b>  | IFloat  |
| <b>Access</b>     |   |
| <b>Unit</b>       | %   |
| <b>Visibility</b> | Beginner  |

### 4.6.6 Black Level Clamping Enable

Enable the black level auto clamping feature which performs dark current compensation. This feature is not supported by rolling shutter sensors.

| Property          | Value                    |
|-------------------|--------------------------|
| <b>Name</b>       | BlackLevelClampingEnable |
| <b>Interface</b>  | IBoolean                 |
| <b>Access</b>     | RW                       |
| <b>Visibility</b> | Guru                     |

### 4.6.7 Gamma

Controls the gamma correction of pixel intensity.

| Property         | Value  |
|------------------|--------|
| <b>Name</b>      | Gamma  |
| <b>Interface</b> | IFloat |

| Property   | Value    |
|------------|----------|
| Access     |          |
| Unit       |          |
| Visibility | Beginner |

|            |          |
|------------|----------|
| Access     |          |
| Unit       |          |
| Visibility | Beginner |

## 4.6.8 Gamma Enable

Enables/disables gamma correction.

| Property   | Value       |
|------------|-------------|
| Name       | GammaEnable |
| Interface  | IBoolean    |
| Access     |             |
| Visibility | Beginner    |

|            |             |
|------------|-------------|
| Name       | GammaEnable |
| Interface  | IBoolean    |
| Access     |             |
| Visibility | Beginner    |

## 4.6.9 Sharpening Enable

Enables/disables the sharpening feature. Sharpening is disabled by default.

| Property   | Value            |
|------------|------------------|
| Name       | SharpeningEnable |
| Interface  | IBoolean         |
| Access     | RW               |
| Visibility | Beginner         |

|            |                  |
|------------|------------------|
| Name       | SharpeningEnable |
| Interface  | IBoolean         |
| Access     | RW               |
| Visibility | Beginner         |

## 4.6.10 Sharpening

Controls the amount to sharpen a signal. The sharpened amount is proportional to the difference between a pixel and its neighbors. A negative value smooths out the difference, while a positive value amplifies the difference. You can boost by a maximum of 8x, but smoothing is limited to 1x (in float). Default value: 2.0

| Property  | Value      |
|-----------|------------|
| Name      | Sharpening |
| Interface | IFloat     |

|           |            |
|-----------|------------|
| Name      | Sharpening |
| Interface | IFloat     |

| Property   | Value    |
|------------|----------|
| Access     | RW       |
| Unit       | %        |
| Visibility | Beginner |



# 5 Image Format Control

## 5.1 Region Of Interest

An image region of interest (ROI) lets you specify a portion of the image so that after each image is acquired only the pixel information from the specified portion is processed.

Use the following features to specify the location and size of the ROI. All values are in pixels.

[OffsetX](#) - Horizontal offset from the origin to the ROI.

[Width](#) - Width of the image provided by the device. This reflects the current ROI. The maximum value of this feature takes into account horizontal binning, decimation, or any other function changing the maximum horizontal dimensions of the image and is typically equal to [WidthMax](#) minus OffsetX.

[OffsetY](#) - Vertical offset from the origin to the ROI.

[Height](#) - Height of the image provided by the device. This reflects the current ROI. The maximum value of this feature takes into account vertical binning, decimation, or any other function changing the maximum vertical dimensions of the image and is typically equal to [HeightMax](#) minus OffsetY.

## 5.2 Binning

Binning refers to the act of combining the signal from groups of photo-sensitive cells into a larger logical pixel. This is achieved by adding (additive). Binning is implemented in analog by the sensor.

**Note:** Changes to binning features can only be made while the camera is not streaming.

Use the [BinningSelector](#) to choose the binning engine. This affects both horizontal and vertical binning. The choices are:

**All** - the total amount of binning. In this mode, the camera adjusts the sensor/ISP binning to achieve the best image quality with the fastest frame rate.

**Sensor** - the portion of binning implemented in analog by the sensor. Binning done by the sensor usually results in a higher frame rate. Unless otherwise specified, or unsupported, binning is done by the sensor by default.

**ISP** - the portion of binning implemented digitally by the ISP. Unless otherwise specified, binning is done by the ISP if sensor binning is unsupported or compromises image quality.

Use [BinningHorizontalMode](#) and [BinningVerticalMode](#) to choose the algorithm to perform the combination. The choices are:

**Additive** - The response from the combined cells are added, resulting in increased sensitivity (a brighter image).

**Average** - The response from the combined cells are averaged, resulting in increased signal to noise ratio. Some sensors do not support average binning.

Use [BinningHorizontal](#) and [BinningVertical](#) to set the number of cells to combine. Binning values reduce the resolution of the image by a corresponding factor. A value of 1 indicates no binning. This must be set to 1 for decimation to be active.

## 5.3 ADC Bit Depth

All camera sensors incorporate an analog to digital converter (ADC) to digitize the images.

The camera's ADC is configured to a fixed bit output. This is not the same as pixel bit depth. If the pixel format selected has fewer bits per pixel than the ADC output, the least significant bits are dropped. If the pixel format selected has greater bits per pixel than the ADC output, the least significant bits are padded and can be discarded by the user. Image data is left-aligned across a 2-byte format.

For example, for a 12-bit output, the least significant 4 bits are padded in order to fill 2 bytes (0xFFFO).

A 10-bit conversion produces 1,024 possible values between 0 and 65,472.

A 12-bit conversion produces 4,096 possible values between 0 and 65,520.

A 14-bit conversion produces 16,384 possible values between 0 and 65,532.

Some image sensors support multiple ADC bit depths. A higher ADC bit depth results in better image quality but slower maximum frame rate. Stop acquisition then use the [ADC Bit Depth](#) control to make a selection. Supported ADC bit depths are also listed in the camera's specification table.

## 5.4 Test Pattern

The camera is capable of outputting continuous static images for testing and development purposes.

Use the [TestPatternGeneratorSelector](#) feature to choose which test pattern to control.

**Sensor** produces a test pattern that varies based on the image sensor.

Set the [TestPattern](#) feature to Off to disable the selected test pattern generator.

When Sensor is selected, create a test pattern by setting the [TestPattern](#) feature to Sensor Test Pattern.

The Variable Frame Sequence option generates a sequence of frames containing varying test patterns. The sequence resets at the start of acquisition.

Most image processing features (such as [Gamma](#), [Balance Ratio](#), and others) are still available when the test pattern is on and can alter the test pattern image. Some features for controlling the sensor do not affect the test pattern image, such as [Exposure Time](#), [Gain](#), and analog [Black Level](#). It is recommended to turn [Exposure Auto](#) and [Gain Auto](#) Off when using a test pattern, as those features do not function properly when the test pattern is on.

Note that the test pattern generators must be set to Off to get the actual image data from the sensor.

## 5.5 Pixel Format

Format of the pixel provided by the camera. Use [PixelFormat](#) feature to select from a list of supported formats. (Not all formats are supported on all cameras.) Once a format is selected, the following values are derived:

[PixelSize](#) provides the total size in bits of the image's pixel. Note: the pixel size is limited by the pixel format, not the sensor.

[PixelDynamicRangeMin](#) is the minimum value that can be returned during the digitization process. This corresponds to the darkest value of the camera. For color cameras, this returns the smallest value that each color component can take.

[PixelDynamicRangeMax](#) is the maximum value that can be returned during the digitization process. This corresponds to the brightest value of the camera. For color cameras, this returns the largest value that each color component can take.

## 5.5.1 Single Channel 8-bit and 16-bit Formats

**8-bit Formats** Mono8 8-bit monochrome packed format

**16-bit Formats** Mono16 16-bit monochrome packed format

Note: For Mono16 - when ISP is off, the lower n bits of each pixel contain actual image data (where n is the ADC bit depth). For example, on FFY the ADC bit depth is 10-bit so when selecting mono16 on the lower 10 bits contain the image data. This may result in a slightly darker image.

When ISP is on, the bits in each pixel always use the full range of the selecting output pixel format so when selecting mono16 all 16 bits potentially contain image data.

## 5.6 Reverse X

When Reverse X is enabled, it horizontally flips the image sent by the camera. The region of interest is applied after flipping.

For color cameras, the bayer pixel format may be changed after flipping. For example, BayerRG16 is changed to BayerGR16.

## 5.7 Reverse Y

When Reverse Y is enabled, it vertically flips the image sent by the camera. The region of interest is applied after flipping.

For color cameras, the bayer pixel format may be changed after flipping. For example, BayerRG16 is changed to BayerGB16.

## 5.8 Summary Table

| Name                          | Interface | Access | Visibility | Description  |
|-------------------------------|-----------|--------|------------|--|
| <a href="#">Sensor Width</a>  | Integer   | RO     | Expert     | Effective width of the sensor in pixels.   |
| <a href="#">Sensor Height</a> | Integer   | RO     | Expert     | Effective height of the sensor in pixels.  |
| <a href="#">Width Max</a>     | Integer   |        | Expert     | Maximum width of the image (in pixels). The dimension is calculated after horizontal binning. WidthMax does not take into account the current Region of interest (Width or OffsetX). |
| <a href="#">Height Max</a>    | Integer   |        | Expert     | Maximum height of the image (in pixels). This dimension is calculated after vertical binning. HeightMax does not take into   |

| Name   | Interface   | Access | Visibility | Description   |
|--|-------------|--------|------------|---|
|  |             |        |            | account the current Region of interest (Height or OffsetY).   |
| <a href="#">Width</a>                                      | Integer     |        | Beginner   | Width of the image provided by the device (in pixels).  |
| <a href="#">Height</a>                                     | Integer     |        | Beginner   | Height of the image provided by the device (in pixels).   |
| <a href="#">Offset X</a>                                   | Integer     |        | Beginner   | Horizontal offset from the origin to the ROI (in pixels).   |
| <a href="#">Offset Y</a>                                   | Integer     |        | Beginner   | Vertical offset from the origin to the ROI (in pixels).   |
| <a href="#">Pixel Format</a>                               | Enumeration |        | Beginner   | Format of the pixel provided by the camera.   |
| <a href="#">Pixel Size</a>                                 | Enumeration | RO     | Expert     | Total size in bits of a pixel of the image.   |
| <a href="#">Pixel Color Filter</a>                         | Enumeration | RO     | Expert     | Type of color filter that is applied to the image. Only applies to Bayer pixel formats. All others have no color filter.  |
| <a href="#">Pixel Dynamic Range Min</a>                    | Integer     | RO     | Expert     | Minimum value that can be returned during the digitization process. This corresponds to the darkest value of the camera. For color cameras, this returns the smallest value that each color component can take.   |
| <a href="#">Pixel Dynamic Range Max</a>                    | Integer     | RO     | Expert     | Maximum value that can be returned during the digitization process. This corresponds to the brightest value of the camera. For color cameras, this returns the biggest value that each color component can take.  |
| <a href="#">ISP Enable</a>                                 | Boolean     | RW     | Expert     | Controls whether the image processing core is used for optional pixel format mode (i.e. mono). Enabling ISP consumes more power but is required for auto algorithms (such as exposure and gain) to work. Pixel format bit depths that are greater than the sensor ADC bit depth utilize the full value range per pixel. When ISP is disabled, raw sensor data is LSB aligned in each pixel. |
| <a href="#">Binning Selector</a>                           | Enumeration |        | Beginner   | Selects which binning engine is controlled by the BinningHorizontal and BinningVertical features.   |
| <a href="#">Binning Horizontal Mode [Binning Selector]</a> | Enumeration |        | Expert     |   |
| <a href="#">Binning Vertical Mode [Binning Selector]</a>   | Enumeration |        | Expert     |   |

| Name   | Interface   | Access | Visibility | Description  |
|--|-------------|--------|------------|--|
| <a href="#">Binning Horizontal [Binning Selector]</a>          | Integer     |        | Beginner   | Number of horizontal photo-sensitive cells to combine together. This reduces the horizontal resolution (width) of the image. A value of 1 indicates that no horizontal binning is performed by the camera. This value must be 1 for decimation to be active. |
| <a href="#">Binning Vertical [Binning Selector]</a>            | Integer     |        | Beginner   | Number of vertical photo-sensitive cells to combine together. This reduces the vertical resolution (height) of the image. A value of 1 indicates that no vertical binning is performed by the camera. This value must be 1 for decimation to be active.      |
| <a href="#">Reverse X</a>                                      | Boolean     | RW     | Expert     | Horizontally flips the image sent by the device. The region of interest is applied after flipping. For color cameras the bayer pixel format is affected. For example, BayerRG16 changes to BayerGR16.  |
| <a href="#">Reverse Y</a>                                      | Boolean     | RW     | Expert     | Vertically flips the image sent by the device. The region of interest is applied after flipping. For color cameras the bayer pixel format is affected. For example, BayerRG16 changes to BayerGB16.  |
| <a href="#">Test Pattern Generator Selector</a>                | Enumeration |        |            | Selects which test pattern generator is controlled by the TestPattern feature.   |
| <a href="#">Test Pattern [Test Pattern Generator Selector]</a> | Enumeration |        |            | Selects the type of test pattern that is generated by the device as image source.  |
| <a href="#">ADC Bit Depth</a>                                  | Enumeration |        | Beginner   | Selects which ADC bit depth to use. A higher ADC bit depth results in better image quality but slower maximum frame rate.  |

## 5.9 Image Format Control Features

### 5.9.1 Sensor Width

Effective width of the sensor in pixels.

| Property         | Value       |
|------------------|-------------|
| <b>Name</b>      | SensorWidth |
| <b>Interface</b> | Integer     |

| Property   | Value  |
|------------|--------|
| Access     | RO     |
| Unit       |        |
| Visibility | Expert |
| Value      | 1456   |

## 5.9.2 Sensor Height

Effective height of the sensor in pixels.

| Property   | Value        |
|------------|--------------|
| Name       | SensorHeight |
| Interface  | Integer      |
| Access     | RO           |
| Unit       |              |
| Visibility | Expert       |
| Value      | 1098         |

## 5.9.3 Width Max

Maximum width of the image (in pixels). The dimension is calculated after horizontal binning. WidthMax does not take into account the current Region of interest (Width or OffsetX).

| Property   | Value    |
|------------|----------|
| Name       | WidthMax |
| Interface  | Integer  |
| Access     |          |
| Unit       |          |
| Visibility | Expert   |

## 5.9.4 Height Max

Maximum height of the image (in pixels). This dimension is calculated after vertical binning. HeightMax does not take into account the current Region of interest (Height or OffsetY).

| Property          | Value     |
|-------------------|-----------|
| <b>Name</b>       | HeightMax |
| <b>Interface</b>  | Integer   |
| <b>Access</b>     |           |
| <b>Unit</b>       |           |
| <b>Visibility</b> | Expert    |

## 5.9.5 Width

Width of the image provided by the device (in pixels).

| Property          | Value    |
|-------------------|----------|
| <b>Name</b>       | Width    |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     |          |
| <b>Unit</b>       |          |
| <b>Visibility</b> | Beginner |

## 5.9.6 Height

Height of the image provided by the device (in pixels).

| Property          | Value    |
|-------------------|----------|
| <b>Name</b>       | Height   |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     |          |
| <b>Unit</b>       |          |
| <b>Visibility</b> | Beginner |

## 5.9.7 Offset X

Horizontal offset from the origin to the ROI (in pixels).

| Property          | Value    |
|-------------------|----------|
| <b>Name</b>       | OffsetX  |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     |          |
| <b>Unit</b>       |          |
| <b>Visibility</b> | Beginner |

## 5.9.8 Offset Y

Vertical offset from the origin to the ROI (in pixels).

| Property          | Value    |
|-------------------|----------|
| <b>Name</b>       | OffsetY  |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     |          |
| <b>Unit</b>       |          |
| <b>Visibility</b> | Beginner |

## 5.9.9 Pixel Format

Format of the pixel provided by the camera.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | PixelFormat  |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Beginner     |

### Enumeration Values

|               |
|---------------|
| <b>Mono8</b>  |
| <b>Mono16</b> |



## 5.9.10 Pixel Size

Total size in bits of a pixel of the image.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | PixelSize    |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     | RO           |
| <b>Visibility</b> | Expert       |

### Enumeration Values

|              |
|--------------|
| <b>Bpp8</b>  |
| <b>Bpp16</b> |

## 5.9.11 Pixel Color Filter

Type of color filter that is applied to the image. Only applies to Bayer pixel formats. All others have no color filter.

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | PixelColorFilter |
| <b>Interface</b>  | IEnumeration     |
| <b>Access</b>     | RO               |
| <b>Visibility</b> | Expert           |

### Enumeration Values

|             |
|-------------|
| <b>None</b> |
|-------------|

## 5.9.12 Pixel Dynamic Range Min

Minimum value that can be returned during the digitization process. This corresponds to the darkest value of the camera. For color cameras, this returns the smallest value that each color component can take.

| Property    | Value                |
|-------------|----------------------|
| <b>Name</b> | PixelDynamicRangeMin |

| Property          | Value   |
|-------------------|---------|
| <b>Interface</b>  | Integer |
| <b>Access</b>     | RO      |
| <b>Unit</b>       |         |
| <b>Visibility</b> | Expert  |
| <b>Value</b>      | 0       |

### 5.9.13 Pixel Dynamic Range Max

Maximum value that can be returned during the digitization process. This corresponds to the brightest value of the camera. For color cameras, this returns the biggest value that each color component can take.

| Property          | Value                |
|-------------------|----------------------|
| <b>Name</b>       | PixelDynamicRangeMax |
| <b>Interface</b>  | Integer              |
| <b>Access</b>     | RO                   |
| <b>Unit</b>       |                      |
| <b>Visibility</b> | Expert               |

### 5.9.14 ISP Enable

Controls whether the image processing core is used for optional pixel format mode (i.e. mono). Enabling ISP consumes more power but is required for auto algorithms (such as exposure and gain) to work. Pixel format bit depths that are greater than the sensor ADC bit depth utilize the full value range per pixel. When ISP is disabled, raw sensor data is LSB aligned in each pixel.

| Property          | Value     |
|-------------------|-----------|
| <b>Name</b>       | IspEnable |
| <b>Interface</b>  | Boolean   |
| <b>Access</b>     | RW        |
| <b>Visibility</b> | Expert    |

### 5.9.15 Binning Selector

Selects which binning engine is controlled by the BinningHorizontal and BinningVertical features.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | BinningSelector |
| <b>Interface</b>  | IEnumeration    |
| <b>Access</b>     |                 |
| <b>Visibility</b> | Beginner        |

**Enumeration Values**

|        |
|--------|
| All    |
| Sensor |

### 5.9.16 Binning Horizontal Mode

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | BinningHorizontalMode <a href="#">[Binning Selector]</a> |
| <b>Interface</b>  | IEnumeration   |
| <b>Access</b>     |  |
| <b>Visibility</b> | Expert   |

**Enumeration Values**

|         |
|---------|
| Sum     |
| Average |

### 5.9.17 Binning Vertical Mode

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | BinningVerticalMode <a href="#">[Binning Selector]</a> |
| <b>Interface</b>  | IEnumeration   |
| <b>Access</b>     |  |
| <b>Visibility</b> | Expert   |

### Enumeration Values

|     |
|-----|
| Sum |
|-----|

|         |
|---------|
| Average |
|---------|

## 5.9.18 Binning Horizontal

Number of horizontal photo-sensitive cells to combine together. This reduces the horizontal resolution (width) of the image. A value of 1 indicates that no horizontal binning is performed by the camera. This value must be 1 for decimation to be active.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | BinningHorizontal <a href="#">[Binning Selector]</a> |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     |  |
| <b>Unit</b>       |  |
| <b>Visibility</b> | Beginner   |

## 5.9.19 Binning Vertical

Number of vertical photo-sensitive cells to combine together. This reduces the vertical resolution (height) of the image. A value of 1 indicates that no vertical binning is performed by the camera. This value must be 1 for decimation to be active.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | BinningVertical <a href="#">[Binning Selector]</a> |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     |  |
| <b>Unit</b>       |  |
| <b>Visibility</b> | Beginner   |

## 5.9.20 Reverse X

Horizontally flips the image sent by the device. The region of interest is applied after flipping. For color cameras the bayer pixel format is affected. For example, BayerRG16 changes to BayerGR16.

| Property          | Value    |
|-------------------|----------|
| <b>Name</b>       | ReverseX |
| <b>Interface</b>  | IBoolean |
| <b>Access</b>     | RW       |
| <b>Visibility</b> | Expert   |

### 5.9.21 Reverse Y

Vertically flips the image sent by the device. The region of interest is applied after flipping. For color cameras the bayer pixel format is affected. For example, BayerRG16 changes to BayerGB16.

| Property          | Value    |
|-------------------|----------|
| <b>Name</b>       | ReverseY |
| <b>Interface</b>  | IBoolean |
| <b>Access</b>     | RW       |
| <b>Visibility</b> | Expert   |

### 5.9.22 Test Pattern Generator Selector

Selects which test pattern generator is controlled by the TestPattern feature.

| Property          | Value                        |
|-------------------|------------------------------|
| <b>Name</b>       | TestPatternGeneratorSelector |
| <b>Interface</b>  | IEnumeration                 |
| <b>Access</b>     |                              |
| <b>Visibility</b> |                              |

#### Enumeration Values

|                      |
|----------------------|
| <b>Sensor</b>        |
| <b>PipelineStart</b> |

### 5.9.23 Test Pattern

Selects the type of test pattern that is generated by the device as image source.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | TestPattern <a href="#">[Test Pattern Generator Selector]</a> |
| <b>Interface</b>  | IEnumeration  |
| <b>Access</b>     |   |
| <b>Visibility</b> |   |

#### Enumeration Values

|                   |
|-------------------|
| Off               |
| SensorTestPattern |

## 5.9.24 ADC Bit Depth

Selects which ADC bit depth to use. A higher ADC bit depth results in better image quality but slower maximum frame rate.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | AdcBitDepth  |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Beginner     |

#### Enumeration Values

|       |
|-------|
| Bit10 |
|-------|

## 6 Device Control

Device Control provides you with device information and allows you to control some device parameters.

### 6.1 General Information

Use [Device User ID](#) to enter a unique device name. This information is retained over power cycles. For example, when setting up a multi-camera system, you can assign unique IDs names to each device to differentiate the cameras in your application.

Use [Device Indicator Mode](#) to control the status LED. The LED can be active, inactive, or in error mode.

### 6.2 Bandwidth

Information about the bandwidth usage and link speed is provided.

Use [Device Link Throughput Limit](#) to specify what bandwidth is used for the streaming of data. This affects the maximum frame rate. This must be less than the Device Max Throughput.

### 6.3 Timestamp

Use [Timestamp Latch](#) to capture the current timestamp of the device. The timestamp starts when the camera is powered up and is measured in nanoseconds incrementing by the TimeStamp Increment node's value (480)

### 6.4 Device Reset

Use [Device Reset](#) to soft reboot the camera. Use [Factory Reset](#) to clear any user tables loaded and perform a soft reboot of the camera.

### 6.5 Summary Table

| Name                                    | Interface  | Access | Visibility | Description                             |
|---|------------|--------|------------|---|
| <a href="#">Device Vendor Name</a>      | IStringReg |        | Beginner   | Name of the manufacturer of the device. |
| <a href="#">Device Model Name</a>       | IStringReg |        | Beginner   | Model name of the device.               |
| <a href="#">Sensor Description</a>      | IStringReg |        | Guru       | Returns Sensor Description              |
| <a href="#">Device Firmware Version</a> | IStringReg |        | Beginner   | Firmware version of the device.         |

| Name   | Interface    | Access | Visibility | Description  |
|--|--------------|--------|------------|--|
| <a href="#">Device Serial Number</a>           | IStringReg   |        | Expert     | Device serial number. This string is a unique identifier of the device.  |
| <a href="#">Device User ID</a>                 | IStringReg   |        | Beginner   | User Defined Name. This can be used to enter a unique device name. This information is retained over power cycles.   |
| <a href="#">Device TL Type</a>                 | IEnumeration | RO     | Beginner   | Transport Layer type of the device.  |
| <a href="#">Device Gen CP Version Major</a>    | Integer      | RO     | Beginner   | Major version of the GenCP protocol supported by the device.   |
| <a href="#">Device Gen CP Version Minor</a>    | Integer      | RO     | Beginner   | Minor version of the GenCP protocol supported by the device.   |
| <a href="#">Device Max Throughput</a>          | Integer      | RO     | Expert     | Maximum bandwidth of the data that can be streamed out of the device. This can be used to estimate if the physical connection(s) can sustain transfer of free-running images from the camera at its maximum speed.             |
| <a href="#">Device Link Speed</a>              | Integer      | RO     | Guru       | Link Speed   |
| <a href="#">Device Link Throughput Limit</a>   | Integer      | RW     | Expert     | Limits the maximum bandwidth of the data that will be streamed out by the device on the selected Link. If necessary, delays will be uniformly inserted between transport layer packets in order to control the peak bandwidth. |
| <a href="#">Device Link Bandwidth Reserve</a>  | IFloat       | RW     | Expert     | Percentage of streamed data bandwidth reserved for packet resend.  |
| <a href="#">Device Link Current Throughput</a> | Integer      | RO     | Expert     | Current bandwidth of streamed data.  |
| <a href="#">Device Reset</a>                   | ICommand     | WO     | Guru       | This is a command that immediately resets and reboots the device.  |
| <a href="#">Device Indicator Mode</a>          | IEnumeration |        | Expert     | Controls the LED behaviour: Inactive (off), Active (current status), or Error Status (off unless an error occurs).   |
| <a href="#">Device Temperature Selector</a>    | IEnumeration |        | Expert     | Selects the location within the device, where the temperature will be measured.  |
| <a href="#">Device Temperature [Device]</a>    | IFloat       | RO     | Expert     | Device temperature in degrees Celsius (C).   |



| Name                                  | Interface | Access | Visibility | Description   |
|---------------------------------------|-----------|--------|------------|---|
| <a href="#">Temperature Selector]</a> |           |        |            |   |
| <a href="#">Timestamp Latch</a>       | ICommand  | WO     | Expert     | Latches the current timestamp counter into TimestampLatchValue. |
| <a href="#">Timestamp Latch Value</a> | Integer   | RO     | Expert     | Returns the latched value of the timestamp counter.             |
| <a href="#">Timestamp Increment</a>   | Integer   | RO     | Expert     | Indicates the timestamp increment in ns/tick.                   |
| <a href="#">Device Uptime</a>         | Integer   | RO     | Expert     | Total time since the device was powered up in seconds.          |
| <a href="#">Link Uptime</a>           | Integer   | RO     | Expert     | Time since the last phy negotiation (enumeration).              |
| <a href="#">Enumeration Count</a>     | Integer   | RO     | Expert     | Number of enumerations since uptime.                            |
| <a href="#">Factory Reset</a>         | ICommand  | WO     | Guru       | Returns all user tables to factory default                      |
| <a href="#">Max Device Reset Time</a> | Integer   | RO     | Expert     | Time to wait until device reset complete (ms).                  |

## 6.6 Device Control Features

### 6.6.1 Device Vendor Name

Name of the manufacturer of the device.

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | DeviceVendorName |
| <b>Interface</b>  | IStringReg       |
| <b>Access</b>     |                  |
| <b>Visibility</b> | Beginner         |

### 6.6.2 Device Model Name

Model name of the device.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | DeviceModelName |
| <b>Interface</b>  | IStringReg      |
| <b>Access</b>     |                 |
| <b>Visibility</b> | Beginner        |

### 6.6.3 Sensor Description

Returns Sensor Description

| Property          | Value             |
|-------------------|-------------------|
| <b>Name</b>       | SensorDescription |
| <b>Interface</b>  | IStringReg        |
| <b>Access</b>     |                   |
| <b>Visibility</b> | Guru              |

### 6.6.4 Device Firmware Version

Firmware version of the device.

| Property          | Value                 |
|-------------------|-----------------------|
| <b>Name</b>       | DeviceFirmwareVersion |
| <b>Interface</b>  | IStringReg            |
| <b>Access</b>     |                       |
| <b>Visibility</b> | Beginner              |

### 6.6.5 Device Serial Number

Device serial number. This string is a unique identifier of the device.

| Property         | Value              |
|------------------|--------------------|
| <b>Name</b>      | DeviceSerialNumber |
| <b>Interface</b> | IStringReg         |
| <b>Access</b>    |                    |

| Property   | Value  |
|------------|--------|
| Visibility | Expert |

## 6.6.6 Device User ID

User Defined Name. This can be used to enter a unique device name. This information is retained over power cycles.

| Property   | Value        |
|------------|--------------|
| Name       | DeviceUserID |
| Interface  | IStringReg   |
| Access     |              |
| Visibility | Beginner     |

## 6.6.7 Device TL Type

Transport Layer type of the device.

| Property   | Value        |
|------------|--------------|
| Name       | DeviceTLType |
| Interface  | IEnumeration |
| Access     | RO           |
| Visibility | Beginner     |

### Enumeration Values

USB3Vision

## 6.6.8 Device Gen CP Version Major

Major version of the GenCP protocol supported by the device.

| Property  | Value                   |
|-----------|-------------------------|
| Name      | DeviceGenCPVersionMajor |
| Interface | Integer                 |
| Access    | RO                      |

| Property   | Value    |
|------------|----------|
| Unit       |          |
| Visibility | Beginner |

### 6.6.9 Device Gen CP Version Minor

Minor version of the GenCP protocol supported by the device.

| Property   | Value                   |
|------------|-------------------------|
| Name       | DeviceGenCPVersionMinor |
| Interface  | Integer                 |
| Access     | RO                      |
| Unit       |                         |
| Visibility | Beginner                |

### 6.6.10 Device Max Throughput

Maximum bandwidth of the data that can be streamed out of the device. This can be used to estimate if the physical connection(s) can sustain transfer of free-running images from the camera at its maximum speed.

| Property   | Value               |
|------------|---------------------|
| Name       | DeviceMaxThroughput |
| Interface  | Integer             |
| Access     | RO                  |
| Unit       | Bps                 |
| Visibility | Expert              |

### 6.6.11 Device Link Speed

Link Speed

| Property  | Value           |
|-----------|-----------------|
| Name      | DeviceLinkSpeed |
| Interface | Integer         |

| Property          | Value |
|-------------------|-------|
| <b>Access</b>     | RO    |
| <b>Unit</b>       |       |
| <b>Visibility</b> | Guru  |

### 6.6.12 Device Link Throughput Limit

Limits the maximum bandwidth of the data that will be streamed out by the device on the selected Link. If necessary, delays will be uniformly inserted between transport layer packets in order to control the peak bandwidth.

| Property          | Value                     |
|-------------------|---------------------------|
| <b>Name</b>       | DeviceLinkThroughputLimit |
| <b>Interface</b>  | Integer                   |
| <b>Access</b>     | RW                        |
| <b>Unit</b>       | Bps                       |
| <b>Visibility</b> | Expert                    |

### 6.6.13 Device Link Bandwidth Reserve

Percentage of streamed data bandwidth reserved for packet resend.

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | DeviceLinkBandwidthReserve |
| <b>Interface</b>  | IFloat                     |
| <b>Access</b>     | RW                         |
| <b>Unit</b>       | %                          |
| <b>Visibility</b> | Expert                     |

### 6.6.14 Device Link Current Throughput

Current bandwidth of streamed data.

| Property    | Value                       |
|-------------|-----------------------------|
| <b>Name</b> | DeviceLinkCurrentThroughput |

| Property          | Value   |
|-------------------|---------|
| <b>Interface</b>  | Integer |
| <b>Access</b>     | RO      |
| <b>Unit</b>       | Bps     |
| <b>Visibility</b> | Expert  |

### 6.6.15 Device Reset

This is a command that immediately resets and reboots the device.

| Property          | Value       |
|-------------------|-------------|
| <b>Name</b>       | DeviceReset |
| <b>Interface</b>  | ICommand    |
| <b>Access</b>     | WO          |
| <b>Visibility</b> | Guru        |

### 6.6.16 Device Indicator Mode

Controls the LED behaviour: Inactive (off), Active (current status), or Error Status (off unless an error occurs).

| Property          | Value               |
|-------------------|---------------------|
| <b>Name</b>       | DeviceIndicatorMode |
| <b>Interface</b>  | IEnumeration        |
| <b>Access</b>     |                     |
| <b>Visibility</b> | Expert              |

#### Enumeration Values

|                    |
|--------------------|
| <b>Inactive</b>    |
| <b>Active</b>      |
| <b>ErrorStatus</b> |

### 6.6.17 Device Temperature Selector

Selects the location within the device, where the temperature will be measured.

| Property          | Value                     |
|-------------------|---------------------------|
| <b>Name</b>       | DeviceTemperatureSelector |
| <b>Interface</b>  | IEnumeration              |
| <b>Access</b>     |                           |
| <b>Visibility</b> | Expert                    |

#### Enumeration Values

|           |
|-----------|
| Cpu0      |
| Mainboard |
| Sensor    |

### 6.6.18 Device Temperature

Device temperature in degrees Celsius (C).

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | DeviceTemperature <a href="#">[Device Temperature Selector]</a> |
| <b>Interface</b>  | IFloat  |
| <b>Access</b>     | RO  |
| <b>Unit</b>       | C   |
| <b>Visibility</b> | Expert  |

### 6.6.19 Timestamp Latch

Latches the current timestamp counter into TimestampLatchValue.

| Property          | Value          |
|-------------------|----------------|
| <b>Name</b>       | TimestampLatch |
| <b>Interface</b>  | ICommand       |
| <b>Access</b>     | WO             |
| <b>Visibility</b> | Expert         |

## 6.6.20 Timestamp Latch Value

Returns the latched value of the timestamp counter.

| Property          | Value               |
|-------------------|---------------------|
| <b>Name</b>       | TimestampLatchValue |
| <b>Interface</b>  | Integer             |
| <b>Access</b>     | RO                  |
| <b>Unit</b>       |                     |
| <b>Visibility</b> | Expert              |

## 6.6.21 Timestamp Increment

Indicates the timestamp increment in ns/tick.

| Property          | Value              |
|-------------------|--------------------|
| <b>Name</b>       | TimestampIncrement |
| <b>Interface</b>  | Integer            |
| <b>Access</b>     | RO                 |
| <b>Unit</b>       |                    |
| <b>Visibility</b> | Expert             |

## 6.6.22 Device Uptime

Total time since the device was powered up in seconds.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | DeviceUptime |
| <b>Interface</b>  | Integer      |
| <b>Access</b>     | RO           |
| <b>Unit</b>       | s            |
| <b>Visibility</b> | Expert       |

## 6.6.23 Link Uptime

Time since the last phy negotiation (enumeration).



| Property          | Value      |
|-------------------|------------|
| <b>Name</b>       | LinkUptime |
| <b>Interface</b>  | Integer    |
| <b>Access</b>     | RO         |
| <b>Unit</b>       | s          |
| <b>Visibility</b> | Expert     |

| Property          | Value      |
|-------------------|------------|
| <b>Name</b>       | LinkUptime |
| <b>Interface</b>  | Integer    |
| <b>Access</b>     | RO         |
| <b>Unit</b>       | s          |
| <b>Visibility</b> | Expert     |

## 6.6.24 Enumeration Count

Number of enumerations since uptime.

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | EnumerationCount |
| <b>Interface</b>  | Integer          |
| <b>Access</b>     | RO               |
| <b>Unit</b>       |                  |
| <b>Visibility</b> | Expert           |

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | EnumerationCount |
| <b>Interface</b>  | Integer          |
| <b>Access</b>     | RO               |
| <b>Unit</b>       |                  |
| <b>Visibility</b> | Expert           |

## 6.6.25 Factory Reset

Returns all user tables to factory default

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | FactoryReset |
| <b>Interface</b>  | ICommand     |
| <b>Access</b>     | WO           |
| <b>Visibility</b> | Guru         |

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | FactoryReset |
| <b>Interface</b>  | ICommand     |
| <b>Access</b>     | WO           |
| <b>Visibility</b> | Guru         |

## 6.6.26 Max Device Reset Time

Time to wait until device reset complete (ms).

| Property    | Value              |
|-------------|--------------------|
| <b>Name</b> | MaxDeviceResetTime |

| Property    | Value              |
|-------------|--------------------|
| <b>Name</b> | MaxDeviceResetTime |

| Property          | Value   |
|-------------------|---------|
| <b>Interface</b>  | Integer |
| <b>Access</b>     | RO      |
| <b>Unit</b>       | ms      |
| <b>Visibility</b> | Expert  |

# 7 Transport Layer Control

The Transport Layer control provides the following information:

- Payload Size** - the number of bytes transferred for each image (including chunk data).
- USB3 Vision Tab** - Message Channel - Channel ID used for the Message Channel.
- U3v Version Major/Minor** - USB3 Vision standard version.
- U3V Capabilities** - what the camera supports (SIRM, EIRM and IIDC2).
- Max Command Transfer Length** - the maximum supported commands that can be sent to the camera.
- Max Ack Transfer Length** - the maximum supported ack that can be sent to the camera.
- Number of Stream Channels** - the number of stream channels the camera supports.
- Current Speed** - the speed of the camera's interface (Super Speed, High Speed).

## 7.1 Summary Table

| Name                         | Interface | Access | Visibility | Description  |
|------------------------------|-----------|--------|------------|--|
| <a href="#">Payload Size</a> | Integer   |        | Expert     | Provides the number of bytes transferred for each image or chunk on the stream channel.          |
| <a href="#">USB3 Vision</a>  | ICategory | RO     | Beginner   | Category that contains the features pertaining to the USB3 Vision transport layer of the device. |

## 7.2 Transport Layer Control Features

### 7.2.1 Payload Size

Provides the number of bytes transferred for each image or chunk on the stream channel.

| Property          | Value       |
|-------------------|-------------|
| <b>Name</b>       | PayloadSize |
| <b>Interface</b>  | Integer     |
| <b>Access</b>     |             |
| <b>Unit</b>       |             |
| <b>Visibility</b> | Expert      |

## 7.2.2 USB3 Vision

Category that contains the features pertaining to the USB3 Vision transport layer of the device.

| Property          | Value      |
|-------------------|------------|
| <b>Name</b>       | USB3Vision |
| <b>Interface</b>  | ICategory  |
| <b>Access</b>     | RO         |
| <b>Visibility</b> | Beginner   |

## 7.3 USB3 Vision

Category that contains the features pertaining to the USB3 Vision transport layer of the device.

### 7.3.1 Summary Table

| Name  | Interface   | Access | Visibility | Description  |
|---|-------------|--------|------------|--|
| <a href="#">Message Channel</a>   | Integer     | RW     | Guru       | Channel ID Used For The Message Channel.   |
| <a href="#">U3V Version Major</a>                                       | Integer     | RO     | Expert     | U3V Version.   |
| <a href="#">U3V Version Minor</a>                                       | Integer     | RO     | Expert     | U3V Version.   |
| <a href="#">U3V Capability</a>  | Integer     | RO     | Expert     | Indicates additional features on the control channel.                              |
| <a href="#">U3V SIRM Available</a><br><a href="#">[U3V Capability]</a>  | Boolean     | RO     | Expert     | Set if the device supports at least one device streaming interface.                |
| <a href="#">U3V EIRM Available</a><br><a href="#">[U3V Capability]</a>  | Boolean     | RO     | Expert     | Set if the device supports at least one device event interface.                    |
| <a href="#">U3V IIDC2 Available</a><br><a href="#">[U3V Capability]</a> | Boolean     | RO     | Expert     | Set if the device supports IIDC2 register map.                                     |
| <a href="#">Max Command Transfer Length</a>                             | Integer     | RW     | Expert     | Specifies the max supported command transfer length of the device.                 |
| <a href="#">Max Ack Transfer Length</a>                                 | Integer     | RO     | Expert     | Specifies the max supported ack transfer length of the device.                     |
| <a href="#">Number of Stream Channels</a>                               | Integer     | RO     | Expert     | Number of Stream Channels and its Corresponding Streaming Interface Register Maps. |
| <a href="#">Current Speed</a>   | Enumeration | RO     | Expert     | Specifies the current speed of the USB link.                                       |

## 7.3.2 USB3 Vision Features

### 7.3.2.1 Message Channel

Channel ID Used For The Message Channel.

| Property          | Value               |
|-------------------|---------------------|
| <b>Name</b>       | U3VMessageChannelID |
| <b>Interface</b>  | Integer             |
| <b>Access</b>     | RW                  |
| <b>Unit</b>       |                     |
| <b>Visibility</b> | Guru                |

### 7.3.2.2 U3V Version Major

U3V Version.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | U3VVersionMajor |
| <b>Interface</b>  | Integer         |
| <b>Access</b>     | RO              |
| <b>Unit</b>       |                 |
| <b>Visibility</b> | Expert          |

### 7.3.2.3 U3V Version Minor

U3V Version.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | U3VVersionMinor |
| <b>Interface</b>  | Integer         |
| <b>Access</b>     | RO              |
| <b>Unit</b>       |                 |
| <b>Visibility</b> | Expert          |

### 7.3.2.4 U3V Capability

Indicates additional features on the control channel.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | U3VCPCapability |
| <b>Interface</b>  | Integer         |
| <b>Access</b>     | RO              |
| <b>Unit</b>       |                 |
| <b>Visibility</b> | Expert          |
| <b>Value</b>      | 0               |

### 7.3.2.5 U3V SIRM Available

Set if the device supports at least one device streaming interface.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | U3VCSIRMAvailable <a href="#">[U3V Capability]</a> |
| <b>Interface</b>  | Boolean  |
| <b>Access</b>     | RO   |
| <b>Visibility</b> | Expert   |

### 7.3.2.6 U3V EIRM Available

Set if the device supports at least one device event interface.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | U3VCEIRMAvailable <a href="#">[U3V Capability]</a> |
| <b>Interface</b>  | Boolean  |
| <b>Access</b>     | RO   |
| <b>Visibility</b> | Expert   |

### 7.3.2.7 U3V IIDC2 Available

Set if the device supports IIDC2 register map.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | U3VCPIIDC2Available <a href="#">[U3V Capability]</a> |
| <b>Interface</b>  | IBoolean   |
| <b>Access</b>     | RO   |
| <b>Visibility</b> | Expert   |

### 7.3.2.8 Max Command Transfer Length

Specifies the max supported command transfer length of the device.

| Property          | Value                       |
|-------------------|-----------------------------|
| <b>Name</b>       | U3VMaxCommandTransferLength |
| <b>Interface</b>  | IInteger                    |
| <b>Access</b>     | RW                          |
| <b>Unit</b>       |                             |
| <b>Visibility</b> | Expert                      |

### 7.3.2.9 Max Ack Transfer Length

Specifies the max supported ack transfer length of the device.

| Property          | Value                           |
|-------------------|---------------------------------|
| <b>Name</b>       | U3VMaxAcknowledgeTransferLength |
| <b>Interface</b>  | IInteger                        |
| <b>Access</b>     | RO                              |
| <b>Unit</b>       |                                 |
| <b>Visibility</b> | Expert                          |

### 7.3.2.10 Number of Stream Channels

Number of Stream Channels and its Corresponding Streaming Interface Register Maps.

| Property    | Value                     |
|-------------|---------------------------|
| <b>Name</b> | U3VNumberOfStreamChannels |

| Property          | Value   |
|-------------------|---------|
| <b>Interface</b>  | Integer |
| <b>Access</b>     | RO      |
| <b>Unit</b>       |         |
| <b>Visibility</b> | Expert  |

### 7.3.2.11 Current Speed

Specifies the current speed of the USB link.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | U3VCurrentSpeed |
| <b>Interface</b>  | IEnumeration    |
| <b>Access</b>     | RO              |
| <b>Visibility</b> | Expert          |

#### Enumeration Values

|                   |
|-------------------|
| <b>LowSpeed</b>   |
| <b>FullSpeed</b>  |
| <b>HighSpeed</b>  |
| <b>SuperSpeed</b> |



# 8 Auto Algorithm Control

## 8.1 Auto Exposure (AE)

Auto exposure (AE) control is designed to automatically determine the exposure time and gain of the camera so that the resulting image looks as bright as expected. In general, the camera supports various auto exposure features, and these features produce different results in the final image. In addition, the camera allows users to control how fast the exposure and gain get settled.

Note that for AE to work, [Exposure Auto](#) and/or [Gain Auto](#) must be set to Once or Continuous and ISP must be enabled.

### 8.1.1 Auto Exposure Features

To enable AE, [Exposure Auto](#) and/or [Gain Auto](#) must be set to Once or Continuous. AE automatically determines the exposure time and/or gain according to the target image average.

The target image average can be manually or automatically controlled.

For **manual** control, set [Target Grey Value Auto](#) to Continuous and then set the desired image average in [Target Grey Value](#). This value is a percentage of the maximum pixel value.

For **automatic** control, set [Target Grey Value Auto](#) to Off. The target image average is then automatically determined according to user-defined AE modes and other AE features.

By default, AE uses an exposure range of 100 to 15000  $\mu$ s and/or gain range of 0 to 18 dB and target grey value, but these can be limited.

[Exposure Time Lower Limit](#) / [Exposure Time Upper Limit](#) - the lower and upper values in microseconds ( $\mu$ s) that the exposure time may reach when exposure is set to Once or Continuous.

[Gain Lower Limit](#) / [Gain Upper Limit](#) - the lower and upper values in decibels (dB) that the gain may reach when gain is set to Once or Continuous.

[Target Grey Value Lower Limit](#) / [Target Grey Value Upper Limit](#) - the lower and upper values in percent (%) that the target image average may reach.

[Auto Exposure Damping](#) controls how fast the exposure and gain get settled. A small damping value may result in the system being unstable. The range is from 0.0 - 1.0. The default value is 0.5.

If both exposure time and gain are set to Once or Continuous AE determines which to adjust first by the [Auto Exposure Control Priority](#).

If **gain** priority is selected, the camera sets the gain to 0 dB, and the exposure is adjusted according to the target grey level. If the maximum exposure is reached before the target grey level is hit, the gain starts to change to meet the target. This mode is used to have the minimum noise.

If **exposure** priority is selected, the camera sets the exposure to a small value (default is 5 ms). The gain is adjusted according to the target grey level. If maximum gain is reached before the target grey level is hit, the exposure starts to change to meet the target. This mode is used to capture fast motion.

**AE Lighting Mode** can compensate for strong light sources in front or behind an object. The options are: Backlight, Frontlight, or Normal. The default lighting mode is Normal. Use the [Lighting Mode](#) feature to select depending on your conditions.

### 8.1.1.1 Backlight Compensation

The backlight compensation mode is used when a strong light is coming from the back of the object. For example, people standing in the shade with the bright sky at the back. A regular auto exposure algorithm makes the object underexposed in such lighting conditions. Backlight compensation is able to properly expose the object when a strong backlight occurs, regardless of the locations of the object relative to the frame.

### 8.1.1.2 Frontlight Compensation

The frontlight compensation mode is used when a strong light is shining in the front of the object while the background is dark. For example, a parking spot that has lights on at night while its surrounding areas are very dark. A regular auto exposure algorithm makes the object overexposed in such lighting conditions. Frontlight compensation is able to properly expose the object when a strong front light and a dark background appear, regardless of the locations of the object relative to the frame.

### 8.1.1.3 Normal Lighting

If the object of interest in the frame is not under backlight or frontlight conditions, then normal lighting should be used. Select Normal lighting mode to make Metering Mode available.

**AE Metering Mode** is available only if [Lighting Mode](#) is set to Normal. The options are: Average, Spot, and Partial. The default AE metering mode is Average. Use the [Metering Mode](#) feature to select depending on your conditions.

### 8.1.1.4 Average Metering

This mode measures the light from the entire scene uniformly to determine the final exposure value. Every portion of the exposed area has the same contribution.

### 8.1.1.5 Spot Metering

This mode measures the light from a small area (about 3%) in the center of the scene while the rest of the scene is ignored. This mode is used when the scene has a high contrast and the object of interest is relatively small.

### 8.1.1.6 Partial Metering

This mode measures the light from a larger area (about 11%) in the center of the scene. This mode is used when very dark or bright regions appear at the edge of the frame.

A **region of interest** (ROI) can be applied to the auto exposure features. This AE ROI can be equal to or smaller than the area of the captured ROI. To use AE ROI:

1. Set the [ROI Selector](#) to Auto Exposure.
2. Turn on [ROI Enable](#).
3. Set the horizontal and vertical offsets (relative to the ROI being captured) with [ROI Offset X](#) and [ROI Offset Y](#).
4. Set the width and height with [ROI Width](#) and [ROI Height](#).

## 8.2 Summary Table

| Name  | Interface    | Access | Visibility | Description   |
|---|--------------|--------|------------|---|
| <a href="#">Target Grey Value Auto</a>        | IEnumeration |        | Beginner   | This indicates whether the target image grey level is automatically set by the camera or manually set by the user. Note that the target grey level is in the linear domain before gamma correction is applied.  |
| <a href="#">Target Grey Value</a>             | IFloat       | RW     |            | This is the user-specified target grey level (image mean) to apply to the current image. Note that the target grey level is in the linear domain before gamma correction is applied.  |
| <a href="#">Lighting Mode</a>                 | IEnumeration | RW     | Beginner   | Selects a lighting mode: Backlight, Frontlight or Normal (default). a. Backlight compensation: used when a strong light is coming from the back of the object. b. Frontlight compensation: used when a strong light is shining in the front of the object while the background is dark. c. Normal lighting: used when the object is not under backlight or frontlight conditions. When normal lighting is selected, metering modes are available. |
| <a href="#">Exposure Time Lower Limit</a>     | IFloat       | RW     |            | The smallest exposure time that auto exposure can set.  |
| <a href="#">Exposure Time Upper Limit</a>     | IFloat       | RW     |            | The largest exposure time that auto exposure can set.   |
| <a href="#">Gain Lower Limit</a>              | IFloat       | RW     |            | The smallest gain that auto exposure can set.   |
| <a href="#">Gain Upper Limit</a>              | IFloat       | RW     |            | The largest gain that auto exposure can set.  |
| <a href="#">Target Grey Value Lower Limit</a> | IFloat       | RW     |            | The lowest value in percentage that the target mean may reach.  |
| <a href="#">Target Grey Value Upper Limit</a> | IFloat       | RW     |            | The highest value in percentage that the target mean may reach.   |

| Name   | Interface    | Access | Visibility | Description  |
|--|--------------|--------|------------|--|
| <a href="#">Auto Exposure Damping</a>          | IFloat       | RW     | Beginner   | It controls how fast the exposure and gain get settled. If the value is too small, it may cause the system to be unstable. Range is from 0.0 to 1.0. Default = 0.2.  |
| <a href="#">Auto Exposure Control Priority</a> | IEnumeration | RW     | Beginner   | Selects whether to adjust gain or exposure first. When gain priority is selected, the camera fixes the gain to 0 dB, and the exposure is adjusted according to the target grey level. If the maximum exposure is reached before the target grey level is hit, the gain starts to change to meet the target. This mode is used to have the minimum noise. When exposure priority is selected, the camera sets the exposure to a small value (default is 5 ms). The gain is adjusted according to the target grey level. If maximum gain is reached before the target grey level is hit, the exposure starts to change to meet the target. This mode is used to capture fast motion. |

## 8.3 Auto Algorithm Control Features

### 8.3.1 Target Grey Value Auto

This indicates whether the target image grey level is automatically set by the camera or manually set by the user. Note that the target grey level is in the linear domain before gamma correction is applied.

| Property          | Value                           |
|-------------------|---------------------------------|
| <b>Name</b>       | AutoExposureTargetGreyValueAuto |
| <b>Interface</b>  | IEnumeration                    |
| <b>Access</b>     |                                 |
| <b>Visibility</b> | Beginner                        |

#### Enumeration Values

Off

Continuous

### 8.3.2 Target Grey Value

This is the user-specified target grey level (image mean) to apply to the current image. Note that the target grey level is in the linear domain before gamma correction is applied.

| Property          | Value                       |
|-------------------|-----------------------------|
| <b>Name</b>       | AutoExposureTargetGreyValue |
| <b>Interface</b>  | IFloat                      |
| <b>Access</b>     | RW                          |
| <b>Unit</b>       | %                           |
| <b>Visibility</b> |                             |

### 8.3.3 Lighting Mode

Selects a lighting mode: Backlight, Frontlight or Normal (default). a. Backlight compensation: used when a strong light is coming from the back of the object. b. Frontlight compensation: used when a strong light is shining in the front of the object while the background is dark. c. Normal lighting: used when the object is not under backlight or frontlight conditions. When normal lighting is selected, metering modes are available.

| Property          | Value                    |
|-------------------|--------------------------|
| <b>Name</b>       | AutoExposureLightingMode |
| <b>Interface</b>  | IEnumeration             |
| <b>Access</b>     | RW                       |
| <b>Visibility</b> | Beginner                 |

#### Enumeration Values

Backlight

Frontlight

Normal

### 8.3.4 Exposure Time Lower Limit

The smallest exposure time that auto exposure can set.

| Property         | Value                              |
|------------------|------------------------------------|
| <b>Name</b>      | AutoExposureExposureTimeLowerLimit |
| <b>Interface</b> | IFloat                             |
| <b>Access</b>    | RW                                 |

| Property          | Value |
|-------------------|-------|
| <b>Unit</b>       | us    |
| <b>Visibility</b> |       |

### 8.3.5 Exposure Time Upper Limit

The largest exposure time that auto exposure can set.

| Property          | Value                              |
|-------------------|------------------------------------|
| <b>Name</b>       | AutoExposureExposureTimeUpperLimit |
| <b>Interface</b>  | IFloat                             |
| <b>Access</b>     | RW                                 |
| <b>Unit</b>       | us                                 |
| <b>Visibility</b> |                                    |

### 8.3.6 Gain Lower Limit

The smallest gain that auto exposure can set.

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | AutoExposureGainLowerLimit |
| <b>Interface</b>  | IFloat                     |
| <b>Access</b>     | RW                         |
| <b>Unit</b>       | dB                         |
| <b>Visibility</b> |                            |

### 8.3.7 Gain Upper Limit

The largest gain that auto exposure can set.

| Property         | Value                      |
|------------------|----------------------------|
| <b>Name</b>      | AutoExposureGainUpperLimit |
| <b>Interface</b> | IFloat                     |

| Property          | Value |
|-------------------|-------|
| <b>Access</b>     | RW    |
| <b>Unit</b>       | dB    |
| <b>Visibility</b> |       |

### 8.3.8 Target Grey Value Lower Limit

The lowest value in percentage that the target mean may reach.

| Property          | Value                           |
|-------------------|---------------------------------|
| <b>Name</b>       | AutoExposureGreyValueLowerLimit |
| <b>Interface</b>  | IFloat                          |
| <b>Access</b>     | RW                              |
| <b>Unit</b>       | %                               |
| <b>Visibility</b> |                                 |

### 8.3.9 Target Grey Value Upper Limit

The highest value in percentage that the target mean may reach.

| Property          | Value                           |
|-------------------|---------------------------------|
| <b>Name</b>       | AutoExposureGreyValueUpperLimit |
| <b>Interface</b>  | IFloat                          |
| <b>Access</b>     | RW                              |
| <b>Unit</b>       | %                               |
| <b>Visibility</b> |                                 |

### 8.3.10 Auto Exposure Damping

It controls how fast the exposure and gain get settled. If the value is too small, it may cause the system to be unstable. Range is from 0.0 to 1.0. Default = 0.2.

| Property    | Value                          |
|-------------|--------------------------------|
| <b>Name</b> | AutoExposureControlLoopDamping |

| Property          | Value    |
|-------------------|----------|
| <b>Interface</b>  | IFloat   |
| <b>Access</b>     | RW       |
| <b>Unit</b>       |          |
| <b>Visibility</b> | Beginner |

### 8.3.11 Auto Exposure Control Priority

Selects whether to adjust gain or exposure first. When gain priority is selected, the camera fixes the gain to 0 dB, and the exposure is adjusted according to the target grey level. If the maximum exposure is reached before the target grey level is hit, the gain starts to change to meet the target. This mode is used to have the minimum noise. When exposure priority is selected, the camera sets the exposure to a small value (default is 5 ms). The gain is adjusted according to the target grey level. If maximum gain is reached before the target grey level is hit, the exposure starts to change to meet the target. This mode is used to capture fast motion.

| Property          | Value                       |
|-------------------|-----------------------------|
| <b>Name</b>       | AutoExposureControlPriority |
| <b>Interface</b>  | IEnumeration                |
| <b>Access</b>     | RW                          |
| <b>Visibility</b> | Beginner                    |

#### Enumeration Values

|                     |
|---------------------|
| <b>Gain</b>         |
| <b>ExposureTime</b> |



# 9 Defective Pixel Correction

The camera supports table-based defective pixel correction, where a list of defective pixel coordinates is specified, and the values of those pixels are replaced based on the values of their neighbors. The camera also supports dynamic defective pixel correction, where defective pixels are automatically corrected if they are an outlier with respect to the pixels of a 5x5 neighborhood. Dynamic defective pixel correction is capable of correcting both hot and cold pixels.

[Defect Correct Static Enable](#) turns table-based defective pixel correction On or Off.

[Defect Correct Dynamic Enable](#) turns dynamic defective pixel correction On or Off.

[Defect Correction Mode](#) controls the method used for replacing the value of pixels within the table. The option is Average. Average replaces defective pixels with the average of their neighbors.

## 9.1 Modifying the List of Defective Pixels

[Defect Correct Pixel Count](#) controls the number of defective pixels in the table.

[Defect Table Index](#) selects an individual pixel within the table. This is a zero-based index, so if there are  $N$  pixels in the table, the index range is from 0 to  $N-1$ . [Defect X Coordinate](#) and [Defect Y Coordinate](#) define the (X,Y) coordinates of the defective pixel selected by the index. These values can be changed. These (X,Y) coordinates are relative to the full image ROI, when [Offset X](#) and [Offset Y](#) are both zero.

Changes made to the defective pixel table using these controls do NOT take effect immediately. When you have finished making a series of changes to the table, execute the command [Defect Table Apply](#) for the changes to affect images captured by the camera. This writes the table to volatile memory, so changes are lost if the camera loses power.

[Defect Table Save](#) saves the table to persistent storage within the camera, so that the modified table is loaded whenever the camera boots up. Saving overwrites the existing table stored in memory.

Important Note: Because it takes time to download a full defect table, if the camera is streaming when a table is either applied, the results may appear momentarily corrupted until the complete table is written to the FPGA.

### 9.1.1 Example: Adding a location to the Defective Pixel Table

These steps illustrate how to add a pixel to the table:

1. Set [Offset X](#) and [Offset Y](#) to zero, and [Width](#) and [Height](#) at least large enough so that the defective pixel falls within the image ROI.
2. Note the X and Y coordinates of the defective pixel under these ROI settings.
3. Increase [Defect Correct Pixel Count](#) by 1 to add a new defective pixel to the list.
4. Set [Defect Table Index](#) to the new value of [Defect Correct Pixel Count](#) minus 1, to control the last defective pixel in the table, which is the one that was just added.
5. Set the values of [Defect X Coordinate](#) and [Defect Y Coordinate](#) to the coordinates of the pixel being added.

6. Click [Defect Table Apply](#) to have the change affect images being captured.
7. Use [Defect Table Save](#) to save the modified table so that it is loaded every time the camera boots up.

## 9.2 Summary Table

| Name   | Interface    | Access | Visibility | Description   |
|--|--------------|--------|------------|---|
| <a href="#">Defect Correct Static Enable</a>             | IBoolean     |        | Guru       | Enables/Disables table-based defective pixel correction.  |
| <a href="#">Defect Correct Dynamic Enable</a>            | IBoolean     |        | Guru       | Enables/Disables dynamic defective pixel correction.  |
| <a href="#">Defect Correction Mode</a>                   | IEnumeration |        | Guru       | Controls the method used for replacing defective pixels.  |
| <a href="#">Defect Table Pixel Count</a>                 | IInteger     |        | Guru       | The number of defective pixel locations in the current table.   |
| <a href="#">Defect Table Index</a>                       | IInteger     |        | Guru       | Controls the offset of the element to access in the defective pixel location table.   |
| <a href="#">Defect X Coordinate [Defect Table Index]</a> | IInteger     |        | Guru       | Returns the X coordinate of the defective pixel at DefectTableIndex within the defective pixel table. Changes made do not take effect in captured images until the command DefectTableApply is written.   |
| <a href="#">Defect Y Coordinate [Defect Table Index]</a> | IInteger     |        | Guru       | Returns the Y coordinate of the defective pixel at DefectTableIndex within the defective pixel table. Changes made do not take effect in captured images until the command DefectTableApply is written.   |
| <a href="#">Defect Table Apply</a>                       | ICommand     | RW     | Guru       | Applies the current defect table, so that any changes made affect images captured by the camera. This writes the table to volatile memory, so changes to the table are lost if the camera loses power. To save the table to non-volatile memory, use DefectTableSave. |
| <a href="#">Defect Table Save</a>                        | ICommand     |        | Guru       | Saves the current defective pixel table non-volatile memory, so that it is preserved when the camera boots up. This overwrites the existing defective pixel table. The new table is loaded whenever the camera powers up.   |

## 9.3 Defective Pixel Correction Features

### 9.3.1 Defect Correct Static Enable

Enables/Disables table-based defective pixel correction.

| Property          | Value                     |
|-------------------|---------------------------|
| <b>Name</b>       | DefectCorrectStaticEnable |
| <b>Interface</b>  | IBoolean                  |
| <b>Access</b>     |                           |
| <b>Visibility</b> | Guru                      |

### 9.3.2 Defect Correct Dynamic Enable

Enables/Disables dynamic defective pixel correction.

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | DefectCorrectDynamicEnable |
| <b>Interface</b>  | IBoolean                   |
| <b>Access</b>     |                            |
| <b>Visibility</b> | Guru                       |

### 9.3.3 Defect Correction Mode

Controls the method used for replacing defective pixels.

| Property          | Value                |
|-------------------|----------------------|
| <b>Name</b>       | DefectCorrectionMode |
| <b>Interface</b>  | IEnumeration         |
| <b>Access</b>     |                      |
| <b>Visibility</b> | Guru                 |

#### Enumeration Values

Average

### 9.3.4 Defect Table Pixel Count

The number of defective pixel locations in the current table.

| Property          | Value                 |
|-------------------|-----------------------|
| <b>Name</b>       | DefectTablePixelCount |
| <b>Interface</b>  | Integer               |
| <b>Access</b>     |                       |
| <b>Unit</b>       |                       |
| <b>Visibility</b> | Guru                  |

### 9.3.5 Defect Table Index

Controls the offset of the element to access in the defective pixel location table.

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | DefectTableIndex |
| <b>Interface</b>  | Integer          |
| <b>Access</b>     |                  |
| <b>Unit</b>       |                  |
| <b>Visibility</b> | Guru             |

### 9.3.6 Defect X Coordinate

Returns the X coordinate of the defective pixel at DefectTableIndex within the defective pixel table. Changes made do not take effect in captured images until the command DefectTableApply is written.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | DefectTableCoordinateX <a href="#">[Defect Table Index]</a> |
| <b>Interface</b>  | Integer   |
| <b>Access</b>     |   |
| <b>Unit</b>       |   |
| <b>Visibility</b> | Guru  |

### 9.3.7 Defect Y Coordinate

Returns the Y coordinate of the defective pixel at DefectTableIndex within the defective pixel table. Changes made do not take effect in captured images until the command DefectTableApply is written.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | DefectTableCoordinateY <a href="#">[Defect Table Index]</a> |
| <b>Interface</b>  | Integer   |
| <b>Access</b>     |   |
| <b>Unit</b>       |   |
| <b>Visibility</b> | Guru  |

### 9.3.8 Defect Table Apply

Applies the current defect table, so that any changes made affect images captured by the camera. This writes the table to volatile memory, so changes to the table are lost if the camera loses power. To save the table to non-volatile memory, use DefectTableSave.

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | DefectTableApply |
| <b>Interface</b>  | ICommand         |
| <b>Access</b>     | RW               |
| <b>Visibility</b> | Guru             |

### 9.3.9 Defect Table Save

Saves the current defective pixel table non-volatile memory, so that it is preserved when the camera boots up. This overwrites the existing defective pixel table. The new table is loaded whenever the camera powers up.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | DefectTableSave |
| <b>Interface</b>  | ICommand        |
| <b>Access</b>     |                 |
| <b>Visibility</b> | Guru            |

# 10 User Set Control

Features in the User Set Control category allow you to save camera settings to non-volatile memory so that they can be restored to a known state at any time (after the camera has been restarted).

## 10.1 Types of User Sets

You can select which user set to configure, save, or load with the [UserSetSelector](#) feature. There are two classes of user sets.

- User-defined settings
- Factory-defined settings. A factory-defined Default user set is always available. It represents a typical use case for the camera.

If the factory-defined settings must be changed for your application, they can be used as a starting point. From there, only a few features may need to be modified to achieve the desired configuration. The [UserSetSave](#) feature saves the current camera settings so that they can be recreated later. Once saved, these new custom settings can be loaded at any time.

The [UserSetLoad](#) feature loads the specified user set. Note that one can load a set without first saving. In this situation, the user set contents are the factory-defined default settings.

## 10.2 Start-up User Set

The [UserSetDefault](#) feature is used to configure a camera automatically at start-up. This loads the selected user set at start-up time. By default, it applies the factory-defined Default settings. However, you can change it to any user set so that the next time the camera restarts, it comes up with the selected user set.

## 10.3 User Set Managed Features

Due to limited on-board non-volatile memory, not all features are supported by user sets. See [UserSetFeatureSelector](#) for the list of all features that are supported. Features that are not listed are either of single session nature or are managed explicitly via other features, such as [Defect Table Save](#).

## 10.4 User Set Conversion

The exact list of features managed by user sets may change between different versions of firmware. Consequently, there may not be a perfect match between the set of features saved to non-volatile memory and the set of features handled by the current version of firmware. In this situation, the camera performs any necessary conversions on all saved user sets. This happens automatically the first time the camera is restarted after a firmware update. The conversion performed depends on the nature of the feature discrepancy:

- Obsolete features - Saved features that are no longer supported in the current firmware. These features are ignored and removed from all subsequently saved user sets.

- Missing features - Saved user sets do not have features that are supported in the current firmware. These missing feature values are filled in using one of the factory-defined sets. If [UserSetDefault](#) points to a user-defined set, then the missing feature values are copied from the factory-defined Default set.

## 10.5 Summary Table

| Name  | Interface    | Access | Visibility | Description   |
|---|--------------|--------|------------|---|
| <a href="#">User Set Selector</a>                 | IEnumeration | RW     | Beginner   | Selects the feature User Set to load, save or configure.                                      |
| <a href="#">User Set Load [User Set Selector]</a> | ICommand     | RW     | Expert     | Loads the User Set specified by UserSetSelector to the device and makes it active.            |
| <a href="#">User Set Save [User Set Selector]</a> | ICommand     | RW     | Beginner   | Saves the User Set specified by UserSetSelector to the non-volatile memory of the device.     |
| <a href="#">User Set Default</a>                  | IEnumeration | RW     | Beginner   | Selects the feature User Set to load and make active by default when the device is restarted. |
| <a href="#">User Set Feature Selector</a>         | IEnumeration | RW     | Expert     | List of features that are saved to user sets.   |
| <a href="#">User Set Feature Enable</a>           | IBoolean     | RO     | Expert     | Whether or not the selected feature is saved to user sets.                                    |

## 10.6 User Set Control Features

### 10.6.1 User Set Selector

Selects the feature User Set to load, save or configure.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | UserSetSelector |
| <b>Interface</b>  | IEnumeration    |
| <b>Access</b>     | RW              |
| <b>Visibility</b> | Beginner        |

#### Enumeration Values

|                 |
|-----------------|
| <b>Default</b>  |
| <b>UserSet0</b> |
| <b>UserSet1</b> |

## 10.6.2 User Set Load

Loads the User Set specified by UserSetSelector to the device and makes it active.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | UserSetLoad <a href="#">[User Set Selector]</a> |
| <b>Interface</b>  | ICommand  |
| <b>Access</b>     | RW  |
| <b>Visibility</b> | Expert  |

## 10.6.3 User Set Save

Saves the User Set specified by UserSetSelector to the non-volatile memory of the device.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | UserSetSave <a href="#">[User Set Selector]</a> |
| <b>Interface</b>  | ICommand  |
| <b>Access</b>     | RW  |
| <b>Visibility</b> | Beginner  |

## 10.6.4 User Set Default

Selects the feature User Set to load and make active by default when the device is restarted.

| Property          | Value          |
|-------------------|----------------|
| <b>Name</b>       | UserSetDefault |
| <b>Interface</b>  | IEnumeration   |
| <b>Access</b>     | RW             |
| <b>Visibility</b> | Beginner       |

### Enumeration Values

|          |
|----------|
| Default  |
| UserSet0 |
| UserSet1 |



## 10.6.5 User Set Feature Selector

List of features that are saved to user sets.

| Property          | Value                  |
|-------------------|------------------------|
| <b>Name</b>       | UserSetFeatureSelector |
| <b>Interface</b>  | IEnumeration           |
| <b>Access</b>     | RW                     |
| <b>Visibility</b> | Expert                 |

### Enumeration Values

|                                    |
|------------------------------------|
| AcquisitionFrameCount              |
| AcquisitionFrameRate               |
| AcquisitionFrameRateEnable         |
| AcquisitionLineRate                |
| AcquisitionMode                    |
| AdcBitDepth                        |
| AutoExposureControlPriority        |
| AutoExposureExposureTimeLowerLimit |
| AutoExposureExposureTimeUpperLimit |
| AutoExposureGainLowerLimit         |
| AutoExposureGainUpperLimit         |
| AutoExposureGreyValueLowerLimit    |
| AutoExposureGreyValueUpperLimit    |
| AutoExposureLightingMode           |
| AutoExposureTargetGreyValue        |
| AutoExposureTargetGreyValueAuto    |
| BinningHorizontalAll               |
| BinningVerticalAll                 |

### Enumeration Values

|   |
|---|
| <b>BlackLevelAll</b>                      |
| <b>ChunkEnableAll</b>                     |
| <b>ChunkModeActive</b>                    |
| <b>DefectCorrectStaticEnable</b>          |
| <b>DefectCorrectionMode</b>               |
| <b>DeviceIndicatorMode</b>                |
| <b>DeviceLinkBandwidthReserve</b>         |
| <b>DeviceLinkThroughputLimit</b>          |
| <b>EventNotificationError</b>             |
| <b>EventNotificationExposureEnd</b>       |
| <b>EventNotificationSerialPortReceive</b> |
| <b>ExposureAuto</b>                       |
| <b>ExposureMode</b>                       |
| <b>ExposureTime</b>                       |
| <b>GainAll</b>                            |
| <b>GainAuto</b>                           |
| <b>GainRawAll</b>                         |
| <b>Gamma</b>                              |
| <b>GammaEnable</b>                        |
| <b>Height</b>                             |
| <b>IspEnable</b>                          |
| <b>LUTEnable</b>                          |
| <b>LineInverterLine0</b>                  |
| <b>LineInverterLine1</b>                  |
| <b>LineInverterLine2</b>                  |
| <b>LineInverterLine3</b>                  |

### Enumeration Values

|                                      |
|--------------------------------------|
| <b>LineModeLine0</b>                 |
| <b>LineModeLine1</b>                 |
| <b>LineModeLine2</b>                 |
| <b>LineModeLine3</b>                 |
| <b>LineSourceLine0</b>               |
| <b>LineSourceLine1</b>               |
| <b>LineSourceLine2</b>               |
| <b>LineSourceLine3</b>               |
| <b>OffsetX</b>                       |
| <b>OffsetY</b>                       |
| <b>PixelFormat</b>                   |
| <b>ReverseX</b>                      |
| <b>ReverseY</b>                      |
| <b>SensorShutterMode</b>             |
| <b>SerialPortBaudRateSerialPort0</b> |
| <b>SerialPortDataBitsSerialPort0</b> |
| <b>SerialPortParitySerialPort0</b>   |
| <b>SerialPortSourceSerialPort0</b>   |
| <b>SerialPortStopBitsSerialPort0</b> |
| <b>Sharpening</b>                    |
| <b>SharpeningEnable</b>              |
| <b>TestPatternPipelineStart</b>      |
| <b>TestPatternSensor</b>             |
| <b>TransferBlockCount</b>            |
| <b>TransferControlMode</b>           |
| <b>TransferOperationMode</b>         |

### Enumeration Values

|                                   |
|-----------------------------------|
| TriggerActivationAcquisitionStart |
| TriggerActivationFrameStart       |
| TriggerModeAcquisitionStart       |
| TriggerModeFrameStart             |
| TriggerSourceAcquisitionStart     |
| TriggerSourceFrameStart           |
| V3_3Enable                        |
| Width                             |

## 10.6.6 User Set Feature Enable

Whether or not the selected feature is saved to user sets.

| Property          | Value                |
|-------------------|----------------------|
| <b>Name</b>       | UserSetFeatureEnable |
| <b>Interface</b>  | IBoolean             |
| <b>Access</b>     | RO                   |
| <b>Visibility</b> | Expert               |

# 11 Chunk Data Control

Chunk Data allows you the ability to send additional information with the image data. This can be helpful when debugging issues or looking at what settings have been applied to the acquired image.

Use [ChunkModeActive](#) to enable chunk data for images.

The following information is available as chunk data:

Image - enabled by default and cannot be disabled.

FrameID

OffsetX

OffsetY

Width

Height

Exposure Time

Gain

Black Level

Pixel Format

ImageTimestamp

Use [ChunkSelector](#) to select a chunk then use [ChunkEnable](#) to enable or disable it. Image and ImageCRC cannot be disabled.

Once acquisition has started Chunk data can not be altered. To enable or disable chunks acquisition must be stopped.

## 11.1 Summary Table

| Name  | Interface    | Access | Visibility | Description   |
|---|--------------|--------|------------|---|
| <a href="#">Chunk Mode Active</a>             | IBoolean     | RW     | Expert     | Activates the inclusion of Chunk data in the payload of the image.            |
| <a href="#">Chunk Selector</a>                | IEnumeration | RW     | Expert     | Selects which chunk data to enable or disable.                                |
| <a href="#">Chunk Enable [Chunk Selector]</a> | IBoolean     | RW     | Expert     | Enables the inclusion of the selected Chunk data in the payload of the image. |
| <a href="#">Chunk Image</a>                   | IIinteger    | RO     | Expert     | Returns the image payload.  |
| <a href="#">Chunk Frame ID</a>                | IIinteger    | RO     | Expert     | Returns the image frame ID.   |
| <a href="#">Chunk Offset X</a>                | IIinteger    | RO     | Expert     | Returns the Offset X of the image included in the payload.                    |

| Name   | Interface   | Access | Visibility | Description  |
|--|-------------|--------|------------|--|
| <a href="#">Chunk Offset Y</a>                                 | Integer     | RO     | Expert     | Returns the Offset Y of the image included in the payload.                       |
| <a href="#">Chunk Width</a>                                    | Integer     | RO     | Expert     | Returns the width of the image included in the payload.                          |
| <a href="#">Chunk Height</a>                                   | Integer     | RO     | Expert     | Returns the height of the image included in the payload.                         |
| <a href="#">Chunk Pixel Format</a>                             | Enumeration |        | Expert     | Format of the pixel provided by the camera                                       |
| <a href="#">Chunk Exposure Time</a>                            | IFloat      | RO     | Expert     | Returns the exposure time used to capture the image.                             |
| <a href="#">Chunk Gain Selector</a>                            | Enumeration |        | Expert     | Selects which gain to retrieve   |
| <a href="#">Chunk Gain [Chunk Gain Selector]</a>               | IFloat      | RO     | Expert     | Returns the gain used to capture the image.                                      |
| <a href="#">Chunk Black Level Selector</a>                     | Enumeration |        | Expert     | Selects which black level to retrieve  |
| <a href="#">Chunk Black Level [Chunk Black Level Selector]</a> | IFloat      | RO     | Expert     | Returns the black level used to capture the image.                               |
| <a href="#">Chunk Timestamp</a>                                | Integer     | RO     | Expert     | Returns the Timestamp of the image.  |
| <a href="#">Chunk Serial Data Length</a>                       | Integer     | RO     | Expert     | Returns the length of the received serial data that was included in the payload. |
| <a href="#">Chunk Serial Data</a>                              | IStringReg  |        | Expert     | Returns the serial data that was received.                                       |
| <a href="#">Chunk Serial Receive Overflow</a>                  | Boolean     | RO     | Expert     | Returns the status of the chunk serial receive overflow.                         |

## 11.2 Chunk Data Control Features

### 11.2.1 Chunk Mode Active

Activates the inclusion of Chunk data in the payload of the image.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | ChunkModeActive |
| <b>Interface</b>  | Boolean         |
| <b>Access</b>     | RW              |
| <b>Visibility</b> | Expert          |

## 11.2.2 Chunk Selector

Selects which chunk data to enable or disable.

| Property          | Value         |
|-------------------|---------------|
| <b>Name</b>       | ChunkSelector |
| <b>Interface</b>  | IEnumeration  |
| <b>Access</b>     | RW            |
| <b>Visibility</b> | Expert        |

### Enumeration Values

|              |
|--------------|
| Image        |
| FrameID      |
| OffsetX      |
| OffsetY      |
| Width        |
| Height       |
| ExposureTime |
| Gain         |
| BlackLevel   |
| PixelFormat  |
| Timestamp    |
| SerialData   |

## 11.2.3 Chunk Enable

Enables the inclusion of the selected Chunk data in the payload of the image.

| Property         | Value  |
|------------------|--|
| <b>Name</b>      | ChunkEnable <a href="#">[Chunk Selector]</a> |
| <b>Interface</b> | IBoolean                                     |

| Property          | Value  |
|-------------------|--------|
| <b>Access</b>     | RW     |
| <b>Visibility</b> | Expert |

## 11.2.4 Chunk Image

Returns the image payload.

| Property          | Value      |
|-------------------|------------|
| <b>Name</b>       | ChunkImage |
| <b>Interface</b>  | Integer    |
| <b>Access</b>     | RO         |
| <b>Unit</b>       |            |
| <b>Visibility</b> | Expert     |

## 11.2.5 Chunk Frame ID

Returns the image frame ID.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | ChunkFrameID |
| <b>Interface</b>  | Integer      |
| <b>Access</b>     | RO           |
| <b>Unit</b>       |              |
| <b>Visibility</b> | Expert       |

## 11.2.6 Chunk Offset X

Returns the Offset X of the image included in the payload.

| Property         | Value        |
|------------------|--------------|
| <b>Name</b>      | ChunkOffsetX |
| <b>Interface</b> | Integer      |



| Property          | Value  |
|-------------------|--------|
| <b>Access</b>     | RO     |
| <b>Unit</b>       |        |
| <b>Visibility</b> | Expert |

## 11.2.7 Chunk Offset Y

Returns the Offset Y of the image included in the payload.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | ChunkOffsetY |
| <b>Interface</b>  | Integer      |
| <b>Access</b>     | RO           |
| <b>Unit</b>       |              |
| <b>Visibility</b> | Expert       |

## 11.2.8 Chunk Width

Returns the width of the image included in the payload.

| Property          | Value      |
|-------------------|------------|
| <b>Name</b>       | ChunkWidth |
| <b>Interface</b>  | Integer    |
| <b>Access</b>     | RO         |
| <b>Unit</b>       |            |
| <b>Visibility</b> | Expert     |

## 11.2.9 Chunk Height

Returns the height of the image included in the payload.

| Property    | Value       |
|-------------|-------------|
| <b>Name</b> | ChunkHeight |

| Property          | Value   |
|-------------------|---------|
| <b>Interface</b>  | Integer |
| <b>Access</b>     | RO      |
| <b>Unit</b>       |         |
| <b>Visibility</b> | Expert  |

## 11.2.10 Chunk Pixel Format

Format of the pixel provided by the camera

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | ChunkPixelFormat |
| <b>Interface</b>  | IEnumeration     |
| <b>Access</b>     |                  |
| <b>Visibility</b> | Expert           |

### Enumeration Values

|               |
|---------------|
| <b>Mono8</b>  |
| <b>Mono16</b> |

## 11.2.11 Chunk Exposure Time

Returns the exposure time used to capture the image.

| Property          | Value             |
|-------------------|-------------------|
| <b>Name</b>       | ChunkExposureTime |
| <b>Interface</b>  | IFloat            |
| <b>Access</b>     | RO                |
| <b>Unit</b>       | us                |
| <b>Visibility</b> | Expert            |

## 11.2.12 Chunk Gain Selector

Selects which gain to retrieve

| Property          | Value             |
|-------------------|-------------------|
| <b>Name</b>       | ChunkGainSelector |
| <b>Interface</b>  | IEnumeration      |
| <b>Access</b>     |                   |
| <b>Visibility</b> | Expert            |

#### Enumeration Values

All

## 11.2.13 Chunk Gain

Returns the gain used to capture the image.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | ChunkGain <a href="#">[Chunk Gain Selector]</a> |
| <b>Interface</b>  | IFloat  |
| <b>Access</b>     | RO  |
| <b>Unit</b>       | dB  |
| <b>Visibility</b> | Expert  |

## 11.2.14 Chunk Black Level Selector

Selects which black level to retrieve

| Property          | Value                   |
|-------------------|-------------------------|
| <b>Name</b>       | ChunkBlackLevelSelector |
| <b>Interface</b>  | IEnumeration            |
| <b>Access</b>     |                         |
| <b>Visibility</b> | Expert                  |

#### Enumeration Values

All

## 11.2.15 Chunk Black Level

Returns the black level used to capture the image.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | ChunkBlackLevel <a href="#">[Chunk Black Level Selector]</a> |
| <b>Interface</b>  | IFloat   |
| <b>Access</b>     | RO   |
| <b>Unit</b>       | %  |
| <b>Visibility</b> | Expert   |

## 11.2.16 Chunk Timestamp

Returns the Timestamp of the image.

| Property          | Value          |
|-------------------|----------------|
| <b>Name</b>       | ChunkTimestamp |
| <b>Interface</b>  | Integer        |
| <b>Access</b>     | RO             |
| <b>Unit</b>       |                |
| <b>Visibility</b> | Expert         |

## 11.2.17 Chunk Serial Data Length

Returns the length of the received serial data that was included in the payload.

| Property          | Value                 |
|-------------------|-----------------------|
| <b>Name</b>       | ChunkSerialDataLength |
| <b>Interface</b>  | Integer               |
| <b>Access</b>     | RO                    |
| <b>Unit</b>       |                       |
| <b>Visibility</b> | Expert                |

## 11.2.18 Chunk Serial Data

Returns the serial data that was received.

| Property          | Value           |
|-------------------|-----------------|
| <b>Name</b>       | ChunkSerialData |
| <b>Interface</b>  | IStringReg      |
| <b>Access</b>     |                 |
| <b>Visibility</b> | Expert          |

## 11.2.19 Chunk Serial Receive Overflow

Returns the status of the chunk serial receive overflow.

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | ChunkSerialReceiveOverflow |
| <b>Interface</b>  | IBoolean                   |
| <b>Access</b>     | RO                         |
| <b>Visibility</b> | Expert                     |

# 12 LUT Control

Category that contains the features related to the look-up-table (LUT) control.

## 12.1 Summary Table

| Name                  | Interface    | Access | Visibility | Description |
|-----------------------|--------------|--------|------------|-------------|
|                       | IEnumeration |        | Expert     |             |
| <a href="#">[]</a>    | IBoolean     |        | Expert     |             |
| <a href="#">[]</a>    | IInteger     |        | Guru       |             |
| <a href="#">[] []</a> | IInteger     |        | Guru       |             |

## 12.2 LUT Control Features

### 12.2.1

#### Property Value

|                   |              |
|-------------------|--------------|
| <b>Name</b>       | LUTSelector  |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Expert       |

#### Enumeration Values

LUT1

### 12.2.2

#### Property Value

|             |                              |
|-------------|------------------------------|
| <b>Name</b> | LUTEnable <a href="#">[]</a> |
|-------------|------------------------------|

### 12.2.3

| Property          | Value    |
|-------------------|----------|
| <b>Interface</b>  | IBoolean |
| <b>Access</b>     |          |
| <b>Visibility</b> | Expert   |

### Property Value

| Property          | Value                       |
|-------------------|-----------------------------|
| <b>Name</b>       | LUTIndex <a href="#">[]</a> |
| <b>Interface</b>  | IInteger                    |
| <b>Access</b>     |                             |
| <b>Unit</b>       |                             |
| <b>Visibility</b> | Guru                        |

### 12.2.4

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | LUTValue <a href="#">[]</a> <a href="#">[]</a> |
| <b>Interface</b>  | IInteger                                       |
| <b>Access</b>     |  |
| <b>Unit</b>       |  |
| <b>Visibility</b> | Guru   |

# 13 Event Control

## 13.0.1 Event Features

Events allow you to get notified when the camera has performed something you might find interesting. Events are similar to the asynchronous communication but the difference is the initiator is the device.

Once an event is turned on, it has its own XML area where it outputs the event's ID, timestamp, and any applicable event data.

Use [EventSelector](#) to choose an event, then use [EventNotification](#) to set the event On or Off.

The possible events to choose are:

**Exposure End** - Event is sent every image when exposure end occurs. Event data includes: the event ID, timestamp, and frame ID.

**Error** - Event is sent every time an error occurs internally in the device. Event data includes: the event ID, timestamp, frame ID, and error code.

In order to verify that events are working, there is a Test Event Generate command which allows you to trigger the camera to send a test event out.

**Event Test** - Event you can trigger to verify events are working properly. This is always enabled. Event data includes: exposure end ID and exposure end timestamp.

## 13.1 Summary Table

| Name  | Interface    | Access | Visibility | Description  |
|---|--------------|--------|------------|--|
| <a href="#">Event Selector</a>                      | IEnumeration | RW     | Expert     | Selects which Event to enable or disable.  |
| <a href="#">Event Notification [Event Selector]</a> | IEnumeration | RW     | Expert     | Enables/Disables the selected event.   |
| <a href="#">Event Exposure End Data</a>             | ICategory    | RO     | Expert     | Category that contains all the data features related to the Exposure End Event.        |
| <a href="#">Event Error Data</a>                    | ICategory    | RO     | Expert     | Category that contains all the data features related to the Error Event.               |
| <a href="#">Event Serial Port Receive Data</a>      | ICategory    | RO     | Expert     | Category that contains all the data features related to the Serial Port Receive Event. |
| <a href="#">Event Test Data</a>                     | ICategory    | RO     | Expert     | Category that contains all the data features related to the Test Event.                |

## 13.2 Event Control Features



## 13.2.1 Event Selector

Selects which Event to enable or disable.

| Property          | Value         |
|-------------------|---------------|
| <b>Name</b>       | EventSelector |
| <b>Interface</b>  | IEnumeration  |
| <b>Access</b>     | RW            |
| <b>Visibility</b> | Expert        |

### Enumeration Values

|                   |
|-------------------|
| Error             |
| ExposureEnd       |
| SerialPortReceive |

## 13.2.2 Event Notification

Enables/Disables the selected event.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | EventNotification <a href="#">[Event Selector]</a> |
| <b>Interface</b>  | IEnumeration                                       |
| <b>Access</b>     | RW   |
| <b>Visibility</b> | Expert   |

### Enumeration Values

|     |
|-----|
| On  |
| Off |

## 13.2.3 Event Exposure End Data

Category that contains all the data features related to the Exposure End Event.

| Property          | Value                |
|-------------------|----------------------|
| <b>Name</b>       | EventExposureEndData |
| <b>Interface</b>  | ICategory            |
| <b>Access</b>     | RO                   |
| <b>Visibility</b> | Expert               |

### 13.2.4 Event Error Data

Category that contains all the data features related to the Error Event.

| Property          | Value          |
|-------------------|----------------|
| <b>Name</b>       | EventErrorData |
| <b>Interface</b>  | ICategory      |
| <b>Access</b>     | RO             |
| <b>Visibility</b> | Expert         |

### 13.2.5 Event Serial Port Receive Data

Category that contains all the data features related to the Serial Port Receive Event.

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | EventSerialPortReceiveData |
| <b>Interface</b>  | ICategory                  |
| <b>Access</b>     | RO                         |
| <b>Visibility</b> | Expert                     |

### 13.2.6 Event Test Data

Category that contains all the data features related to the Test Event.

| Property         | Value         |
|------------------|---------------|
| <b>Name</b>      | EventTestData |
| <b>Interface</b> | ICategory     |
| <b>Access</b>    | RO            |

**Property**      **Value**

**Visibility**    Expert

## 13.3 Event Exposure End Data

Category that contains all the data features related to the Exposure End Event.

### 13.3.1 Summary Table

| Name   | Interface | Access | Visibility | Description  |
|--|-----------|--------|------------|--|
| <a href="#">Event Exposure End</a>           | Integer   | RO     | Expert     | Returns the unique identifier of the Exposure End type of Event.                             |
| <a href="#">Event Exposure End Timestamp</a> | Integer   | RO     | Expert     | Returns the Timestamp of the Exposure End Event.   |
| <a href="#">Event Exposure End Frame ID</a>  | Integer   | RO     | Expert     | Returns the unique identifier of the frame (or image) that generated the Exposure End Event. |

### 13.3.2 Event Exposure End Data Features

#### 13.3.2.1 Event Exposure End

Returns the unique identifier of the Exposure End type of Event.

**Property**      **Value**

|                   |                  |
|-------------------|------------------|
| <b>Name</b>       | EventExposureEnd |
| <b>Interface</b>  | Integer          |
| <b>Access</b>     | RO               |
| <b>Unit</b>       |                  |
| <b>Visibility</b> | Expert           |
| <b>Value</b>      | 0x9C43           |

#### 13.3.2.2 Event Exposure End Timestamp

Returns the Timestamp of the Exposure End Event.

| Property          | Value                     |
|-------------------|---------------------------|
| <b>Name</b>       | EventExposureEndTimestamp |
| <b>Interface</b>  | Integer                   |
| <b>Access</b>     | RO                        |
| <b>Unit</b>       |                           |
| <b>Visibility</b> | Expert                    |

### 13.3.2.3 Event Exposure End Frame ID

Returns the unique identifier of the frame (or image) that generated the Exposure End Event.

| Property          | Value                   |
|-------------------|-------------------------|
| <b>Name</b>       | EventExposureEndFrameID |
| <b>Interface</b>  | Integer                 |
| <b>Access</b>     | RO                      |
| <b>Unit</b>       |                         |
| <b>Visibility</b> | Expert                  |

## 13.4 Event Error Data

Category that contains all the data features related to the Error Event.

### 13.4.1 Summary Table

| Name                                  | Interface | Access | Visibility | Description   |
|---------------------------------------|-----------|--------|------------|---|
| <a href="#">Event Error</a>           | Integer   | RO     | Expert     | Returns the unique identifier of the Error type of Event.                             |
| <a href="#">Event Error Timestamp</a> | Integer   | RO     | Expert     | Returns the Timestamp of the Error Event.   |
| <a href="#">Event Error Frame ID</a>  | Integer   | RO     | Expert     | Returns the unique identifier of the frame (or image) that generated the Error Event. |
| <a href="#">Event Error Code</a>      | Integer   | RO     | Expert     | Returns the error code for the error that happened.                                   |

### 13.4.2 Event Error Data Features

### 13.4.2.1 Event Error

Returns the unique identifier of the Error type of Event.

| Property          | Value      |
|-------------------|------------|
| <b>Name</b>       | EventError |
| <b>Interface</b>  | Integer    |
| <b>Access</b>     | RO         |
| <b>Unit</b>       |            |
| <b>Visibility</b> | Expert     |
| <b>Value</b>      | 0x9C40     |

### 13.4.2.2 Event Error Timestamp

Returns the Timestamp of the Error Event.

| Property          | Value               |
|-------------------|---------------------|
| <b>Name</b>       | EventErrorTimestamp |
| <b>Interface</b>  | Integer             |
| <b>Access</b>     | RO                  |
| <b>Unit</b>       |                     |
| <b>Visibility</b> | Expert              |

### 13.4.2.3 Event Error Frame ID

Returns the unique identifier of the frame (or image) that generated the Error Event.

| Property          | Value             |
|-------------------|-------------------|
| <b>Name</b>       | EventErrorFrameID |
| <b>Interface</b>  | Integer           |
| <b>Access</b>     | RO                |
| <b>Unit</b>       |                   |
| <b>Visibility</b> | Expert            |

### 13.4.2.4 Event Error Code

Returns the error code for the error that happened.

| Property          | Value          |
|-------------------|----------------|
| <b>Name</b>       | EventErrorCode |
| <b>Interface</b>  | Integer        |
| <b>Access</b>     | RO             |
| <b>Unit</b>       |                |
| <b>Visibility</b> | Expert         |

## 13.5 Event Serial Port Receive Data

Category that contains all the data features related to the Serial Port Receive Event.

### 13.5.1 Summary Table

| Name  | Interface  | Access | Visibility | Description  |
|---|------------|--------|------------|--|
| <a href="#">Event Serial Port Receive</a>           | Integer    | RO     | Expert     | Returns the unique identifier of the Serial Port Receive type of Event.                |
| <a href="#">Event Serial Port Receive Timestamp</a> | Integer    | RO     | Expert     | Returns the Timestamp of the Serial Port Receive Event.                                |
| <a href="#">Event Serial Data</a>                   | IStringReg |        | Expert     | Returns the serial data that was received.   |
| <a href="#">Event Serial Data Length</a>            | Integer    | RO     | Expert     | Returns the length of the received serial data that was included in the event payload. |
| <a href="#">Event Serial Receive Overflow</a>       | IBoolean   | RO     | Expert     | Returns the status of the event serial receive overflow.                               |

### 13.5.2 Event Serial Port Receive Data Features

#### 13.5.2.1 Event Serial Port Receive

Returns the unique identifier of the Serial Port Receive type of Event.

| Property         | Value                  |
|------------------|------------------------|
| <b>Name</b>      | EventSerialPortReceive |
| <b>Interface</b> | Integer                |
| <b>Access</b>    | RO                     |

| Property   | Value  |
|------------|--------|
| Unit       |        |
| Visibility | Expert |
| Value      | 0x9C45 |

### 13.5.2.2 Event Serial Port Receive Timestamp

Returns the Timestamp of the Serial Port Receive Event.

| Property   | Value                           |
|------------|---------------------------------|
| Name       | EventSerialPortReceiveTimestamp |
| Interface  | Integer                         |
| Access     | RO                              |
| Unit       |                                 |
| Visibility | Expert                          |

### 13.5.2.3 Event Serial Data

Returns the serial data that was received.

| Property   | Value           |
|------------|-----------------|
| Name       | EventSerialData |
| Interface  | IStringReg      |
| Access     |                 |
| Visibility | Expert          |

### 13.5.2.4 Event Serial Data Length

Returns the length of the received serial data that was included in the event payload.

| Property  | Value                 |
|-----------|-----------------------|
| Name      | EventSerialDataLength |
| Interface | Integer               |
| Access    | RO                    |

| Property   | Value  |
|------------|--------|
| Unit       |        |
| Visibility | Expert |

### 13.5.2.5 Event Serial Receive Overflow

Returns the status of the event serial receive overflow.

| Property   | Value                      |
|------------|----------------------------|
| Name       | EventSerialReceiveOverflow |
| Interface  | IBoolean                   |
| Access     | RO                         |
| Visibility | Expert                     |

## 13.6 Event Test Data

Category that contains all the data features related to the Test Event.

### 13.6.1 Summary Table

| Name                                 | Interface | Access | Visibility | Description  |
|--------------------------------------|-----------|--------|------------|--|
| <a href="#">Event Test</a>           | IInteger  | RO     | Expert     | Returns the unique identifier of the Test type of Event. |
| <a href="#">Event Test Timestamp</a> | IInteger  | RO     | Expert     | Returns the Timestamp of the Test Event.                 |

### 13.6.2 Event Test Data Features

#### 13.6.2.1 Event Test

Returns the unique identifier of the Test type of Event.

| Property  | Value     |
|-----------|-----------|
| Name      | EventTest |
| Interface | IInteger  |
| Access    | RO        |
| Unit      |           |



| Property   | Value  |
|------------|--------|
| Visibility | Expert |
| Value      | 0x4FFF |

### 13.6.2.2 Event Test Timestamp

Returns the Timestamp of the Test Event.

| Property   | Value              |
|------------|--------------------|
| Name       | EventTestTimestamp |
| Interface  | Integer            |
| Access     | RO                 |
| Unit       |                    |
| Visibility | Expert             |

# 14 Test Control

Test Control provides functionality to allow certain features to be exercised.

There are two features available in Test Control:

**TestEventGenerate** - This feature allows you to generate test events. Executing sends a single TestEvent, which then populates the Event Test Data selector with the ID and the timestamp of when the event occurred.

**TestPendingAck** - This feature allows you to test the device's pending acknowledge feature. When this feature is written, the device waits for the corresponding time period in milliseconds before acknowledging the write.

**Test0001** - This feature is for internal testing only.

If a test fails, an error is produced for the log.

## 14.1 Summary Table

| Name                                | Interface | Access | Visibility | Description   |
|-------------------------------------|-----------|--------|------------|---|
| <a href="#">Test Pending Ack</a>    | Integer   | RW     | Guru       | Test PENDING_ACK feature.                                     |
| <a href="#">Test Event Generate</a> | ICommand  | WO     | Guru       | This command generates a test event and sends it to the host. |
| <a href="#">Test 0001</a>           | Integer   | RW     | Expert     | Reserved for testing only.                                    |

## 14.2 Test Control Features

### 14.2.1 Test Pending Ack

Test PENDING\_ACK feature.

| Property          | Value          |
|-------------------|----------------|
| <b>Name</b>       | TestPendingAck |
| <b>Interface</b>  | Integer        |
| <b>Access</b>     | RW             |
| <b>Unit</b>       |                |
| <b>Visibility</b> | Guru           |

## 14.2.2 Test Event Generate

This command generates a test event and sends it to the host.

| Property          | Value             |
|-------------------|-------------------|
| <b>Name</b>       | TestEventGenerate |
| <b>Interface</b>  | ICommand          |
| <b>Access</b>     | WO                |
| <b>Visibility</b> | Guru              |

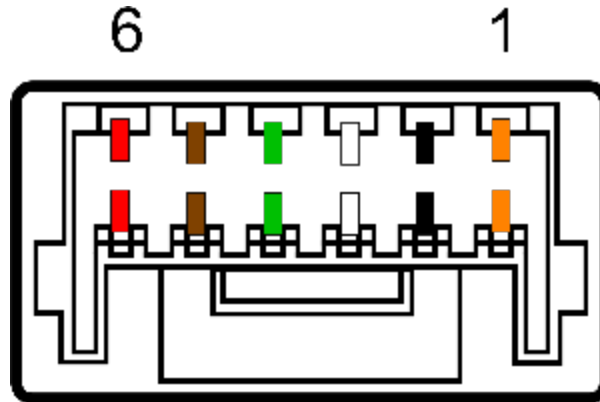
## 14.2.3 Test 0001

Reserved for testing only.

| Property          | Value    |
|-------------------|----------|
| <b>Name</b>       | Test0001 |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     | RW       |
| <b>Unit</b>       |          |
| <b>Visibility</b> | Expert   |

# 15 Digital IO Control

The camera is equipped with a 6-pin GPIO connector. The connector is a JST BM06B-NSHSS-TBT (LF)(SN), the mating connector is a JST NSHR-06V-S.



| Color  | Pin | Line | Function | Description   | Parameters         | Min | Max | Unit |
|--------|-----|------|----------|---|--------------------|-----|-----|------|
| Orange | 1   | 0    | GPIO0    | Non-isolated Input/Output<br>TXD (output) for 1.8 V<br>UART | Input Low Level    | 0   | 1.4 | V    |
|        |     |      |          |   | Input High Level   | 2.6 | 24  | V    |
|        |     |      |          |   | Propagation Delay  |     | 1   | µs   |
|        |     |      |          |   | Output Low Current |     | 25  | mA   |
|        |     |      |          |   | Output High Level  | 0   | 24  | V    |
| Black  | 2   | 1    | GPIO1    | Non-isolated Input/Output<br>RXD (input) for 1.8 V<br>UART  | Input Low Level    | 0   | 1.4 | V    |
|        |     |      |          |   | Input High Level   | 2.6 | 24  | V    |
|        |     |      |          |   | Propagation Delay  |     | 1   | µs   |
|        |     |      |          |   | Output Low Current |     | 25  | mA   |
|        |     |      |          |   | Output High Level  | 0   | 24  | V    |
| White  | 3   | 2    | GPIO2    | Non-isolated Input/Output                                   | Input Low Level    | 0   | 1.4 | V    |
|        |     |      |          |   | Input High Level   | 2.6 | 24  | V    |
|        |     |      |          |   | Propagation Delay  |     | 1   | µs   |
|        |     |      |          |   | Output Low Current |     | 25  | mA   |
|        |     |      |          |   | Output High Level  | 0   | 24  | V    |

| Color | Pin | Line | Function | Description               | Parameters         | Min  | Max  | Unit |
|-------|-----|------|----------|---------------------------|--------------------|------|------|------|
| Green | 4   | 3    | GPIO3    | Non-isolated Input/Output | Input Low Level    | 0    | 1.4  | V    |
|       |     |      |          |                           | Input High Level   | 2.6  | 24   | V    |
|       |     |      |          |                           | Propagation Delay  |      | 1    | µs   |
|       |     |      |          |                           | Output Low Current |      | 25   | mA   |
|       |     |      |          |                           | Output High Level  | 0    | 24   | V    |
| Brown | 5   | N/A  | GND      | Camera Power Ground       |                    |      |      |      |
| Red   | 6   | N/A  | Vout     | Camera Power Output       | Output Voltage     | 3.05 | 3.35 | V    |
|       |     |      |          |                           | Output Current     |      | 120  | mA   |

This section describes how to configure the camera's general purpose digital input and outputs (sometimes referred to as GPIO).

Use [LineSelector](#) to choose which of the 4 lines to configure. All the features listed beneath it are controllable on a per line basis.

Use [Line Mode](#) to control the direction - either **Input** or **Output** - of the selected I/O line.

Use [LineInverter](#) to control a logic inverter on the selected line.

[LineStatus](#) indicates the current status of the selected line. A checked status (enabled) indicates logic high. An unchecked status (disabled) indicates logic low. Since this node must be polled to get its status it should not be used as a real time control for reading internal signals.

[LineStatusAll](#) is a hexadecimal representation of all the line status bits (Line 0 status corresponds to bit 0, Line 1 status with bit 1, etc). This allows simultaneous reading of all line statuses at once.

Use [LineSource](#) to control what signal is output on the line when the Line Mode is set to output. The choices are:

**Other Lines** - creates a loop back

**Exposure Active** - indicates when the image sensor is exposing

**Frame Trigger Wait** - indicates when the camera is ready to accept a new Frame Start trigger

## 15.1 Summary Table

| Name   | Interface    | Access | Visibility | Description  |
|--|--------------|--------|------------|--|
| <a href="#">Line Selector</a>                                | IEnumeration |        | Expert     | Selects the physical line (or pin) of the external device connector to configure |
| <a href="#">Line Mode</a><br><a href="#">[Line Selector]</a> | IEnumeration |        | Expert     | Controls if the physical Line is used to Input or Output a signal.               |

| Name  | Interface    | Access | Visibility | Description   |
|---|--------------|--------|------------|---|
| <a href="#">3.3V Enable</a>                   | IBoolean     | RW     | Guru       | Internally generated 3.3V rail. Enable to supply external circuits with power. This is different than standard logic outputs in that it is comparatively slow to switch but can supply a more significant amount of power. This is only available on some pins. |
| <a href="#">Line Inverter [Line Selector]</a> | IBoolean     | RW     | Expert     | Controls the inversion of the signal of the selected input or output line.  |
| <a href="#">Line Status [Line Selector]</a>   | IBoolean     | RO     | Expert     | Returns the current status of the selected input or output Line   |
| <a href="#">Line Status All</a>               | IInteger     | RO     | Expert     | Returns the current status of all the line status bits in a hexadecimal representation (Line 0 status corresponds to bit 0, Line 1 status with bit 1, etc). This allows simultaneous reading of all line statuses at once.                                      |
| <a href="#">Line Source [Line Selector]</a>   | IEnumeration |        | Expert     | Selects which internal acquisition or I/O source signal to output on the selected line. LineMode must be Output.  |

## 15.2 Digital IO Control Features

### 15.2.1 Line Selector

Selects the physical line (or pin) of the external device connector to configure

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | LineSelector |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Expert       |

#### Enumeration Values

Line0

#### Enumeration Values

|       |
|-------|
| Line1 |
| Line2 |
| Line3 |

### 15.2.2 Line Mode

Controls if the physical Line is used to Input or Output a signal.

| Property          | Value                                    |
|-------------------|--|
| <b>Name</b>       | LineMode <a href="#">[Line Selector]</a> |
| <b>Interface</b>  | IEnumeration                             |
| <b>Access</b>     |  |
| <b>Visibility</b> | Expert                                   |

#### Enumeration Values

|        |
|--------|
| Input  |
| Output |

### 15.2.3 3.3V Enable

Internally generated 3.3V rail. Enable to supply external circuits with power. This is different than standard logic outputs in that it is comparatively slow to switch but can supply a more significant amount of power. This is only available on some pins.

| Property          | Value      |
|-------------------|------------|
| <b>Name</b>       | V3_3Enable |
| <b>Interface</b>  | IBoolean   |
| <b>Access</b>     | RW         |
| <b>Visibility</b> | Guru       |

### 15.2.4 Line Inverter

Controls the inversion of the signal of the selected input or output line.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | LineInverter <a href="#">[Line Selector]</a> |
| <b>Interface</b>  | IBoolean                                     |
| <b>Access</b>     | RW   |
| <b>Visibility</b> | Expert                                       |

## 15.2.5 Line Status

Returns the current status of the selected input or output Line

| Property          | Value                                      |
|-------------------|--|
| <b>Name</b>       | LineStatus <a href="#">[Line Selector]</a> |
| <b>Interface</b>  | IBoolean                                   |
| <b>Access</b>     | RO   |
| <b>Visibility</b> | Expert                                     |

## 15.2.6 Line Status All

Returns the current status of all the line status bits in a hexadecimal representation (Line 0 status corresponds to bit 0, Line 1 status with bit 1, etc). This allows simultaneous reading of all line statuses at once.

| Property          | Value         |
|-------------------|---------------|
| <b>Name</b>       | LineStatusAll |
| <b>Interface</b>  | IInteger      |
| <b>Access</b>     | RO            |
| <b>Unit</b>       |               |
| <b>Visibility</b> | Expert        |

## 15.2.7 Line Source

Selects which internal acquisition or I/O source signal to output on the selected line. LineMode must be Output.

| Property    | Value                                      |
|-------------|--|
| <b>Name</b> | LineSource <a href="#">[Line Selector]</a> |



| Property          | Value        |
|-------------------|--------------|
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     |              |
| <b>Visibility</b> | Expert       |

#### Enumeration Values

|                         |
|-------------------------|
| <b>Off</b>              |
| <b>Line0</b>            |
| <b>Line1</b>            |
| <b>Line2</b>            |
| <b>Line3</b>            |
| <b>ExposureActive</b>   |
| <b>FrameTriggerWait</b> |
| <b>SerialPort0</b>      |

# 16 Serial Port Control

## 16.1 Serial Port

The serial port can be used to transmit and receive serial data through the device using the transport layer. The serial data can be sent through the transport layer in image data (via the SerialData Chunk Data), in control data (via the File Access Control), or in event data (via the SerialPortReceive Event).

The serial port to configure is selected using the [SerialPortSelector](#). The physical line on which to receive serial data is set using the [SerialPortSource](#). The physical line on which to transmit serial data is set using the LineSource in the Digital IO Control. The serial port settings for both the receive and transmit can be set using the [SerialPortBaudRate](#), [SerialPortDataBits](#), [SerialPortStopBits](#), and [SerialPortParity](#).

Serial data can be transmitted and received through the File Access Control. Once the serial port file is opened, data can be transmitted via Write operations and received via Read operations. Received serial data can also be obtained through the SerialPortReceive Event which will be generated when data is available or through the SerialData Chunk Data which is appended into each image payload.

The total number of characters in the serial port transmit and receive queues can be monitored using the [SerialTransmitQueueMaxCharacterCount](#) and the [SerialReceiveQueueMaxCharacterCount](#). The current number of characters in the queues can be monitored using the [SerialTransmitQueueCurrentCharacterCount](#) and [SerialReceiveQueueCurrentCharacterCount](#). The [SerialReceiveQueueCurrentCharacterCount](#) reports the maximum number of characters that can be obtained using the File Access Control. The receive queue can be emptied by executing the [SerialReceiveQueueClear](#).

Serial port framing and parity errors are reported using the [SerialRecieveFramingErrorCount](#) and the [SerialReceiveParityErrorCount](#). Overflow errors are reported within the SerialData Chunk Data, the SerialPortReceive Event, or in the FileOperationStatus after executing a Read.

## 16.2 Summary Table

| Name   | Interface    | Access | Visibility | Description   |
|--|--------------|--------|------------|---|
| <a href="#">Serial Port Selector</a>   | IEnumeration | RW     | Expert     | Selects which serial port of the device to control.   |
| <a href="#">Serial Port Source</a> [ <a href="#">Serial Port Selector</a> ]    | IEnumeration | RW     | Expert     | Specifies the physical input Line on which to receive serial data.  |
| <a href="#">Serial Port Baud Rate</a> [ <a href="#">Serial Port Selector</a> ] | IEnumeration | RW     | Expert     | This feature controls the baud rate used by the selected serial port.   |
| <a href="#">Serial Port Data Bits</a> [ <a href="#">Serial Port Selector</a> ] | IInteger     | RW     | Expert     | This feature controls the number of data bits used by the selected serial port. Possible values that can be used are between 5 and 9. |
| <a href="#">Serial Port Stop Bits</a> [ <a href="#">Serial Port Selector</a> ] | IEnumeration | RW     | Expert     | This feature controls the number of stop bits used by the selected serial port.   |

| Name  | Interface    | Access | Visibility | Description   |
|---|--------------|--------|------------|---|
| <a href="#">Serial Port Parity [Serial Port Selector]</a>                     | IEnumeration | RW     | Expert     | This feature controls the parity used by the selected serial port.            |
| <a href="#">Transmit Queue Max Character Count [Serial Port Selector]</a>     | Integer      | RO     | Expert     | >Returns the maximum number of characters in the serial port transmit queue.  |
| <a href="#">Transmit Queue Current Character Count [Serial Port Selector]</a> | Integer      | RO     | Expert     | Returns the number of characters currently in the serial port transmit queue. |
| <a href="#">Receive Queue Max Character Count [Serial Port Selector]</a>      | Integer      | RO     | Expert     | >Returns the maximum number of characters in the serial port receive queue.   |
| <a href="#">Receive Queue Current Character Count [Serial Port Selector]</a>  | Integer      | RO     | Expert     | Returns the number of characters currently in the serial port receive queue.  |
| <a href="#">Receive Queue Clear [Serial Port Selector]</a>                    | ICommand     | WO     | Expert     | This is a command that clears the device serial port receive queue.           |
| <a href="#">Receive Framing Error Count [Serial Port Selector]</a>            | Integer      | RO     | Expert     | Returns the number of framing errors that have occurred on the serial port.   |
| <a href="#">Receive Parity Error Count [Serial Port Selector]</a>             | Integer      | RO     | Expert     | Returns the number of parity errors that have occurred on the serial port.    |

## 16.3 Serial Port Control Features

### 16.3.1 Serial Port Selector

Selects which serial port of the device to control.

| Property          | Value              |
|-------------------|--------------------|
| <b>Name</b>       | SerialPortSelector |
| <b>Interface</b>  | IEnumeration       |
| <b>Access</b>     | RW                 |
| <b>Visibility</b> | Expert             |

### Enumeration Values

SerialPort0

## 16.3.2 Serial Port Source

Specifies the physical input Line on which to receive serial data.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialPortSource <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | IEnumeration  |
| <b>Access</b>     | RW  |
| <b>Visibility</b> | Expert  |

### Enumeration Values

Line0

Line1

Off

## 16.3.3 Serial Port Baud Rate

This feature controls the baud rate used by the selected serial port.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialPortBaudRate <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | IEnumeration  |
| <b>Access</b>     | RW  |
| <b>Visibility</b> | Expert  |

### Enumeration Values

Baud300

Baud600

Baud1200

#### Enumeration Values

|            |
|------------|
| Baud2400   |
| Baud4800   |
| Baud9600   |
| Baud14400  |
| Baud19200  |
| Baud38400  |
| Baud57600  |
| Baud115200 |

### 16.3.4 Serial Port Data Bits

This feature controls the number of data bits used by the selected serial port. Possible values that can be used are between 5 and 9.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialPortDataBits <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | Integer   |
| <b>Access</b>     | RW  |
| <b>Unit</b>       |   |
| <b>Visibility</b> | Expert  |

### 16.3.5 Serial Port Stop Bits

This feature controls the number of stop bits used by the selected serial port.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialPortStopBits <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | IEnumeration  |
| <b>Access</b>     | RW  |
| <b>Visibility</b> | Expert  |

#### Enumeration Values

|               |
|---------------|
| Bits1         |
| Bits1AndAHalf |
| Bits2         |

### 16.3.6 Serial Port Parity

This feature controls the parity used by the selected serial port.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialPortParity <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | IEnumeration  |
| <b>Access</b>     | RW  |
| <b>Visibility</b> | Expert  |

#### Enumeration Values

|       |
|-------|
| None  |
| Odd   |
| Even  |
| Mark  |
| Space |

### 16.3.7 Transmit Queue Max Character Count

>Returns the maximum number of characters in the serial port transmit queue.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialTransmitQueueMaxCharacterCount <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | Integer   |
| <b>Access</b>     | RO  |
| <b>Unit</b>       |   |
| <b>Visibility</b> | Expert  |

### 16.3.8 Transmit Queue Current Character Count

Returns the number of characters currently in the serial port transmit queue.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialTransmitQueueCurrentCharacterCount <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | Integer   |
| <b>Access</b>     | RO  |
| <b>Unit</b>       |   |
| <b>Visibility</b> | Expert  |

### 16.3.9 Receive Queue Max Character Count

>Returns the maximum number of characters in the serial port receive queue.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | SerialReceiveQueueMaxCharacterCount <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     | RO   |
| <b>Unit</b>       |  |
| <b>Visibility</b> | Expert   |

### 16.3.10 Receive Queue Current Character Count

Returns the number of characters currently in the serial port receive queue.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | SerialReceiveQueueCurrentCharacterCount <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | Integer  |
| <b>Access</b>     | RO   |
| <b>Unit</b>       |  |
| <b>Visibility</b> | Expert   |

### 16.3.11 Receive Queue Clear

This is a command that clears the device serial port receive queue.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | SerialReceiveQueueClear <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | ICommand   |
| <b>Access</b>     | WO   |
| <b>Visibility</b> | Expert   |

### 16.3.12 Receive Framing Error Count

Returns the number of framing errors that have occurred on the serial port.

| Property          | Value   |
|-------------------|---|
| <b>Name</b>       | SerialReceiveFramingErrorCount <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | IInteger  |
| <b>Access</b>     | RO  |
| <b>Unit</b>       |   |
| <b>Visibility</b> | Expert  |

### 16.3.13 Receive Parity Error Count

Returns the number of parity errors that have occurred on the serial port.

| Property          | Value  |
|-------------------|--|
| <b>Name</b>       | SerialReceiveParityErrorCount <a href="#">[Serial Port Selector]</a> |
| <b>Interface</b>  | IInteger   |
| <b>Access</b>     | RO   |
| <b>Unit</b>       |  |
| <b>Visibility</b> | Expert   |



# 16 File Access

## 16.1 File Access

The file access interface allows access to the cameras file system.

It provides access to the cameras user set files, LUT files and a user definable file.

Usage of the file access features and registers should not be attempted directly. Instead access the file system through the file access interface of the host application.

There are three user set files (UserSetDefault, UserSet0, and UserSet1). The user set files are treated differently than the other files in the system. When uploaded these files modify the user set setting within the camera. If the user set file is from an older version of the camera or a different model, the user sets within the file are converted to the appropriate user sets for the new firmware. The file is then replaced with the updated user set file. If the file contains user sets that are not appropriate for the firmware version on the camera, they are ignored and discarded. If the file has been modified in any way, the file is discarded and regenerated. UserSetDefault is read-only and cannot be modified.

The UserFile1 is a user definable file.

The SerialPort0 is a file that can be transferred via the serial port.

While a file is open within the file access interface, the camera is not able to start acquisition. Also, the FileAccessExecute command is disabled when the camera is in acquisition mode. Care should be taken to not leave any file open within the camera's file system as it disables the start acquisition register without any feedback as to why.

## 16.2 Summary Table

| Name                                    | Interface    | Access | Visibility | Description  |
|---|--------------|--------|------------|--|
| <a href="#">File Selector</a>           | IEnumeration | RW     | Guru       | Selects which file is being operated on. This must be set before performing any file operations.                                       |
| <a href="#">File Operation Selector</a> | IEnumeration | RW     | Guru       | Sets operation to execute on the selected file when the execute command is given.  |
| <a href="#">File Operation Execute</a>  | ICommand     | WO     | Guru       | This is a command that executes the selected file operation on the selected file.  |
| <a href="#">File Open Mode</a>          | IEnumeration | RW     | Guru       | The mode of the file when it is opened. The file can be opened for reading, writing or both. This must be set before opening the file. |
| <a href="#">File Access Buffer</a>      | IRegister    | RW     | Guru       | Defines the intermediate access buffer that allows the exchange of data between the device file storage and the application.           |
| <a href="#">File Access Offset</a>      | Integer      | RW     | Guru       | Controls the Offset of the mapping between the device file storage and the FileAccessBuffer.   |

| Name                                  | Interface    | Access | Visibility | Description  |
|---------------------------------------|--------------|--------|------------|--|
| <a href="#">File Access Length</a>    | Integer      | RW     | Guru       | Controls the Length of the mapping between the device file storage and the FileAccessBuffer.                                   |
| <a href="#">File Operation Status</a> | IEnumeration | RO     | Guru       | Represents the file operation execution status.  |
| <a href="#">File Operation Result</a> | Integer      | RO     | Guru       | Represents the file operation result. For Read or Write operations, the number of successfully read/written bytes is returned. |
| <a href="#">File Size</a>             | Integer      | RO     | Guru       | Represents the size of the selected file in bytes.   |

## 16.3 File Access Features

### 16.3.1 File Selector

Selects which file is being operated on. This must be set before performing any file operations.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | FileSelector |
| <b>Interface</b>  | IEnumeration |
| <b>Access</b>     | RW           |
| <b>Visibility</b> | Guru         |

#### Enumeration Values

|                |
|----------------|
| UserSetDefault |
| UserSet0       |
| UserSet1       |
| UserFile1      |
| SerialPort0    |

### 16.3.2 File Operation Selector

Sets operation to execute on the selected file when the execute command is given.

| Property          | Value                 |
|-------------------|-----------------------|
| <b>Name</b>       | FileOperationSelector |
| <b>Interface</b>  | IEnumeration          |
| <b>Access</b>     | RW                    |
| <b>Visibility</b> | Guru                  |

#### Enumeration Values

|        |
|--------|
| Open   |
| Close  |
| Read   |
| Write  |
| Delete |

### 16.3.3 File Operation Execute

This is a command that executes the selected file operation on the selected file.

| Property          | Value                |
|-------------------|----------------------|
| <b>Name</b>       | FileOperationExecute |
| <b>Interface</b>  | ICommand             |
| <b>Access</b>     | WO                   |
| <b>Visibility</b> | Guru                 |

### 16.3.4 File Open Mode

The mode of the file when it is opened. The file can be opened for reading, writing or both. This must be set before opening the file.

| Property         | Value        |
|------------------|--------------|
| <b>Name</b>      | FileOpenMode |
| <b>Interface</b> | IEnumeration |
| <b>Access</b>    | RW           |

| Property   | Value |
|------------|-------|
| Visibility | Guru  |

#### Enumeration Values

|           |
|-----------|
| Read      |
| Write     |
| ReadWrite |

### 16.3.5 File Access Buffer

Defines the intermediate access buffer that allows the exchange of data between the device file storage and the application.

| Property   | Value            |
|------------|------------------|
| Name       | FileAccessBuffer |
| Interface  | IRegister        |
| Access     | RW               |
| Visibility | Guru             |

### 16.3.6 File Access Offset

Controls the Offset of the mapping between the device file storage and the FileAccessBuffer.

| Property   | Value            |
|------------|------------------|
| Name       | FileAccessOffset |
| Interface  | Integer          |
| Access     | RW               |
| Unit       | B                |
| Visibility | Guru             |

### 16.3.7 File Access Length

Controls the Length of the mapping between the device file storage and the FileAccessBuffer.

| Property          | Value            |
|-------------------|------------------|
| <b>Name</b>       | FileAccessLength |
| <b>Interface</b>  | IInteger         |
| <b>Access</b>     | RW               |
| <b>Unit</b>       | B                |
| <b>Visibility</b> | Guru             |

### 16.3.8 File Operation Status

Represents the file operation execution status.

| Property          | Value               |
|-------------------|---------------------|
| <b>Name</b>       | FileOperationStatus |
| <b>Interface</b>  | IEnumeration        |
| <b>Access</b>     | RO                  |
| <b>Visibility</b> | Guru                |

#### Enumeration Values

|                 |
|-----------------|
| <b>Success</b>  |
| <b>Failure</b>  |
| <b>Overflow</b> |

### 16.3.9 File Operation Result

Represents the file operation result. For Read or Write operations, the number of successfully read/written bytes is returned.

| Property         | Value               |
|------------------|---------------------|
| <b>Name</b>      | FileOperationResult |
| <b>Interface</b> | IInteger            |
| <b>Access</b>    | RO                  |
| <b>Unit</b>      |                     |

| Property   | Value |
|------------|-------|
| Visibility | Guru  |

## 16.3.10 File Size

Represents the size of the selected file in bytes.

| Property   | Value    |
|------------|----------|
| Name       | FileSize |
| Interface  | Integer  |
| Access     | RO       |
| Unit       | B        |
| Visibility | Guru     |

# 17 Transfer Control

The Transfer Control category contains features that control the transferring of image data to the host.

An acquisition generates frames that are optionally processed and may have extra data appended (chunk data) before being placed in the transfer queue for transmission out of the device. Once the image data has gone through any processing and had the appropriate data appended it is referred to as a block. These blocks are then handed to the transfer module to be sent out of the device on data streams. The transfer module then transmits these blocks externally on stream channels.

This can be manually or automatically controlled. Use the [Transfer Control Mode](#) to select the control method. There are three options: **Basic**, **Automatic**, and **User Controlled**.

In both **Basic** and **Automatic** mode the camera starts transmitting data as soon as there is enough data to fill a link layer packet. This reduces the latency between when the image was acquired and when it is available to the user. As long as the link layer is able to transfer data blocks faster than they are being generated the camera continuously sends one image after another on the stream channel.

There is a **Transfer Queue** which starts to fill up if the link slows down.

The [Transfer Queue Max Block Count](#) indicates the transfer queue's maximum capacity.

The [Transfer Queue Current Block Count](#) indicates the number of blocks currently in the transfer queue.

The [Transfer Queue Overflow Count](#) indicates the number of blocks that have been lost before being transmitted.

The [Transfer Queue Mode](#) indicates the mechanism for transmitting and overwriting blocks in the transfer queue. It is First In First Out, which means the oldest block in the queue is always sent next on the stream channel.

Once the transfer queue is full the camera overwrites the oldest block in the queue with the new block arriving from the acquisition and processing modules that has not already begun being transmitted. At this point the Queue Overflow is incremented. Once the image that is currently being transmitted finishes, the transmission module transmits the next oldest image in the transfer queue.

In **User Controlled** mode you can directly control the transfer of blocks. Use the Transfer Operation Mode to select an operation mode. There are two options: **Continuous** and **Multi Block**.

**Continuous** sends images without stopping in the same manner as Basic/Automatic, but you can use [Transfer Start](#) and [Transfer Stop](#) to control the streaming while acquisition runs independently.

**Multi Block** transmits a specified number of blocks and then stops. Use the [Transfer Block Count](#) to specify the number of blocks. Use the [Transfer Start](#) command to initiate a multi block transfer.

**Note:** Acquisition can be started and stopped without affecting the transfer queue or transfer state however closing the stream channel clears both the queue and any pending transmissions.

## 17.1 Summary Table

| Name   | Interface    | Access | Visibility | Description   |
|--|--------------|--------|------------|---|
| <a href="#">Transfer Control Mode</a>              | IEnumeration | RW     | Expert     | Selects the control method for the transfers. Basic and Automatic start transmitting data as soon as there is enough data to fill a link layer packet. User Controlled allows you to directly control the transfer of blocks.     |
| <a href="#">Transfer Operation Mode</a>            | IEnumeration | RW     | Expert     | Selects the operation mode of the transfer. Continuous is similar to Basic/Automatic but you can start/stop the transfer while acquisition runs independently. Multi Block transmits a specified number of blocks and then stops. |
| <a href="#">Transfer Block Count</a>               | Integer      | RW     | Expert     | Specifies the number of data blocks (images) that the device should stream before stopping. This feature is only active if the Transfer Operation Mode is set to Multi Block.   |
| <a href="#">Transfer Queue Max Block Count</a>     | Integer      | RO     | Expert     | Returns the maximum number of data blocks (images) in the transfer queue  |
| <a href="#">Transfer Queue Current Block Count</a> | Integer      | RO     | Expert     | Returns number of data blocks (images) currently in the transfer queue.   |
| <a href="#">Transfer Queue Overflow Count</a>      | Integer      | RO     | Expert     | Returns number of images that have been lost before being transmitted because the transmit queue hasn't been cleared fast enough.   |
| <a href="#">Transfer Queue Mode</a>                | IEnumeration | RW     | Expert     | Specifies the operation mode of the transfer queue.   |
| <a href="#">Transfer Start</a>                     | ICommand     | WO     | Expert     | Starts the streaming of data blocks (images) out of the device. This feature is available when the Transfer Control Mode is set to User Controlled.   |
| <a href="#">Transfer Stop</a>                      | ICommand     | WO     | Expert     | Stops the streaming of data block (images). The current block transmission is completed. This feature is available when the Transfer Control Mode is set to User Controlled.  |

## 17.2 Transfer Control Features



## 17.2.1 Transfer Control Mode

Selects the control method for the transfers. Basic and Automatic start transmitting data as soon as there is enough data to fill a link layer packet. User Controlled allows you to directly control the transfer of blocks.

| Property          | Value               |
|-------------------|---------------------|
| <b>Name</b>       | TransferControlMode |
| <b>Interface</b>  | IEnumeration        |
| <b>Access</b>     | RW                  |
| <b>Visibility</b> | Expert              |

### Enumeration Values

Basic

Automatic

UserControlled

## 17.2.2 Transfer Operation Mode

Selects the operation mode of the transfer. Continuous is similar to Basic/Automatic but you can start/stop the transfer while acquisition runs independently. Multi Block transmits a specified number of blocks and then stops.

| Property          | Value                 |
|-------------------|-----------------------|
| <b>Name</b>       | TransferOperationMode |
| <b>Interface</b>  | IEnumeration          |
| <b>Access</b>     | RW                    |
| <b>Visibility</b> | Expert                |

### Enumeration Values

Continuous

MultiBlock

## 17.2.3 Transfer Block Count

Specifies the number of data blocks (images) that the device should stream before stopping. This feature is only active if the Transfer Operation Mode is set to Multi Block.

| Property          | Value              |
|-------------------|--------------------|
| <b>Name</b>       | TransferBlockCount |
| <b>Interface</b>  | Integer            |
| <b>Access</b>     | RW                 |
| <b>Unit</b>       |                    |
| <b>Visibility</b> | Expert             |

## 17.2.4 Transfer Queue Max Block Count

Returns the maximum number of data blocks (images) in the transfer queue

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | TransferQueueMaxBlockCount |
| <b>Interface</b>  | Integer                    |
| <b>Access</b>     | RO                         |
| <b>Unit</b>       |                            |
| <b>Visibility</b> | Expert                     |

## 17.2.5 Transfer Queue Current Block Count

Returns number of data blocks (images) currently in the transfer queue.

| Property          | Value                          |
|-------------------|--------------------------------|
| <b>Name</b>       | TransferQueueCurrentBlockCount |
| <b>Interface</b>  | Integer                        |
| <b>Access</b>     | RO                             |
| <b>Unit</b>       |                                |
| <b>Visibility</b> | Expert                         |

## 17.2.6 Transfer Queue Overflow Count

Returns number of images that have been lost before being transmitted because the transmit queue hasn't been cleared fast enough.

| Property          | Value                      |
|-------------------|----------------------------|
| <b>Name</b>       | TransferQueueOverflowCount |
| <b>Interface</b>  | Integer                    |
| <b>Access</b>     | RO                         |
| <b>Unit</b>       |                            |
| <b>Visibility</b> | Expert                     |

## 17.2.7 Transfer Queue Mode

Specifies the operation mode of the transfer queue.

| Property          | Value             |
|-------------------|-------------------|
| <b>Name</b>       | TransferQueueMode |
| <b>Interface</b>  | IEnumeration      |
| <b>Access</b>     | RW                |
| <b>Visibility</b> | Expert            |

### Enumeration Values

**FirstInFirstOut**

## 17.2.8 Transfer Start

Starts the streaming of data blocks (images) out of the device. This feature is available when the Transfer Control Mode is set to User Controlled.

| Property          | Value         |
|-------------------|---------------|
| <b>Name</b>       | TransferStart |
| <b>Interface</b>  | ICommand      |
| <b>Access</b>     | WO            |
| <b>Visibility</b> | Expert        |

## 17.2.9 Transfer Stop

Stops the streaming of data block (images). The current block transmission is completed. This feature is available when the Transfer Control Mode is set to User Controlled.

| Property          | Value        |
|-------------------|--------------|
| <b>Name</b>       | TransferStop |
| <b>Interface</b>  | ICommand     |
| <b>Access</b>     | WO           |
| <b>Visibility</b> | Expert       |

# Contacting Us

For any questions, concerns or comments please contact us via the following methods:

|                       |   |
|-----------------------|---|
| <b>Email</b>          | <a href="#">General questions</a>   |
| <b>Support Ticket</b> | <a href="#">Technical support</a>   |
| <b>Chat</b>           | Go to the Support Page for any product on the FLIR machine vision page and click the chat icon              |
| <b>Website</b>        | Find specifications, support articles, downloads on the product page at <a href="#">FLIR machine vision</a> |