

CIS

**CoaXPress I/F
120M pixels CMOS B/W Camera**

VCC-120CXP1M

Product Specifications & Operational Manual

CIS Corporation

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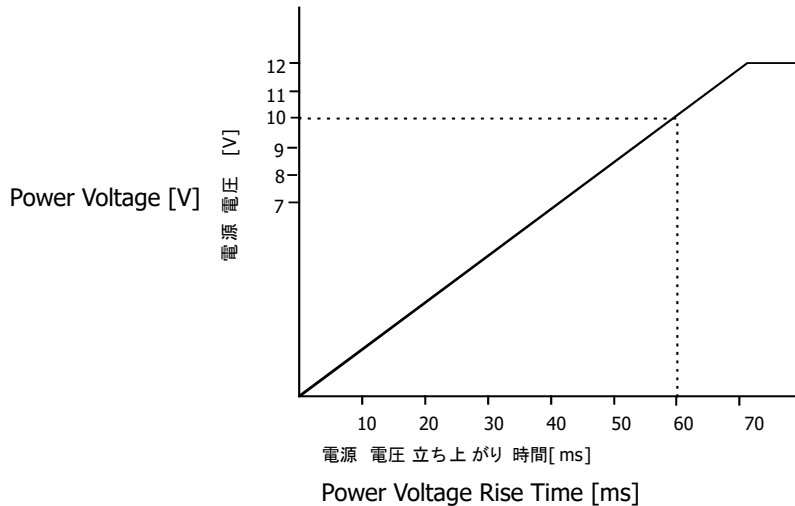
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1. Handling Precautions

1.1. Camera Handling Precautions

- ☐ Do not use or store camera in dusty or humid places.
- ☐ Do not apply excessive force, vibration, or static electricity that could damage camera. Please handle camera with care.
- ☐ Do not shoot direct images that are extremely bright (e.g., strong light source, sun, etc.). When extremely strong light source is shot, smear or blooming may occur. Put the lens cap on when camera is not in use.
- ☐ Follow the instructions in [Chapter 3.3., "External Connector"](#) for connecting camera.
Improper connection may cause damages not only to the camera but also to the connected devices.
- ☐ Confirm mutual ground potential carefully before connecting camera to monitors or computers.
Any AC leak from the connected devices may cause damages or destroy the camera.
- ☐ Do not apply excessive voltage. (Use only the specified voltage.) Unstable or improper power supply voltage may cause damages or malfunction of the camera.
- ☐ Voltage ripple of camera power DC+10.8V~26.4V must be within $\pm 50\text{mV}$. Improper power supply voltage may cause noises on video signals.
- ☐ Rise time of camera power supply voltage must be less than +10V, Max. 60ms. Please avoid noises like chattering.
- ☐ Our warranty does not apply to damages or defects caused by irregular and/or abnormal use of the product.

Our warranty does not apply to damages or defects caused by neglecting the instructions and precautions explained in this manual.



1.2. Restrictions on Applications

- ☐ The camera must not be used for any nuclear equipment or aerospace equipment with which mechanical failure or malfunction could result in serious bodily injury or loss of human life.
- ☐ The camera must not be used under conditions or environments other than those specified in this manual.

1.3. Disclaimers (Exception Clause)

CIS should not be liable for any damages or losses if;

- damages or losses are caused by earthquake, lightning strike, fire, flood, or other acts of God.
- damages or losses are caused by deliberate or accidental misuse by user, or failure to observe information and instructions explained in this manual.
- damages or losses are caused by repair or modification conducted by user or any unauthorized party.
- deterioration of image quality is caused by dust adhered to image sensor area after shipment.
- deterioration of image quality is caused by scratches on image sensor and optical parts damaged by user.

2. Product Outline

VCC-120CXP1M is a high resolution, B/W camera with CoaXPress interface. Compact in size, 65mm (H) x 65mm (W) x 68mm (D) with 120M pixels resolution. Complies with CoaXPress Version 1.1.1. and transfers data up to 100m with CXP-3 and 40m with CXP-6. Must have function ready for Machine Vision applications such as trigger shutter, ROI, Gain, shading correction, black level adjustment, noise filter function, and strobe pulse control function. Suitable for various Machine Vision inspection systems, medical imaging, and life science imaging systems.

2.1. Features

- ☐ Rolling shutter type CMOS sensor
- ☐ Complies with CoaXPress CXP-3 and CXP-6
- ☐ Supports 4 lanes or 2 Lanes
- ☐ Supports PoCXP
- ☐ Maximum cable length: Approx. 40m with CXP-6 / Approx. 100m with CXP-3
- ☐ ROI function
- ☐ Exposure setting, Gain setting
- ☐ External trigger mode (Fixed trigger shutter mode)
- ☐ Complies to GenICam
- ☐ M48 lens mount

2.2. Accessories

- ☐ Standard accessory
 - Lens cap
- ☐ Optional accessory
 - M48 to F lens mount conversion adaptor

3. Specifications

3.1. General Specifications

| Electrical Specifications | | |
|---------------------------|-----------------------|--|
| Image sensor | Sensor type | APS-H, rolling shutter type CMOS sensor |
| | Effective pixels | 13264 (H) × 9180 (V) |
| | Unit cell size | 2.2μm (H) × 2.2μm (V) |
| Interface | | Complies with CoaXPress Ver. 1.1.1., CXP6 / CXP3 |
| Video output frequency | Pixel clock frequency | 1152MHz |
| Video output format | | Mono 8 / Mono 10 |
| Frame rate | CXP6_X4 8bit/10bit | 9.39fps / 9.39fps |
| | CXP6_X2 8bit | 9.39fps |
| | CXP3_X4 8bit | 9.39fps |
| Resolution | | 13264 (H) × 9180 (V) |
| Video signals | White clip level | FFh with MONO8 |
| | Set up level | 0h with MONO8, with factory setting |
| | Dark shading | 0~1h(H), 0~1h(V) with MONO8, with factory setting |
| Sensitivity | | F4.0 400lx (Shutter speed 1/30s, Gain 0dB) |
| Minimum illumination | | F2.6 3.5lx (Gain +18dB, Shutter speed 1/30, level=50%) |
| Gain variable range | | x1 ~ x8 (0dB~18dB) |
| Shutter speed | | Preset : 1/20000, 1/10000, 1/5000, 1/2000, 1/1000, 1/500, 1/200, 1/100, 1/60, 1/50, 1/30, 1/10 [s] Manual : 46 [μs] ~4999996 [μs] |
| Gamma correction | | None (γ=1) |
| Trigger mode | | Free run mode (Camera internal trigger) Trigger mode (Host, external terminal) |
| Partial scan | | Preset ROI: 3 patterns (8192x4096, 3840x2160, 1920x1080) Custom ROI: X (640~13264), Y (480~9180) |
| Power requirements | | 12pins circular connector (12~24V) or PoCXP |
| Power consumption | | 7.0W (CXP6_X4), [with free run] |

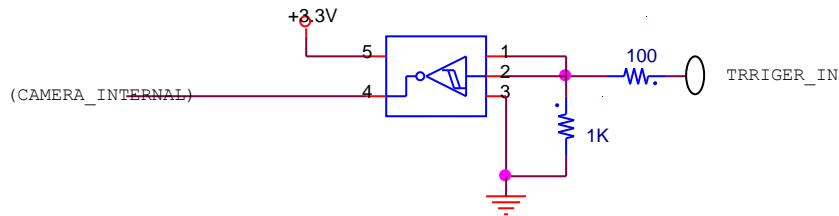
| Mechanical Specifications | |
|---------------------------|---|
| Dimensions | H: 65mm W: 65mm D: 68mm excluding projection. |
| Weight | Approx. 300g |
| Lens Mount | M48 mount |

| Environmental Specifications | | |
|------------------------------|-----------|---|
| Safety/Quality Standards | | UL: Complies with UL Standard including materials. |
| | | CE: Emission: EN61000-6-4:2007+A1:2011 Immunity: EN61000-6-2:2005 |
| | | RoHS: Complies with RoHS2. |
| Durability | Vibration | Acceleration : 98m/s ² (10G) |
| | | Frequency : 20 ~ 200Hz |
| | | Direction : X,Y, and Z 3 directions |
| | | Testing time : 120min each |
| | Shock | No malfunction with 980m/s ² (100) G for ±X, ±Y, and ±Z, 6 directions without packaging. |
| Operational temperature | | 0 ~ +45°C Humidity: 20~80% RH with no condensation |
| Storage temperature | | -25 ~ +60°C Humidity: 20~80% RH with no condensation |

3.2. Input and Output Specifications

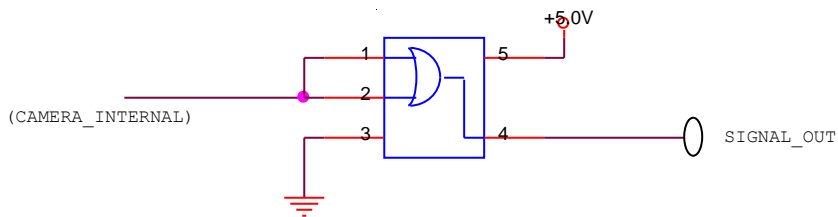
3.2.1 Trigger Input (12pins circular connector, No.11 pin)

- 5.0V, 3.3V CMOS level / TTL level
- Input voltage Low: 0.5Vdc (Max), High: 2.1Vdc (Min)
- To use this terminal, set Trigger Source of AcquisitionControl to Line 0.



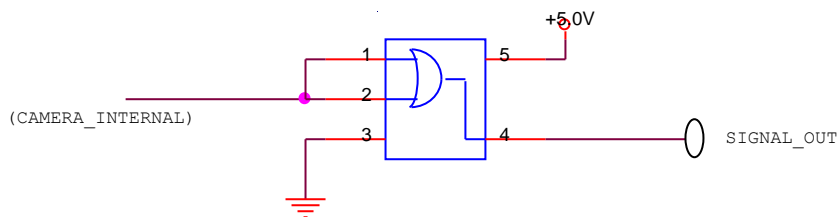
3.2.2 Exposure/Strobe Output (12pins circular connector, No.9 pin)

- 5.0V CMOS logic level output
- Output voltage Low: 0.55Vdc (Max), High: 3.8Vdc (Min)



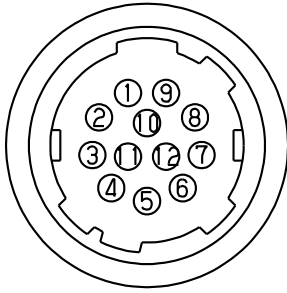
3.2.3 FVALL_OUT/LVAL_OUT (12pins circular connector No. 6, 7, and 10 pin)

- 5.0V CMOS logic level output
- Output voltage Low: 0.55Vdc (Max), High: 3.8Vdc (Min)



3.3. External Connector Pin Assignment

3.3.1 12pins Circular Connector HR10-10R-12PA (73) (HIROSE) or Equivalent



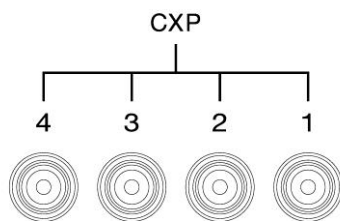
| Pin No. | Signals | Description |
|---------|-----------------|---|
| 1 | GND | GND |
| 2 | Power | External power input |
| 3 | NC | |
| 4 | NC | |
| 5 | GND | GND |
| 6 | LVAL_OUT | Line read out signals output |
| 7 | FVAL_OUT | Frame read out signals output |
| 8 | GND | GND |
| 9 | STRB_OUT | Exposure, Sensor timing signals output |
| 10 | LinkTrigger_OUT | External trigger signals output from Host Device (LinkTrigger0) |
| 11 | TRIGGER_IN | External trigger input (Line0) |
| 12 | GND | GND |

※NC=Non-Connection. Do not connect anything to the terminal.

※LinkTrigger_OUT signal is to monitor the external trigger signals from Host Device.

3.3.2 75ΩDIN Connector (Quad type/Dual type)

- CoaXPress Video output signals.
- No. 1 pin is for PoCXP.
- With dual type, connect cables to No. 1 pin and No. 2 pin.



(Cambridge Connectors)

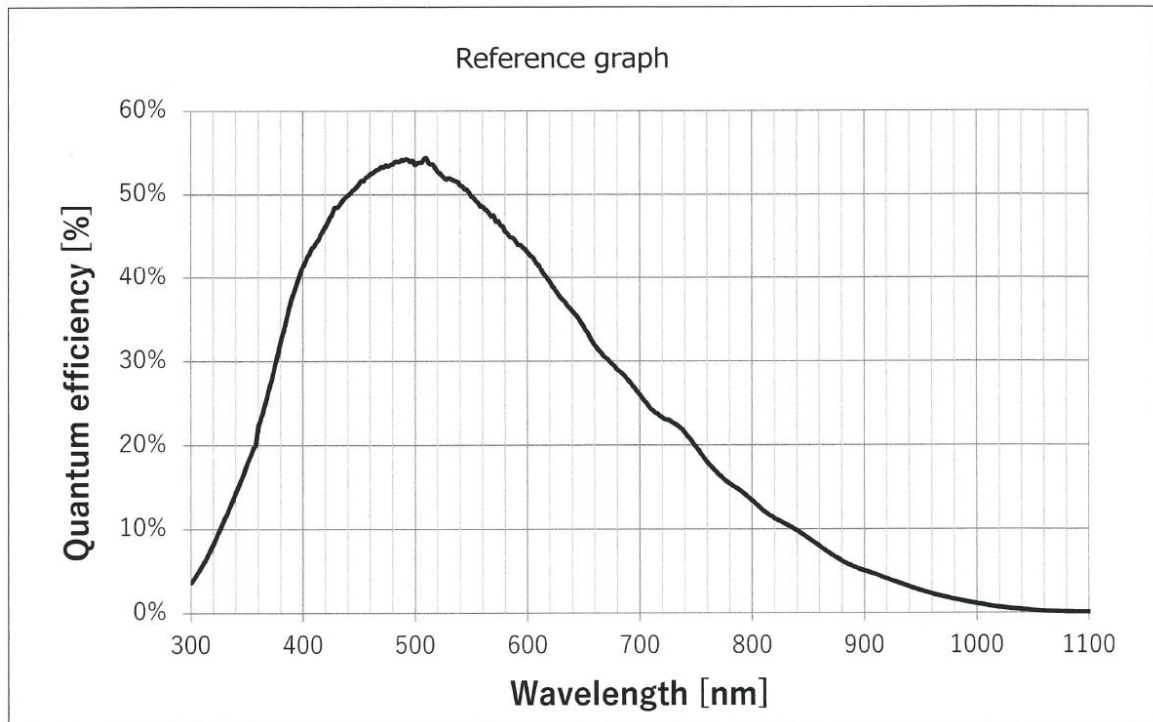
3.3.3 LED Indicator

With LED indicator ON, lighting patterns show the camera status by its way of lighting.

| | |
|-------------------------------------|--|
| OFF | No power supply. |
| Green/Orange Fast Blinking [12.5Hz] | Disconnection of 4 cable lines. |
| Green Lighting | Completion of connection between device and host. |
| Green Fast Blinking [12.5Hz] | Transmitting video data. |
| Orange Slow Blinking [1Hz] | Waiting for a trigger input. |
| Red Slow Blinking [0.5Hz] | Image transmission error or inappropriate trigger input. |

3.4. Spectral Response

※ Excludes characteristics of lens, IR cut filter, and light source.



4. Camera Functions

4.1. Control System

- Complies with CoaXPress interface standard.

4.2. Camera Information

- ☐ Indication of camera information.

| DeviceControl | |
|-----------------------|----------|
| DeviceModelName | ReadOnly |
| DeviceVersion | ReadOnly |
| DeviceFirmwareVersion | ReadOnly |
| DeviceSerialNumber | ReadOnly |

- DeviceModelName : Model name of the camera
- DeviceVersion : Circuit Version
- DeviceFirmwareVersion : Firmware Version
- DeviceSerialNumber : Serial number of the camera

- ☐ Set a letter string as user ID with up to 16 characters including terminal NUL letter (`\0`). Execute "UserSetSave" to save the letter string to volatile memory in the camera. Execute "UserSetDefault" to restore to factory setting.

| DeviceControl | |
|---------------|--------|
| DeviceUserID | Manual |

4.3. LED Operational Mode

- ☐ This is to change operational mode of LED at the rear of camera. For information on lighting patterns, refer to Section 3.3.3. LED Indicator.

| DeviceControl | |
|---------------------|-------------|
| DeviceIndicatorMode | Active |
| | ErrorStatus |
| | Inactive |

- Active : Indication of communication status of CoaXPress
- ErrorStatus : OFF with normal operation.
Lights only with video transmission error or inappropriate trigger input.
- Inactive : ALL LED OFF

4.4. Partial Scan (ROI)

- ☐ This is to increase frame rate by cutting and reducing read out area.

| ImageFormatControl | |
|--------------------|-----------|
| Width | 640~13264 |
| Height | 480~9180 |
| OffsetX | Manual |
| OffsetY | Manual |
| ROIQuickChange* | Execute |

- ☐ Preset ROI
- Execute "ROIQuickChange (X size) x (Y size)" to update "Width", "Height", "OffsetX", and "OffsetY".
 - Execute "ROIQuickChange (X size) x (Y size)" to perform center ROI.
 - Execute "ROIQuickChangeOff" to restore to full size 13264 x 9180.
 - Please refer to the chart below for details.
- ※ Note) Exposure time overrides when shutter speed setting is longer than frame rate setting.

Preset ROI frame rate [fps]

| ROI Setting Mode (WidthxHeight,OffsetX,OffsetY) | Known as | PixelFormat | Link rate | | |
|--|-------------|-------------|-----------|---------|---------|
| | | | CXP6_X4 | CXP6_X2 | CXP3_X4 |
| ROIQuickChangeOff (13264x9180,0,0) | 120M | mono8 | 9.39 | 9.39 | 9.39 |
| | | mono10 | 9.39 | - | - |
| ROIQuickChange8192x4096 (8192x4096,2536,2542) | 8K | mono8 | 20.94 | 20.94 | 20.94 |
| | | mono10 | 20.94 | - | - |
| ROIQuickChange3840x2160 (3840x2160,4712,3510) | 4K | mono8 | 39.41 | 39.41 | 39.41 |
| | | mono10 | 39.41 | - | - |
| ROIQuickChange1920x1080 (1920x1080,5672,4050) | Full HD | mono8 | 77.54 | 77.54 | 77.54 |
| | | mono10 | 77.54 | - | - |

- ☐ Custom ROI
- With Width, specify the size of ROI for X direction per 16 pixels. (640 is the minimum).
Note) Some grabber boards takes only multiple of 32 pixels. In such case, use multiple of 32.
 - With Height, specify the size of ROI for Y direction per 2 pixels. (480 is the minimum).
 - With OffsetX, specify offset of ROI for X direction from left per 8 pixels.
 - With OffsetY, specify offset of ROI for Y direction from top per 2 pixels.
 - OffsetX and OffsetY must meet the following conditions.
- $$\text{OffsetX} + \text{Width} \leq 13264, \text{OffsetY} + \text{Height} \leq 9180$$
- According to set height, the formula below calculates frame rate. The defined frame rate by calculation limits frame rate of custom ROI.
 - Note) Exposure time overrides when shutter speed setting is longer than frame rate setting.

Formula for frame rate: $(\text{Height} + 38) * 11.53\mu\text{s}$

4.5. Pixel Format

| ImageFormatControl | |
|--------------------|-----------------|
| PixelFormat | Mono8 Mono10 |

- Mono8 : Mono 8bit
- Mono10 : Mono 10bit

4.6. Cursor Indication

- ☐ This is to indicate cursor on your display screen.

| ImageFormatControl | |
|--------------------|--------------|
| ShowCursor | On/Off |
| CursorX | X coordinate |
| CursorY | Y coordinate |
| CursorColor | White/Black |

- ShowCursor : Cursor indication On/Off.
- CursorX : To specify X coordinate of vertical cursor.
- CursorY : To specify Y coordinate of horizontal cursor.
- CursorColor : To select the color of cursor (black or white).

[Note]

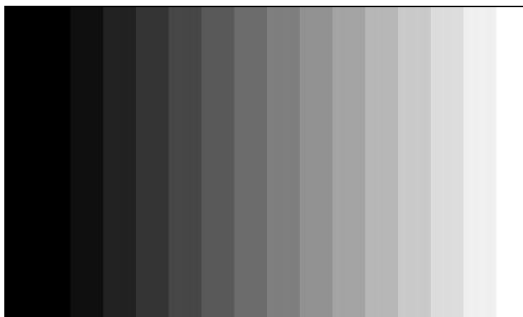
- With reduced display screen, cursor may not appear.
- Cursor indication and test pattern indication are mutually exclusive.

4.7. Test Pattern Indication

- ☐ This is to indicate test pattern from camera. This is useful to check if your system is operating properly.

| ImageFormatControl | |
|--------------------|--------|
| TestImageMode | ON/OFF |

[Note] Test pattern indication and cursor indication are mutually exclusive.



4.8. Trigger Mode

| Acquisition Control | |
|---------------------|---------------------------------------|
| TriggerSelector | AcquisitionStart FrameStart Off |
| TriggerActivation | RisingEdge FallingEdge |
| TriggerSource | LinkTrigger0 Line0 |
| TriggerSoftware | Execute |

• TriggerSelector

This is to select how to start capturing video out of the followings.

- AcquisitionStart : Free run mode [Internal sync. mode]
- FrameStart : Trigger mode [External sync. mode]
- Off : Stop operation

• TriggerActivation

This is to select trigger polarity out of the followings.

Valid when TriggerSelector mode is FrameStart.

- RisingEdge : Rising edge [External sync mode]
- FallingEdge : Falling edge [External sync mode]

• TriggerSource

This is to select where to input external trigger.

- LinkTrigger0 : External trigger input from CoaXPress Host Device.
Please refer to specification manuals of Host Device such as frame grabber board to know how to generate triggers.
- Line0 : External trigger input from 12pins circular connector.

• TriggerSoftware: Software trigger

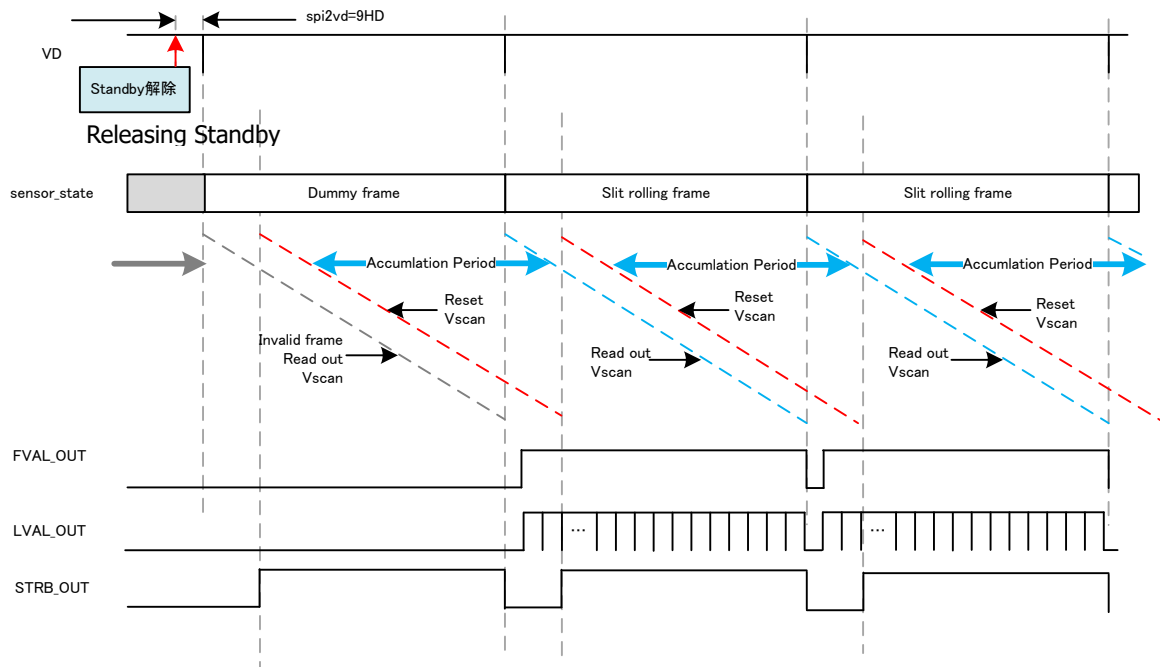
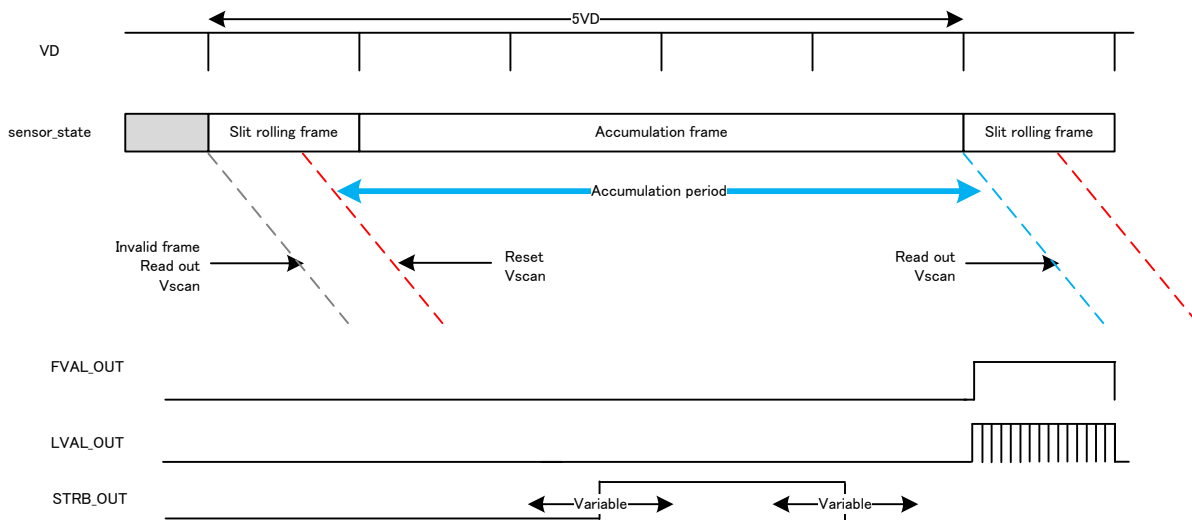
Camera generates a trigger to capture one frame image by executing this command.

Valid when TriggerSelector mode is FrameStart.

※ Please set TriggerActivation to RisingEdge.

4.8.1 Internal Sync Mode (Free Run Mode)

- ☐ With this mode, camera continuously outputs images.
- ☐ Set TriggerSelector to AcquisitionStart.

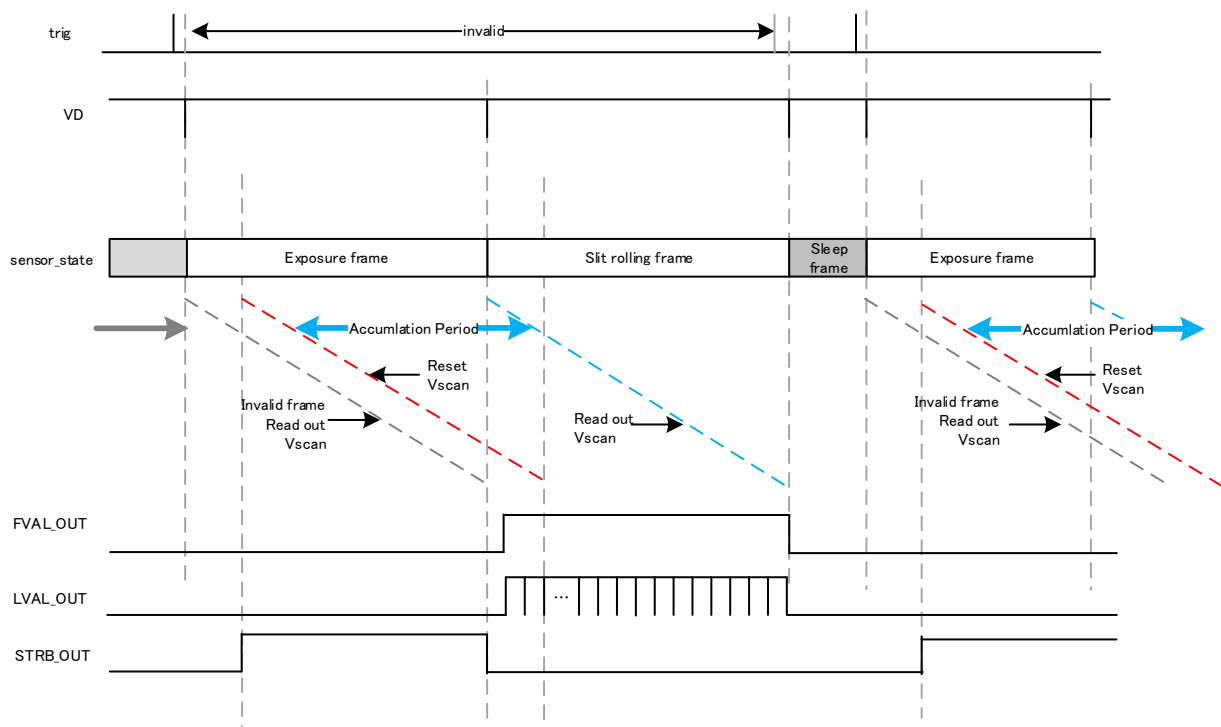
With Standard Exposure**With Long Time Exposure (Exposure time is longer than 1 frame)**

※ When exposure time is 4.5 frames, frame cycle rounds up to 5 frames.

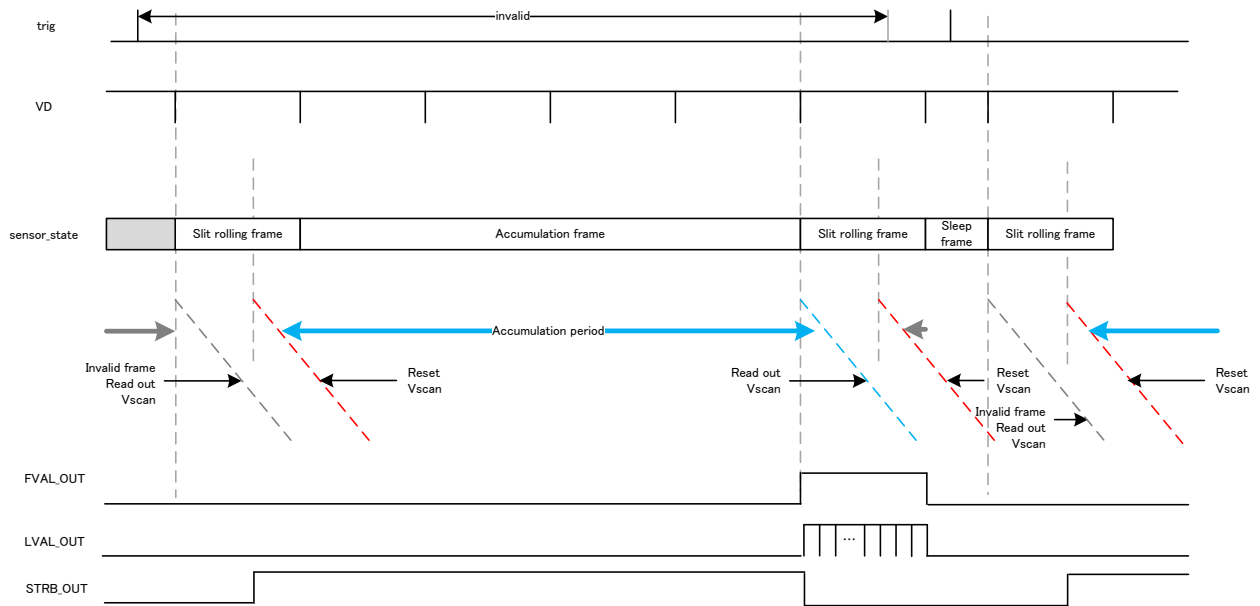
4.8.2 External Sync Mode

- This is a mode to capture images with preferred timing by inputting external trigger signals.
- Set "TriggerSelector" to "FrameStart".
- With a trigger signal input, camera exposes for a period set by "ExposureTime".
- Set "TriggerActivation" to "RisingEdge" or "FallingEdge".
- Trigger cycle must be longer than (frame for exposure time +1).
 - ※ Round up fraction to the nearest whole number to calculate. (Ex. When exposure time is 1.5 frames, trigger cycle becomes $2+1=3$ frames).
- Trigger operation is CLK sync H-V Sync reset.
- Trigger pulse width to input must be from 30us to the maximum exposure time.
- Maximum exposure time depends on ROI setting, "PixelFormat", and link rate. Please refer to Section [4.10. Exposure Time](#) for details.
- Due to physical characteristics of image sensor, there are some delays between the actual exposure start and trigger input designated by shutter speed setting (Rest Vscan). With higher shutter speed settings, time from trigger input to actual exposure start takes longer.

With Standard Exposure



※ Frame cycle becomes two frames more than standard exposure with internal sync mode.

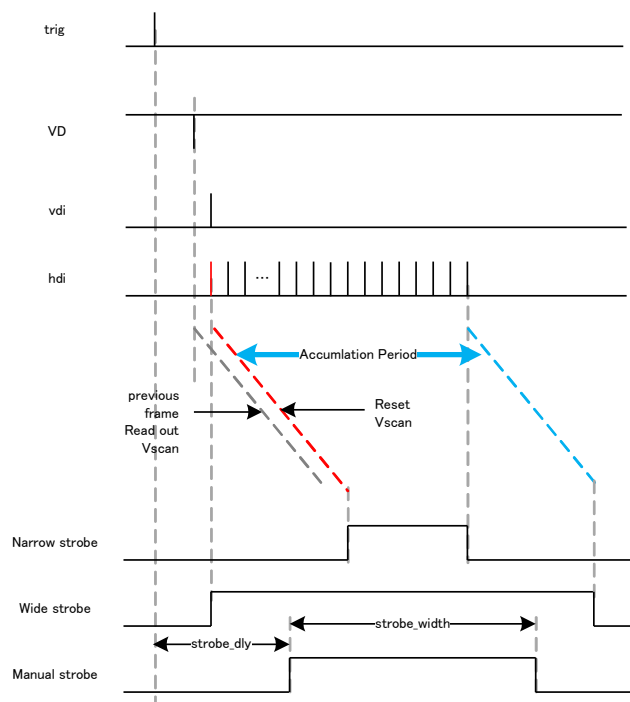
With Long Time Exposure (Exposure time is longer than 1 frame)

※ When exposure time is 4.5 frames, exposure time rounds up. Frame cycle becomes 6 frames more than standard exposure with internal sync mode.

4.9. Strobe Pulse Control

- This is to output timing signals for exposure or reading out.
- Wide Strobe This is to output signals from the start of exposure to the completion of reading out sensor. Valid only with external trigger. (Always assert with free run (overlapping operation)).
- Narrow Strobe This is to output signals during exposure of entire lines of image sensor. Valid only with long time exposure (Exposure time is longer than one frame). (Always negate with standard exposure).
- Manual Strobe This is to set rising edge and falling edge of signals with preferred timing.
- No Strobe This is to stop outputting signals.

| Acquisition Control | |
|---------------------|---|
| StrobeSelector | Wide Strobe Narrow Strobe Manual Strobe No Strobe |
| StrobeActivation | Positive Negative |
| StrobeDelay | Specify delay time between trigger input to strobe pulse with μs . Set delay time with multiples of 11.5 μs . ※ With other than multiples of 11.5 μs , the nearest value will be set. Note) With a line number more than that of trigger cycle, abnormal operation will occur. |
| StrobeWidth | Specify strobe pulse width with μs . Set pulse width with multiples of 11.5 μs . ※ With other than multiples of 11.5 μs , the nearest value will be set. Note) With a line number more than that of trigger cycle, abnormal operation will occur. Note) With free run mode, operation becomes overlapping. Therefore, strobe pulse always assert if strobe width setting is more than exposure period. |



4.10. Exposure Time

| Acquisition Control | |
|---------------------|----------|
| ExposureTime (us) | Manual |
| ExposureTimeMax | ReadOnly |

- ExposureTime

Set with multiples of 11.5us.

※ When setting is other than multiples of 11.5us, the nearest value will be set.

When exposure time setting is longer than frame rate, frame rate becomes longer (Exposure time takes priority).

※ When exposure time is 1.5 frames, frame rate rounds up and frame cycle becomes 2 frames.

The maximum exposure time is 5 sec.

- PresetShutter1_Xs : Preset Shutter Value

Set a preset shutter value to reflect it to exposure time setting.

| PresetShutter1_Xs | Shutter (s) | Exposure time (μs) |
|-------------------|-------------|--------------------|
| Shutter_1_30s | 1/30 | 33337 us |
| Shutter_1_50s | 1/50 | 20002 us |
| Shutter_1_60s | 1/60 | 16663 us |
| Shutter_1_100s | 1/100 | 9995 us |
| Shutter_1_200s | 1/200 | 5003 us |
| Shutter_1_500s | 1/500 | 1999 us |
| Shutter_1_1000s | 1/1000 | 1005 us |
| Shutter_1_2000s | 1/2000 | 496 us |
| Shutter_1_5000s | 1/5000 | 196 us |
| Shutter_1_10000s | 1/10000 | 104 us |
| Shutter_1_30000s | 1/20000 | 46 us |

4.11. Gain

| AnalogControl | |
|---------------|---------|
| Gain | Manual |
| PresetGainX | Execute |

- Gain : x1 to x8 preferred gain settings per 0.125.

[Note]

Gain setting range is up to +8 times. However, with high gain settings, noise will increase.

- PresetGainX : Preset gain

Set preset gain values to reflect them to manual gain. Function does not reflect manual gain values to preset gain. Preset values are not subject to save.

| PresetGainX | Magnification | Decibel equivalent |
|-------------|---------------|--------------------|
| Gain_x1 | x1 | 0dB |
| Gain_x2 | x2 | 6.0dB |
| Gain_x3 | x3 | 9.5dB |
| Gain_x4 | x4 | 12.0dB |
| Gain_x5 | x5 | 14.0dB |
| Gain_x6 | x6 | 15.6dB |
| Gain_x7 | x7 | 16.9dB |
| Gain_x8 | x8 | 18.0dB |

4.12. Black Level Adjustment

- ☐ This is to adjust black level.

| AnalogControl | |
|---------------|------|
| BlackLevel | 0~15 |

| BlackLevel | 8bit | 10bit |
|------------|------|-------|
| 0 | 0 | 0 |
| 1 | 4 | 17 |
| 2 | 8 | 34 |
| 3 | 12 | 51 |
| 4 | 17 | 68 |
| 5 | 21 | 85 |
| 6 | 25 | 102 |
| 7 | 29 | 119 |
| 8 | 34 | 136 |
| 9 | 38 | 153 |
| 10 | 42 | 170 |
| 11 | 46 | 187 |
| 12 | 51 | 204 |
| 13 | 55 | 221 |
| 14 | 59 | 238 |
| 15 | 63 | 255 |

※ This function is valid only for + direction.

4.13. Shading Correction

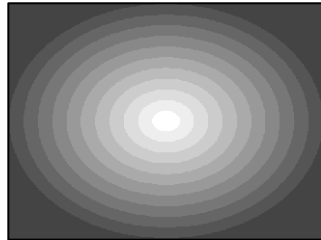
- ☐ This is to correct the drop in the amount of peripheral light caused by lens and others.

| AnalogControl | |
|-------------------|---------|
| ShadingCorrection | On/Off |
| DetectShading | Execute |

• ShadingCorrection

Turn ShadingCorrection "ON" to start shading correction according to correction data prepared by shading detection.

Before shading correction



After shading correction



• DetectShading : Shading Detection

Shoot an object with stable brightness such as pattern box, to full screen. Execute DetectShading to automatically calculate correction data.

[Note]

- Make sure to turn OFF partial scan mode (ROI) to detect shading. Set image size to 13264 x 9180 to execute.
- Acquire correction data only when camera is in operation. Acquisition of shading correction data is invalid when there is no output from camera.
- Execute UserSetSave to save the correction data.

4.14. Defective Pixel Correction

- ☐ Defective pixel correction registered at factory.

CIS compensates noticeable CMOS pixel defects found upon shipment from our factory.

User can disable this function.

| AnalogControl | |
|---------------------------|---------|
| DefectivePixelCorrection | On/Off |
| DefectivePixelTotalNumber | 0~70000 |
| DefectivePixelNumber | 1~70000 |
| DefectivePixelOffsetX | 0~13263 |
| DefectivePixelOffsetY | 0~9179 |

- DefectivePixelCorrection : Turn this ON to correct defective pixels up to the 8192th pixel registered and shown with DefectivePixelNumber.
- DefectivePixelTotalNumber : Total number of defective pixels registered.
- DefectivePixelNumber : This is to specify the number of the registered defective pixel.
- DefectivePixelOffsetX : This is to indicate the X coordinate of the defective pixel specified with DefectivePixelNumber.
- DefectivePixelOffsetY : This is to indicate the Y coordinate of the defective pixel specified with DefectivePixelNumber.

[Note]

- Perfect correction of defective pixels is not possible.

4.15. Noise Filter

- ☐ This is a function to correct defective pixels in real time.

| AnalogControl | |
|-----------------------------|---|
| ImpulseNoiseFilter | Off VariableByGainMode FixedValueMode |
| ImpulseNoiseFilterThreshold | 0~1023 |

• ImpulseNoiseFilter

Invalid with OFF.

With VariableByGainMode, value of ImpulseNoiseFilterThreshold changes corresponding to gain settings (in the range of x1~x8) and this function executes defective pixel correction with camera internal set value.

With FixedValueMode, this function executes defective pixel correction with value set by ImpulseNoiseFilterThreshold.

With OFF or VariableByGainMode, user cannot change the value of ImpulseNoiseFilterThreshold.

With FixedValueMode, user can change the value of ImpulseNoiseFilterThreshold.

※Excessive correction may cause negative effects on images.

• ImpulseNoiseFilterThreshold

Threshold setting between defective pixels and peripheral pixels.

When value exceeds the threshold with plus and minus, function corrects defective pixels using peripheral pixels.

※When threshold setting is 1023, defective pixel correction becomes invalid.

※Check images to adjust threshold.

4.16. Link Speed and Link Count

| Transfer Control | |
|------------------|-------------------------------|
| ConnectionConfig | CXP3_X4 CXP6_X2 CXP6_X4 |

• CXP3_X4 : Link speed=3.125Gbps, Link count=4

• CXP6_X2 : Link speed=6.250Gbps, Link count=2

• CXP6_X4 : Link speed=6.250Gbps, Link count=4

4.17. How to Save and Initialize Settings

- ☐ Execute "UserSetSave" to save settings into camera non-volatile memory. Camera initializes with saved settings upon next rebooting.

| UserSets | |
|----------------|---------|
| UserSetSave | Execute |
| UserSetDefault | Execute |

• UserSetSave : This is to save camera-setting values.

• UserSetDefault : This is to restore camera settings to factory settings.

- ☐ Set ConnectionConfig to "CXP3_X4" to execute "UserSetDefault".
- ☐ Immediately after completion of UserSetDefault, camera settings will be restored to factory settings. However, in some cases, command indication remains as previous settings. Please make sure to update commands.

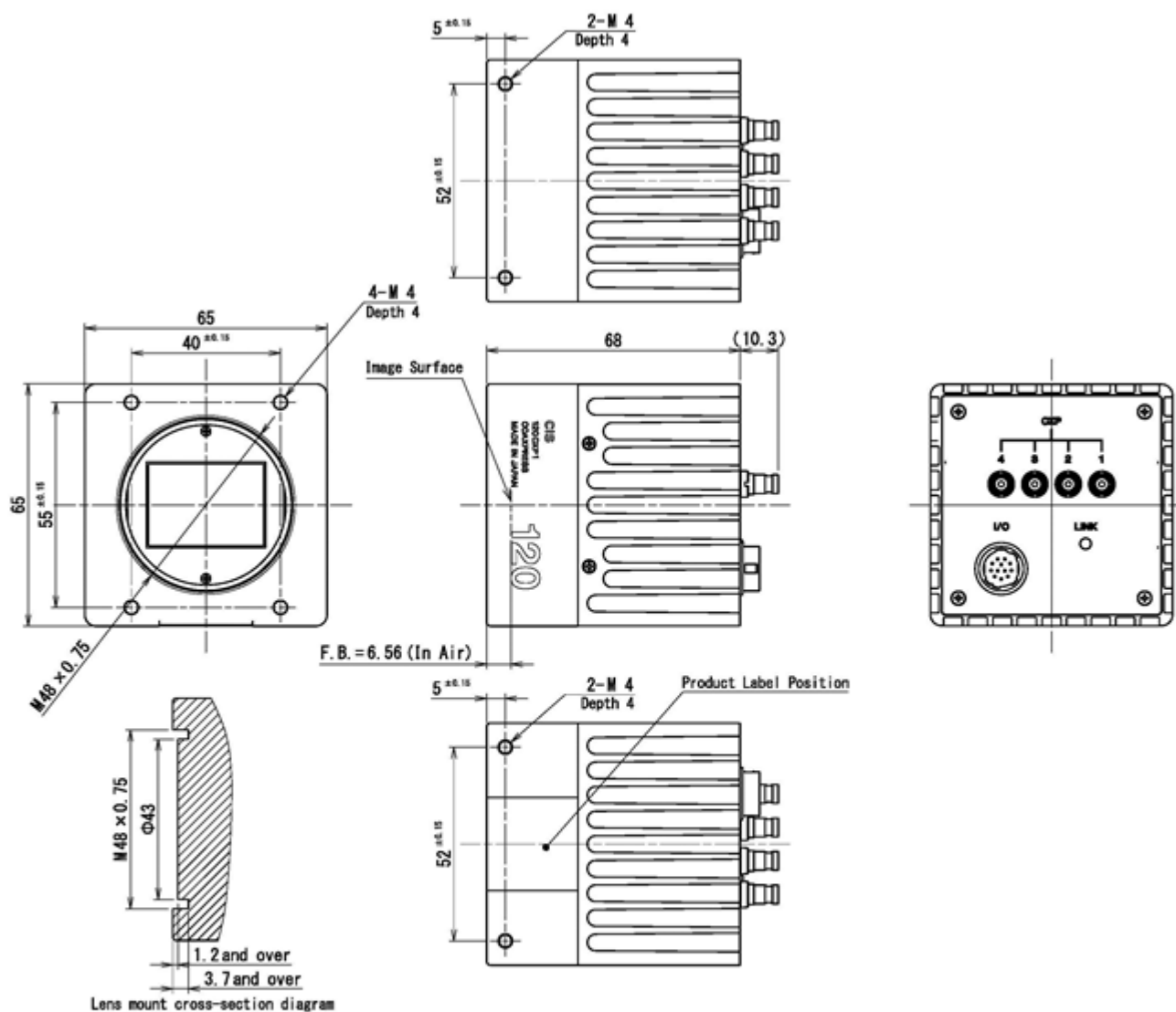
5. Factory Settings

| Function | Data | Descriptions |
|--------------------------|------------------|--------------|
| DeviceUserID | DeviceUserID | |
| DeviceIndicatorMode | Active | |
| Width | 13264 | |
| Height | 9180 | |
| OffsetX | 0 | |
| OffsetY | 0 | |
| PixelFormat | Mono8 | |
| ShowCursor | Off | |
| CursorX | 6632 | |
| CursorY | 4590 | |
| CursorColor | White | |
| TestPattern | Off | |
| TriggerSelector | AcquisitionStart | |
| TriggerSource | LinkTrigger0 | |
| ExposureTime | 33337.000 | |
| StrobeSelector | NoStrobe | |
| StrobeActivation | Positive | |
| StrobeDelay | 0 | |
| StrobeWidth | 0 | |
| Gain | 1.000 | |
| BlackLevel | 0 | |
| ShadingCorrection | Off | |
| DefectivePixelCorrection | On | |
| ImpulseNoiseFilter | Off | |
| ConnectionConfig | CXP3_X4 | |

※ Factory settings are the same as UserSetDefault command.

6. Dimensions

6.1. Camera Dimensions

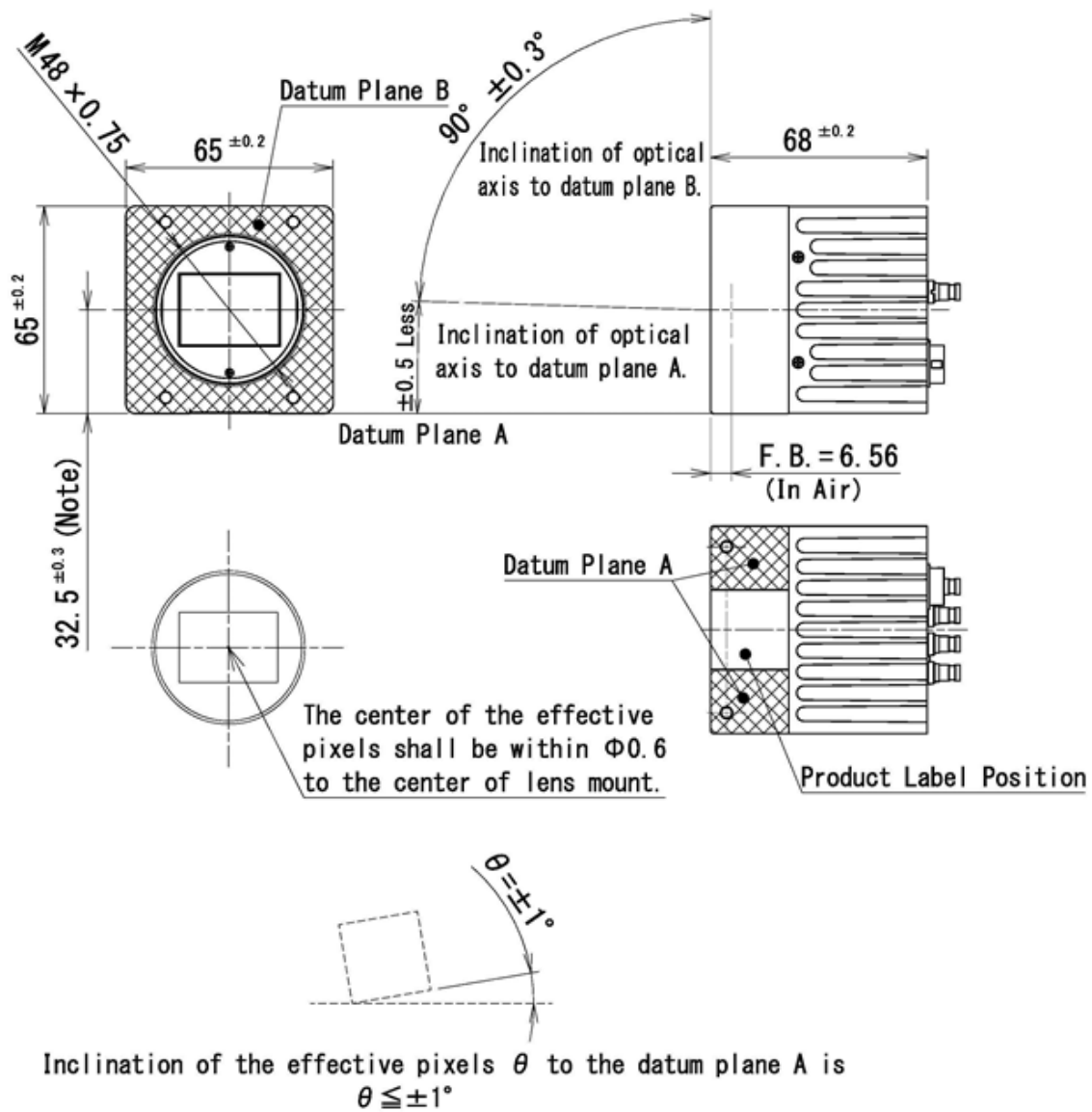


Note 2) Lens mount screw complies with M48 x 0.75-6H. Please refer to J11A LE-004-2011.

Note 1) Please make sure the protrusion portion does not interfere with the lens selected. Refer to the lens mount cross-section diagram for the details.

935-0076-00
(Unit:mm)

6.2. Optical Axis Accuracy



Note : Dimensions from datum plane A to the center of the lens mount.

937-0018-00
(Unit : mm)

7. Case for Indemnity (Limited Warranty)

7.1. Product Warranty

The term of warranty of this product is within 3 years from the date of shipping out from our factory.

If you use the product properly and discover a defect during the warranty period, and if that was caused by designing or manufacturing, CIS Corporation, at its option, repairs or replaces it at no charge to you. Products out of warranty period will be subject to charge.

CIS should not hold responsible for damages or losses if;

- damages or losses are caused by earthquake, lightning strike, fire, flood or other acts of God.
- damages or losses are caused by deliberate or accidental misuse by user, or failure to observe the information contained in the instructions in this Product Specification and Operational Manual.
- damages or losses are caused by repair or modification conducted by customer or any unauthorized party.

7.2. CMOS Defective Pixels

CIS applies defective pixel correction prior to the shipment of the product. However, the number of defective pixels are subject to increase due primarily to the effect of cosmic rays. Due to this nature, CIS should not hold responsible for the natural increase of defective pixels.

7.3. Product Support

Should you have any problems in function of the product you purchased, and if you need our further analysis and/or repair, please contact your local distributor.