Frame Grabber with Camera Link interface

2023 V1

For customized projects please Contact us:

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Frame Grabber with Camera Link interface

Our frame grabber with camera link 2.0 interface are divided into three kinds-full, base and full pro.They mainly differ in parameters.

Feature

ST-sCLPE4Full
ST-sCLPE4DBase

- Full/full+/base/medium(ST-sCLPE4Full only)
- Base/dual-base(ST-sCLPE4DBase only)
- Half-length substrate
- Support mono/bayer/color mode
- Support 8/10/12/14/16 bit multiple different pixel depths
- Maximum horizontal resolution 64k pixels
- PCIe Gen2.0 and Camera Link 2.0(backward compatible)
- Support external trigger signal input,encoder signal input and flash signal output
- Support multi-card synchronization,support firmware online upgrade
- Support Windows:10/7(64-Bit/32-Bit), Linux64-Bit,MacOS
- Rich secondary development library (C/C++/C#)

ST-sCLPE4Full

ST-sCLPE4DBase

ST-sCLPE4 Full Pro

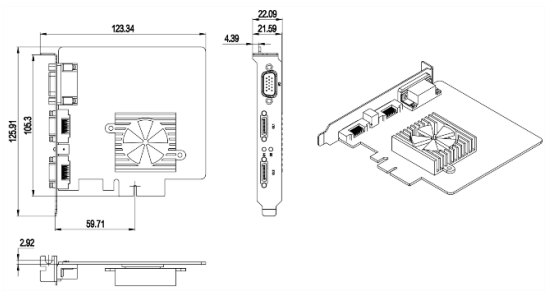
- Half-length substrate
- Full/full+/base/medium
- Support mono/bayer/color mode
- Support 8/10/12/14/16 bit multiple different pixel depths
- Support JPEG color/black and white compression (8bit)
- PCIe Gen2.0 and Camera Link 2.0(backward compaible)
- Maximum horizontal resolution 64k pixels
- Support external trigger signal input,encoder signal input and flash signal output
- Support multi-card synchronization,support firmware online upgrade
- Support Windows,Linux system, MACOS
- Rich secondary development library(C/C++/C#)

ST-sCLPE4 Full Pro

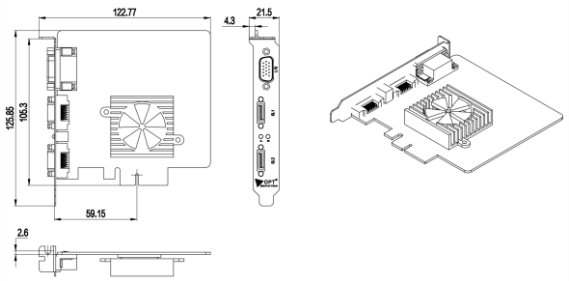
Specifications

Model	ST-sCL PE4 Full	ST-sCL PE4 DBase	ST-sCL PE4 Full Pro
Camera Link Mode	Full/Full+/Base/Medium	Base/Dual-Base	Base/Medium/Full/Full+
Interface Standard	Camera Link 2.0	Camera link 2.0	Camera Link 2.0
Pixel Depth	8/10/12/14/16 bit		
Tap Arrangement	1 Tap-8/10/12/14/16-bit Mono/Bayer; 1 Tap-8/10-bit RGB//RGBC/BGR/BGRC; 2 Taps-8/10/12/14/16-bit Mono/Bayer; 2 Taps-8/10-bit RGB/RGBC/BGR/BGRC; 3 Taps-8/10/12/14/16-bit Mono/Bayer; 3 Taps-8-bit RGB/BGR; 4 Taps--8/10/12-bit Mono/Bayer; 8 Taps-8/10-bit Mono/Bayer; 10 Taps-8-bit Mono/Bayer	1 Tap-8/10/12/14/16-bit Mono/Bayer 2 Taps-8/10/12/14/16-bit Mono/Bayer 1 Tap-8-bit RGB/BGR	1 Tap-8/10/12/14/16-bit Mono/Bayer 1 Tap-8/10-bit RGB/BGR/RGBC/BGRC 2 Taps-8/10/12/14/16-bit Mono/Bayer 2 Taps-8/10-bit RGB/BGR/RGBC/BGRC 3 Taps-8/10/12/14/16-bit Mono/Bayer 3 Taps-8-bit RGB/BGR 4 Taps-8/10/12-bit Mono/Bayer 8 Taps-8/10-bit Mono/Bayer 10 Taps-8-bit Mono/Bayer
Scan Type	Area scan/Line scan		
Resolution Support	Level(min/max):128 byte/64k bytes;Vertica(min/max): 1 line/(Area array 256M/horizontal resolution),(Line scan unlimited)		
Pixel Clock	20-85 MHz		
Onboard Memory	512 MB		
Output Data Rate	850 MB/s(max)		
Communication Method	Support cmputer serial communication;1200-921600bps		
Trigger Input	Support 2 signals imputs(photoelectrc isolation);Maximum frequency 68kHz;Level standard supports RS422; TTL and differential imput(3.3-24V)		
Encoder Input	Support 1 orthogonal AB phase input(photoelectric isolation);Maximum frequency 2MHz;Level standard supports RS422; TTL and differential input (3.3-24V)		
Inter-board Synchronization	Support multi-card synchronization(up to 4 capture cards);The synchronization deay is less than 25ns		
Flash Control	Support 2 signal output(photoelectric isolation);Maximum frequency 40kHz		
Operating Temperature	0-65℃		
Secondary Development	Complete SDK packages;Supporting C/C++/C# language		
System Requirement	Operating Windows :10/7(64-Bit/32-Bit),Linux 64-Bit,Mac OS;Hardware: PCIe 2.0×4 Slot		
Connector	SDR		
Frame grabber power	<8.5W	<8.5W	<6W

Drawings



ST-sCLPE4DBase



ST-sCLPE4Full

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