

China Daheng Group, Inc. Beijing Image Vision Technology Branch

MERCURY3 CoaXPress Cameras

User Manual

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DHENG
IMAGING | **大恒图像**

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Preface

We really appreciate your choosing of DAHENG IMAGING products.

The MERCURY3 CoaXPress camera is DAHENG IMAGING's latest area scan industry camera with high-quality sensor, featuring high resolution, high definition, low noise, small housing and extremely low power consumption. The camera is equipped with standard CoaXPress interface for high transmission speed and high transmission stability.

The MERCURY3 CoaXPress cameras are especially suitable for machine vision applications such as industrial inspection, medical, scientific research, education and so on.

This manual describes in detail on how to install and use the MERCURY3 CoaXPress industry cameras.

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1. Introduction

1.1. Series Introduction

The MERCURY3 CoaXPress camera is DAHENG IMAGING's latest industry camera, featuring high quality images, extremely low power, small housing, high transmission speed and stable operating capability.

The MERCURY3 CoaXPress camera transmits image data through the CoaXPress data interface and can secure the reliability of cameras deployed in harsh industrial environments. These cameras are especially suitable for applications such as new energy inspection, PCB inspection, assembly verification and consumer electronics, etc., which have strict requirements for image transmission speed and stability, and need space-saving.

1.2. Naming Rules

Details of the MERCURY3 CoaXPress camera are given in the general specifications below. Each camera model name is determined by its sensor's maximum resolution, maximum frame rate at maximum resolution, the color/monochrome type of the sensor, etc.



Figure 1-1 Naming rules

1.3. Standards

The camera follows the CoaXPress2.0 standard, and can cooperate with the mainstream manufacturer's frame grabbers such as Matrox, Euresys, DAHENG IMAGING for image acquisition and control.

1.4. Document, CAD/Technical Drawing and Software Downloads



Product related document, CAD/Technical drawing and software can be downloaded from the [Downloads](#) of DAHENG IMAGING website.

2. Precautions



2.1. Safety Claim


Before installing and using DAHENG IMAGING products, please carefully read this manual and strictly comply with the usage requirements. And ensure to use the product in specified conditions, otherwise it may cause equipment malfunction. Our company will not bear any legal responsibility for any damage or injury caused by improper use of this product and disregard of safety instructions.

The symbols that may be found in this document are defined as follows:

Symbol	Description
	Note: Provides additional information to emphasize or supplement important points of the main text
	Caution: Indicates a potentially hazardous situation which, if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results
	Warning: Indicates a potential risk that, if not avoided, could result in injury accidents, equipment damage, or business interruption
	Danger: Indicates a hazard with a high level of risk, which if not avoided, will result in death or serious injury

2.2. Safety Instruction

Usage	
 Warning	<ol style="list-style-type: none"> 1) Do not install and operate the product in extreme environments with vibration, high temperature, humidity, dust, strong magnetic fields, explosive/corrosive smoke or gases, as it may damage the camera, cause a fire or electric shock. 2) Do not aim at the product with high intensity light sources directly, as it may damage the sensor. 3) If the device damaged, emits smoke, odor or noise, please turn off the power and unplug the power cord immediately, and contact our technical support engineer. 4) Unauthorized disassembly, repair, or modification of products is prohibited as it may damage the camera or cause a risk of electric shock. 5) In the use of the device, you must be in strict compliance with the electrical safety regulations of the nation and region. 6) Please use the power supply provided by reputable manufacturers that meets the camera power limit requirements, otherwise, it will damage the camera.
 Caution	<ol style="list-style-type: none"> 1) Check whether the device's package is in good condition, whether there is damage, deformation, etc. before unpacking. 2) After unpacking, please carefully inspect the quantity and appearance of the product and accessories for any abnormalities. 3) Please store and transport the product according to the specified storage and transportation conditions, ensure that the storage temperature and humidity meet the requirements.

Personal Safety	
 Warning	<ol style="list-style-type: none"> 1) It is strictly prohibited to perform device wiring, dismantling, maintenance and other operations while powered on, otherwise there may be a risk of electric shock. 2) Please install and use the camera in accordance with regulations, otherwise there may be a risk of falling and get injured. 3) The edges of the lens mount and fan are relatively sharp, so pay attention to the risk of scratches during installation or use. 4) High camera surface temperature during prolonged operation under poor ventilation. Contact may cause burns.

2.3. Guideline for Avoiding EMI and ESD

You should consider the EMI (Electro Magnetic Interference) and ESD (Electro-Static discharge) problem in the process of using the camera, to guarantee the camera to work in a relatively good electromagnetic environment. The main measures are as follows:

- 1) CoaXPress cables certificated by CoaXPress IF are recommended.
- 2) Using shielded cable can avoid electro-magnetic interface. Shielding layer of the cable should conduct to ground nearby and not until stretched too long. When many devices need conduct to ground, using single point grounding to avoid earth loop.
- 3) Keep your cameras away from equipment with high voltage, or high current (such as motor, inverter, relay, etc.). If necessary, use additional shielding.
- 4) ESD (electro-static discharge) may damage cameras permanently, so use suitable clothing (cotton) and shoes, and touch the metal to discharge the electro-static before operating cameras.
- 5) If condition permit, try to ground the camera housing (e.g., the installation point's mounting rack conduct to ground).

2.4. Environmental Requirements

2.4.1. Temperature Considerations for Camera Usage:

The image sensor inside industry cameras serves as the core component for acquiring image, and its performance is highly sensitive to temperature fluctuations. When operational temperatures exceed specified thresholds, both image quality and system stability may be compromised. Understanding temperature parameters and implementing proper site installation planning are essential for optimal performance.

Housing temperature during operation: 0°C ~ 45°C, humidity during operation: 10% ~ 80%.

Storage temperature: -20°C ~ 70°C.

2.4.2. Fundamental Heat Dissipation Process of Camera Housing

Heat generated by electronic components (e.g., chips, sensors) during operation is transferred to the camera housing via thermal pads and other structures. Without additional cooling measures, the housing primarily dissipates heat through: Natural convection (heat exchange between air and housing surfaces) and thermal radiation (infrared heat emission to the surrounding environment). As dissipation progresses, the housing temperature rises gradually. Thermal equilibrium is achieved when heat dissipation per unit time equals component heat generation, stabilizing the camera's operating temperature.

2.4.3. Housing Dissipation Solutions

Industry cameras generate heat during operation, typically secured via mounting brackets to equipment or platforms. The core principle leverages thermal conduction: Heat → Mounting bracket → Metal platform (e.g., aluminum/steel) → ambient air or auxiliary cooling (fans/heat sinks). This approach significantly enhances dissipation efficiency, preventing performance degradation or hardware damage due to overheating.

Recommended cooling methods:

- 1) **Lens-Assisted Dissipation:** The camera must be mounted with a lens in use to assist the camera in dissipating heat.
- 2) **Heat Sink Attachment:** As shown below, a compatible heat dissipation fins can be installed to dissipate heat from the camera and maintain optimal imaging performance.

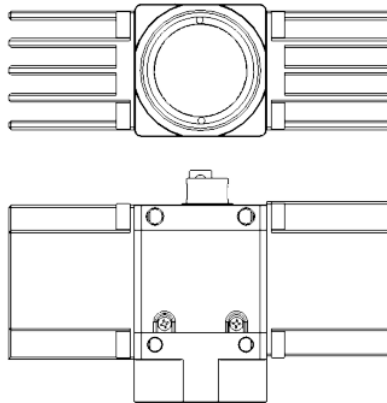


Figure 2-1 Heat dissipation fins attached to housing

- 3) **Camera Mounting:** Mount the camera onto a high-thermal-conductivity metal plate. As shown below, this mounting plate transfers the majority of the camera's heat to the mounting assembly for dissipation. For optimal thermal performance: Use high-thermal-conductivity plates. Maximize mounting plate dimensions: Larger mounting plates increase thermal contact area with the camera, resulting in proportionally higher heat dissipation efficiency. When securing the camera, uniformly tighten the screws to prevent localized pressure variations that compromise effective thermal contact area.

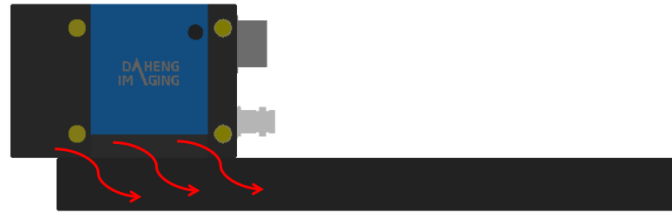


Figure 2-2 Camera Mounting Plate

4) Air Cooling

Heat dissipation can be enhanced by implementing ventilation equipment (e.g., fans or air conditioners) to increase airflow over the camera surface and reduce ambient air temperature, thereby strengthening convective heat transfer from the camera to the surrounding atmosphere.

2.4.4. Camera Operation Precautions

- 1) To avoid collecting dust in the optical filter, always keep the plastic cap on cameras when no lens is mounted.
- 2) Select the CXP frame grabber that matches the camera frame rates, such as DAHENG IMAGING, Matrox, Euresys frame grabber.
- 3) Multi-channel cameras should use 75Ω coaxial cable certificated by CoaXPress IF.
- 4) Make sure that cameras are transported in the original factory packages.

2.5. Camera Mechanical Installation Precautions

1. Camera installation requirements

- 1) M3 screws are used for camera mounting holes. The screw and camera have a screw length between 2.5mm ~ 2.7mm.
- 2) Screw assembly torque $\leq 1\text{N}\cdot\text{m}$. If the screw assembly torque is too large, it may cause the camera thread stripping.

2. DAHENG tripod adapter instructions

- 1) M3 * 6 cross recessed cheese head screws are required.
- 2) After the screws pass through the tripod adapter, they are directly assembled with the camera threads.
- 3) DAHENG tripod adapter does not need to use spring washer.

2.6. Certification and Declaration

1) CE, RoHS

We declare that DAHENG IMAGING MERCURY3 CoaXPress industry cameras have passed the following EU certifications:

- 2014/30/EU—Electromagnetic Compatibility Restriction
- 2011/65/EU—Restriction of Hazardous Substances (RoHS) and its revised directive 2015/863/EU



Equipment meeting Class A requirements may not offer adequate protection to broadcast services within a residential environment.

2) FCC

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- This device may not cause harmful interference
- This device must accept any interference received, including interference that may cause undesired operation



This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment can generate, use, and radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

3. Installation

3.1. Host Preparation

3.1.1. Software Package

The Software package of Galaxy SDK is used to control the camera to provide stable, real-time image transmission, and provides a free SDK and abundant development sample source code. The package is composed of the following modules:

- 1) Driver Package (Driver): This package provides the camera driver program, such as: the GigE Vision cameras' Filter Driver Program.
- 2) Interface Library (API): This package provides the camera control interface library and the image processing interface library, supports the user for secondary development.
- 3) Demonstration Program (GalaxyView.exe): This demonstration program is used to display the camera control, image acquisition and image processing functions, the user can control the camera directly by the demonstration program, and the user can develop their own control program based on the camera interface library.
- 4) Sample: These samples demonstrate cameras' functions, the user can easily use these samples to control cameras, or refer to the samples to develop their own control programs.
- 5) Programmer's Manual: This manual is the users programming guide that instructs the users how to configure the programming environment and how to control cameras and acquisition images through the camera interface library.

You can download the latest software package from the website: www.daheng-imaging.com/en/Downloads.

3.1.2. User Software Interface

After installing the Galaxy SDK, the user can use the demonstration program and the samples to control the camera, also the user can control the camera by the program which is written by the user themselves. The software package provides three kinds of program interface, the user can select the suitable one for use according to their own requirements:

1) API Interface

In order to simplify the users' programming complexity, the package provides the general programming interface GxIAPI.dll and image processing algorithm interface DxImageProc.dll for the user to control the camera, and provides the samples and software development manual which are based on these interfaces. The API interface supports C/C++/C#/Python, etc.

2) GenTL Interface

This interface is developed according to the standard of general transport layer in Gen<i>Cam standard, DAHENG IMAGING follows the Gen<i>Cam standard and provides the GenTL interface for the user, and

the user can use the GenTL interface directly to develop their own control program. The definition and usage of GenTL interfaces can be downloaded from the website of EMVA.

In addition, users can use some third-party software that supports Gen<i>Cam standard to control the camera, such as HALCON.

3) CoaXPress Vision interface

The camera is compatible with the CoaXPress Vision2.0 protocol, which allows the user to control the camera directly through the CoaXPress Vision protocol.

- Note

GEN<i>CAM standard: GEN<i>CAM is administered by the European Machine Vision Association (EMVA). GenICam provides a generic programming interface for all kinds of cameras and devices. It provides a standard application programming interface (API), no matter what interface technology is being used. It mainly includes the following modules:

- GenAPI: an XML description file format defining how to capture the features of a device and how to access and control these features in a standard way
- GenTL: a generic Transport Layer Interface, between software drivers and libraries, that transports the image data from the camera to the application running on a PC
- SFNC: common naming convention for camera features, which promotes interoperability between products from different manufacturers

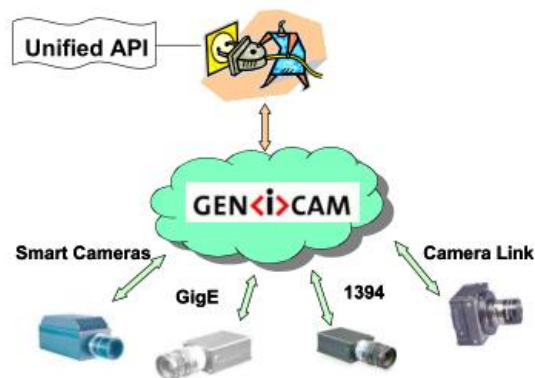


Figure 3-1 GEN<i>CAM standard schematic diagram

3.2. Camera Power

The MERCURY3 CoaXPress camera can only get power via PoCXP (Power over CoaXPress) and do not support get power via Hirose I/O port.

3.3. Camera Connection

Make sure that you have installed a CoaXPress 2.0 frame grabber in your computer including related software. Then you can prepare to configure a link between a camera and CXP-12 Frame Grabber by using coaxial-cable.

To connect the camera to your computer, follow the steps below:

- 1) Plug one end of a coaxial-cable into the CXP connector on the camera and the other end of the coax cable into the CXP-12 frame grabber in your computer.
- Connect the plug of the camera standard adapted cable 6-pin on the camera.
- 2) Verify all the cable connections are secure.
- 3) The camera supports the PoCXP power supply of the Frame Grabber, and it is necessary to connect the power interface of the frame grabber to the power supply of the computer first before the computer is powered on.

3.4. Open Third-party TL Library

Users need to install the installation package provided by the frame grabber manufacturer first, and use the demonstration program and API interface corresponding to the frame grabber to control the camera. At present, Matrox, Euresys and Magewell frame grabbers are mainly supported. DAHENG IMAGING also provides demonstration program (GalaxyView.exe), which used to display the camera control, image acquisition and image processing functions. The user can control the camera directly by loading the TL library of different frame grabber manufacturers through the demonstration program, but due to the differences in the implementation of TL library of frame grabbers from different manufacturers, there may be some compatibility problems between GalaxyVie.exe and frame grabber, for details, please refer to Chapter 9.3.2: User Guide. The Matrox frame grabber recommends using the LUT and static defect correction tool to control the camera. You can contact our support team for the demonstration program installers that support third-party TL library functions and LUT and static defect point tools.

1. GalaxyView software supports the function to open third-party TL library. The steps are as follows:
 - 1) Open the GalaxyView software, right click on the device list to load GenTL, pop up the menu bar to "Add Cti File" and "Clear Cti File".
 - 2) Choose "Add Cti File", pop up the menu bar to "Add Cti File"

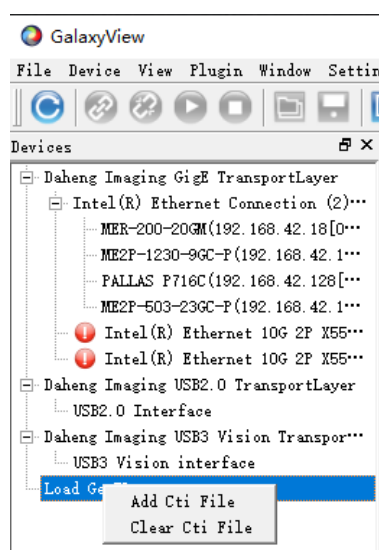


Figure 3-2 add TL file

3) After open the TL file, GalaxyView will automatically load the currently selected .cti file.

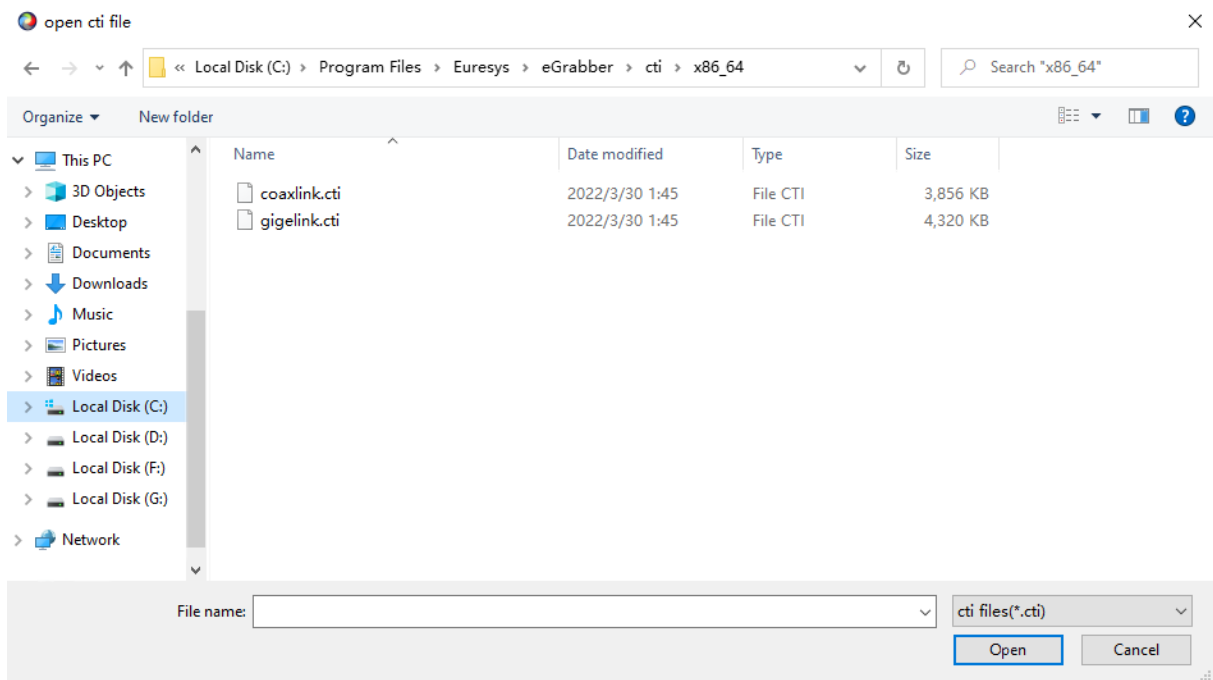


Figure 3-3 Euresys frame grabber add TL file

4) The name of the current frame grabber will be displayed under "Load GenTL". Double-click the name of the current frame grabber to load the CXP camera connected to the frame grabber.



To use the CXP camera, user need to load the TL file corresponding to the CXP frame grabber.

2. Firmware Upgrade via Third-Party Frame Grabber TL Libraries :

To upgrade DAHENG IMAGING CXP cameras using third-party frame grabbers, launch the GxUpgradeTool, right-click and select Load GenTL, then choose the frame grabber's TL library to initiate the upgrade process.

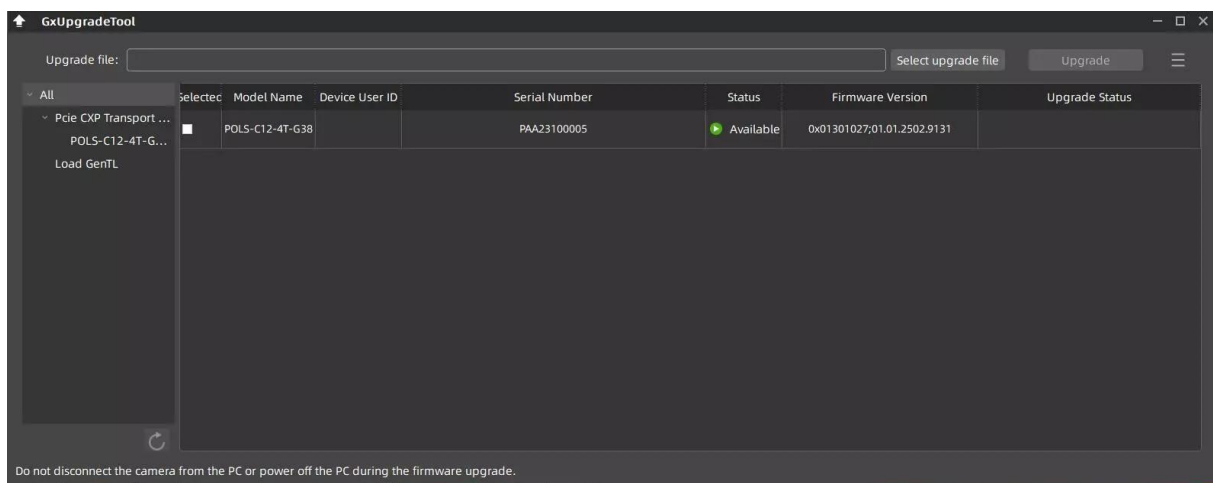


Figure 3-4 Euresys frame grabber GxUpgradeTool

4. General Specification

4.1. Explanation of Important Parameters

4.1.1. About Spectral Response

QE: Quantum efficiency, which is the ratio of the average number of photoelectrons produced per unit time to the number of incident photons at a given wavelength.

Sensitivity: The change of the sensor output signal relative to the incident light energy. The commonly used sensitivity units are $V/((W/m^2)\cdot s)$, $V/lux\cdot s$, $e-/((W/m^2)\cdot s)$ or $DN/((W/m^2)\cdot s)$.

The spectral response graphs given by different manufacturers are different. Some graphs' ordinate is relative sensitivity response, and abscissa is wavelength. Some graphs' ordinate is QE, and abscissa is wavelength.

4.2. MER3-CXP Series

4.2.1. MER3-514-235X2M/C

Specifications	MER3-514-235X2C	MER3-514-235X2M
Resolution	2448 × 2048	
Sensor	Customize global shutter CMOS	
Max. Image Circle	2/3 inch	
Pixel Size	3.4 μ m × 3.4 μ m	
Frame Rate	235.5fps @ 2448 × 2048	
ADC Bit Depth	10bit, 12bit	
Pixel Bit Depth	8bit, 10bit, 12bit	
Mono/Color	Color	Mono
Pixel Formats	Bayer GB8/Bayer GB10/Bayer GB12	Mono8/Mono10/Mono12
Signal Noise Ratio	39.3dB	39.3dB
Exposure Mode	Global shutter	
Exposure Time	Standard: 6 μ s~1s, Actual Steps: 1 μ s	
Gain	Digital Gain: 0dB~16dB, Default: 0dB, Steps: 0.1dB Analog Gain: 10bit: 1 \times ~2.02 \times , 12bit: 1 \times ~6.47 \times ,Default: 1 \times	
Binning	-	

Decimation	Horizontal FPGA, Vertical Sensor: 1×1, 1×2, 1×4, 2×1, 2×2, 2×4, 4×1, 4×2, 4×4
Synchronization	Hardware trigger, software trigger
I/O	1 input with opto-isolated, 2 programmable GPIOs
Operating Temp.	0°C~45°C
Storage Temp.	-20°C~70°C
Operating Humidity	10%~80%
Cooling Method	Passive Cooling, optional: Heat Dissipation Fins
Power Consumption	3.6W@PoCXP
Lens Mount	C
Data Interface	CXP-12 × 1 (HDBNC)
Dimensions	29mm × 29mm × 34mm (without lens adapter or connectors)
Weight	60g
Operating System	Windows Win7/Win8/Win10/Win11
Programmable Control	Image size, gain, exposure time, trigger polarity, flash polarity
Conformity	CE, RoHS, FCC, ICES, UKCA, CoaXPress2.0, GenICam

Table 4-1 MER3-514-235X2M/C camera specifications

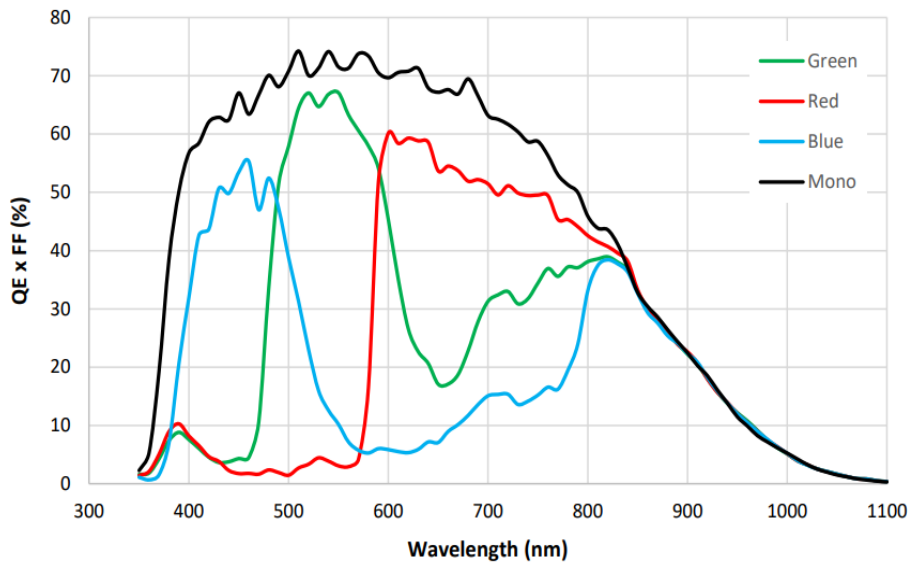


Figure 4-1 MER3-514-235X2M/C sensor spectral response

4.2.2. MER3-515-131X2M/C

Specifications	MER3-515-131X2C	MER3-515-131X2M
Resolution	2448 × 2048	
Sensor	Sony IMX548 global shutter CMOS	
Max. Image Circle	1/1.8 inch	
Pixel Size	2.74μm × 2.74μm	
Frame Rate	130.9fps @ 2448 × 2048	
ADC Bit Depth	10bit, 12bit	
Pixel Bit Depth	8bit, 10bit, 12bit	
Mono/Color	Color	Mono
Pixel Formats	Bayer RG8/Bayer RG10/Bayer RG12	Mono8/Mono10/Mono12
Signal Noise Ratio	Bayer RG10: 38.728dB Bayer RG12: 38.597dB	Mono10: 39.8dB Mono12: 39.797dB
Exposure Mode	Global shutter	
Exposure Time	UltraShort: 1μs ~ 2.4μs, Actual Steps: 0.1 μs Standard: 3μs ~ 1s, Actual Steps: linetime	
Gain	Digital Gain: 0dB~16dB, Default: 0dB, Steps: 0.1dB Analog Gain: 10bit: 1x, 12bit: 1x~12.19x,Default: 1x	
Binning	-	Sensor: 1×1, 2×2
Decimation	Sensor: 1×1, 2×2	
Synchronization	Hardware trigger, software trigger	
I/O	1 input with opto-isolated, 2 programmable GPIOs	
Operating Temp.	0°C~45°C	
Storage Temp.	-20°C~70°C	
Operating Humidity	10%~80%	
Cooling Method	Passsive Cooling, optional: Heat Dissipation Fins	
Power Consumption	3.24W@PoCXP	
Lens Mount	C	
Data Interface	CXP-12 × 1 (HDBNC)	

Dimensions	29mm × 29mm × 34mm (without lens adapter or connectors)
Weight	60g
Operating System	Windows Win7/Win8/Win10/Win11
Programmable Control	Image size, gain, exposure time, trigger polarity, flash polarity
Conformity	CE, RoHS, FCC, ICES, UKCA, CoaXPress2.0, GenICam

Table 4-2 MER3-515-131X2M/C camera specifications

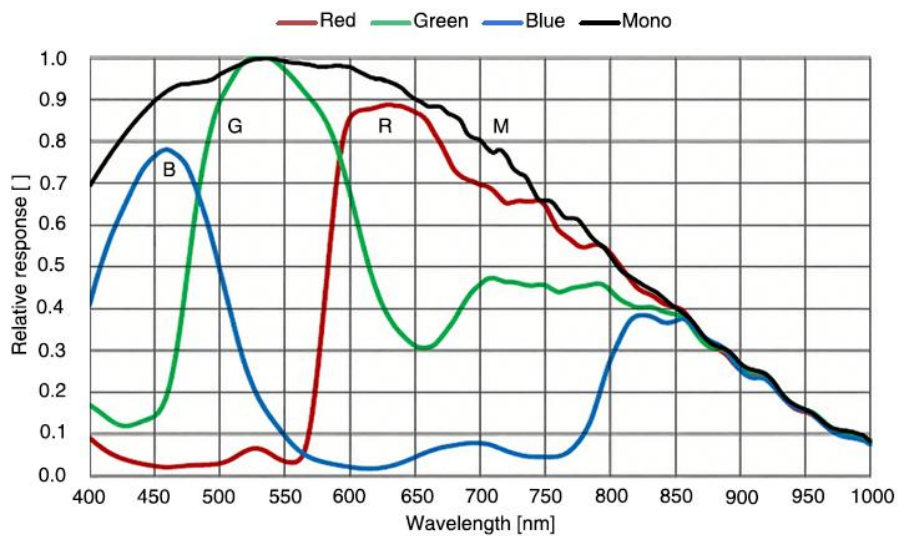


Figure 4-2 MER3-515-131X2M/C sensor spectral response

4.2.3. MER3-1250-94X2M/C

Specifications	MER3-1250-94X2C	MER3-1250-94X2M
Resolution	4096 × 3072	
Sensor	GMAX3412 global shutter CMOS	
Max. Image Circle	1.1 inch	
Pixel Size	3.4μm × 3.4μm	
Frame Rate	94.1fps @ 4096 × 3072	
ADC Bit Depth	10bit, 12bit	
Pixel Bit Depth	8bit, 10bit, 12bit	
Mono/Color	Color	Mono
Pixel Formats	Bayer GB8/Bayer GB10/Bayer GB12	Mono8/Mono10/Mono12
Signal Noise Ratio	39.8dB	39.8dB
Exposure Mode	Global shutter	

Exposure Time	UltraShort: 6.5 μ s ~ 27.9 μ s, Actual Steps: 0.1 μ s Standard: 28 μ s ~ 1s, Actual Steps: 1 μ s
Gain	Digital Gain: 0dB~16dB, Default: 0dB, Steps: 0.1dB Analog Gain: 10bit: 1 \times , 12bit: 1 \times ~12.19 \times ,Default: 1 \times
Binning	-
Decimation	Horizontal FPGA, Vertical Sensor: 1 \times 1, 1 \times 2, 1 \times 4, 2 \times 1, 2 \times 2, 2 \times 4, 4 \times 1, 4 \times 2, 4 \times 4
Synchronization	Hardware trigger, software trigger
I/O	1 input with opto-isolated, 2 programmable GPIOs
Operating Temp.	0 $^{\circ}$ C~45 $^{\circ}$ C
Storage Temp.	-20 $^{\circ}$ C~70 $^{\circ}$ C
Operating Humidity	10%~80%
Cooling Method	Passive cooling, optional: Heat Dissipation Fins
Power Consumption	4.6W@PoCXP
Lens Mount	C
Data Interface	CXP-12 \times 1 (HDBNC)
Dimensions	29mm \times 29mm \times 33.9mm (without lens adapter or connectors)
Weight	60g
Operating System	Windows Win7/Win8/Win10/Win11
Programmable Control	Image size, gain, exposure time, trigger polarity, flash polarity
Conformity	CE, RoHS, FCC, ICES, UKCA, CoaXPress2.0, GenICam

Table 4-3 MER3-1250-94X2M/C camera specifications

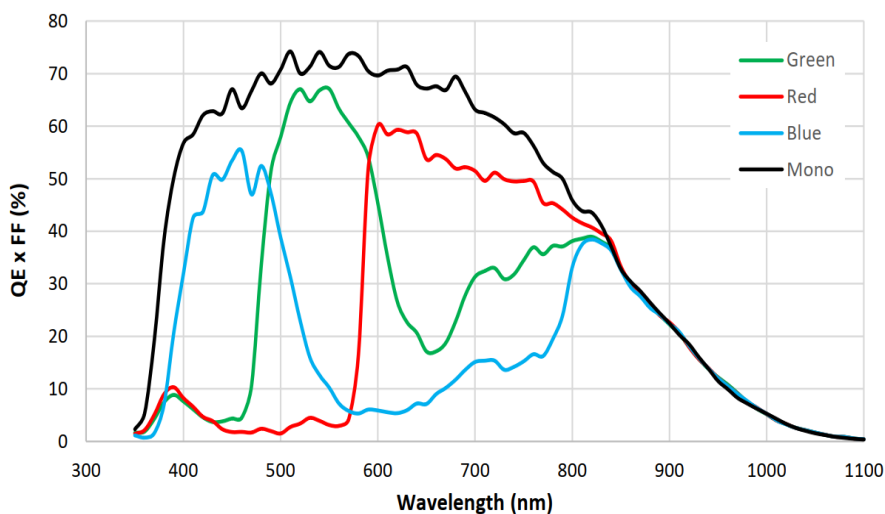


Figure 4-3 MER3-1250-94X2M/C sensor spectral response

4.3. MER3-CXP-SWIR Series

4.3.1. MER3-321-176X2M-SWIR \ MER3-321-224X2M-SWIR

Specifications	MER3-321-176X2M-SWIR	MER3-321-224X2M-SWIR
Resolution	2080 × 1544	
Sensor	Sony IMX993 global shutter CMOS	
Max. Image Circle	1/1.8 inch	
Pixel Size	3.45μm × 3.45μm	
Frame Rate	176.30fps @ 2080 × 1544	224.42fps @ 2080 × 1544
ADC Bit Depth	8bit, 10bit, 12bit	
Pixel Bit Depth	8bit, 10bit, 12bit	
Mono/Color	Mono, SWIR	
Pixel Formats	Mono8/Mono10/Mono12	
Signal Noise Ratio	46.252dB	46.114dB
Exposure Mode	Global shutter	
Exposure Time	UltraShort: 6μs ~ 26μs, Actual Steps: 1 μs Standard: 27μs ~ 1s, Actual Steps: 1 μs	
Gain	Digital Gain: 0dB~16dB, Default: 0dB, Steps: 0.1dB	
Binning	-	
Decimation	Sensor: 1×1, 2×2	
Synchronization	Hardware trigger, software trigger	
I/O	1 input with opto-isolated, 2 programmable GPIOs	
Operating Temp.	0°C~45°C	
Storage Temp.	-20°C~70°C	
Operating Humidity	10%~80%	
Cooling Method	Passsive cooling, optional: Heat Dissipation Fins	
Power Consumption	3.76W@PoCXP	4W@PoCXP
Lens Mount	C	
Filters / Transparent Glass	-	
Data Interface	CXP-12 × 1 (HDBNC)	

Dimensions	29mm × 29mm × 34mm (without lens adapter or connectors)
Weight	60g
Operating System	Windows Win7/Win8/Win10/Win11
Programmable Control	Image size, gain, exposure time, trigger polarity, flash polarity
Conformity	CE, RoHS, FCC, ICES, UKCA, CoaXPress2.0, GenICam

Table 4-4. MER3-321-176X2M-SWIR \ MER3-321-224X2M-SWIR camera specifications

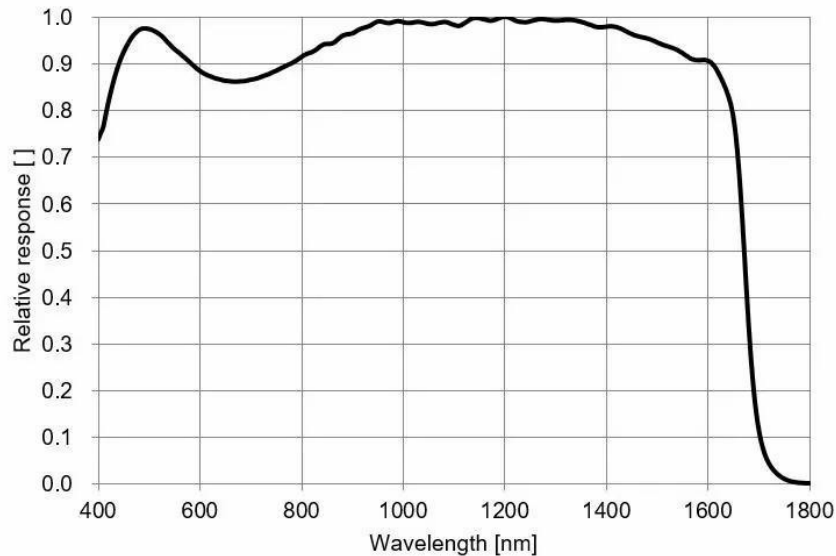


Figure 4-4 MER3-321-176X2M-SWIR \ MER3-321-224X2M-SWIR sensor spectral response

4.3.2. MER3-533-134X2M-SWIR \ MER3-533-170X2M-SWIR

Specifications	MER3-533-134X2M-SWIR	MER3-533-170X2M-SWIR
Resolution	2592 × 2056	
Sensor	Sony IMX992 global shutter CMOS	
Max. Image Circle	1/1.4 inch	
Pixel Size	3.45μm × 3.45μm	
Frame Rate	134.12fps @ 2592 × 2056	170.71fps @ 2592 × 2056
ADC Bit Depth	8bit, 10bit, 12bit	
Pixel Bit Depth	8bit, 10bit, 12bit	
Mono/Color	Mono, SWIR	
Pixel Formats	Mono8/Mono10/Mono12	
Signal Noise Ratio	46.245dB	46.238dB
Exposure Mode	Global shutter	

Exposure Time	UltraShort: 6 μ s ~ 26 μ s, Actual Steps: 1 μ s Standard: 27 μ s ~ 1s, Actual Steps: 1 μ s	
Gain	Digital Gain: 0dB~16dB, Default: 0dB, Steps: 0.1dB	
Binning	-	
Decimation	Sensor: 1 \times 1, 2 \times 2	
Synchronization	Hardware trigger, software trigger	
I/O	1 input with opto-isolated, 2 programmable GPIOs	
Operating Temp.	0 $^{\circ}$ C~45 $^{\circ}$ C	
Storage Temp.	-20 $^{\circ}$ C~70 $^{\circ}$ C	
Operating Humidity	10%~80%	
Cooling Method	Passive cooling, optional: Heat Dissipation Fins	
Power Consumption	4.0W@PoCXP	4.3W@PoCXP
Lens Mount	C	
Data Interface	CXP-12 \times 1 (HDBNC)	
Dimensions	29mm \times 29mm \times 34mm (without lens adapter or connectors)	
Weight	60g	
Operating System	Windows Win7/Win8/Win10/Win11	
Programmable Control	Image size, gain, exposure time, trigger polarity, flash polarity	
Conformity	CE, RoHS, FCC, ICES, UKCA, CoaXPress2.0, GenICam	

Table 4-5. MER3-533-134X2M-SWIR \ MER3-533-170X2M-SWIR camera specifications

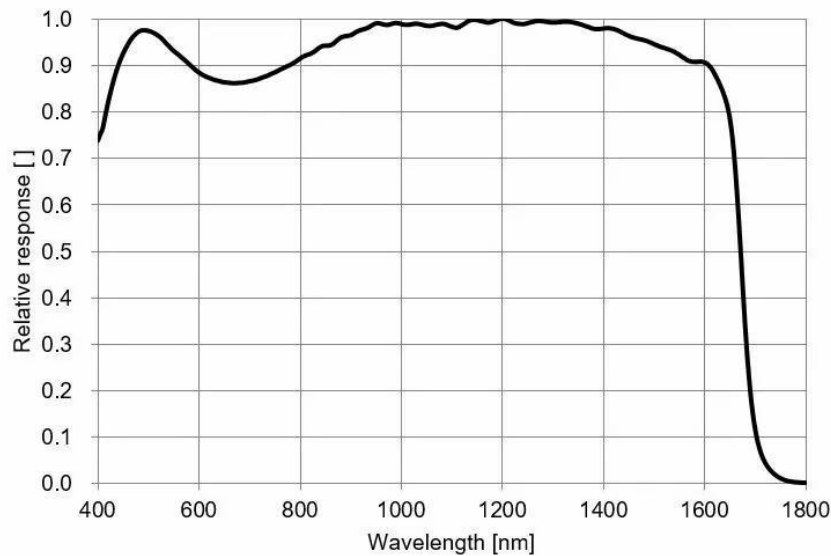


Figure 4-5 MER3-533-134X2M-SWIR \ MER3-533-170X2M-SWIR sensor spectral response

5. Dimensions

5.1. Camera Dimensions

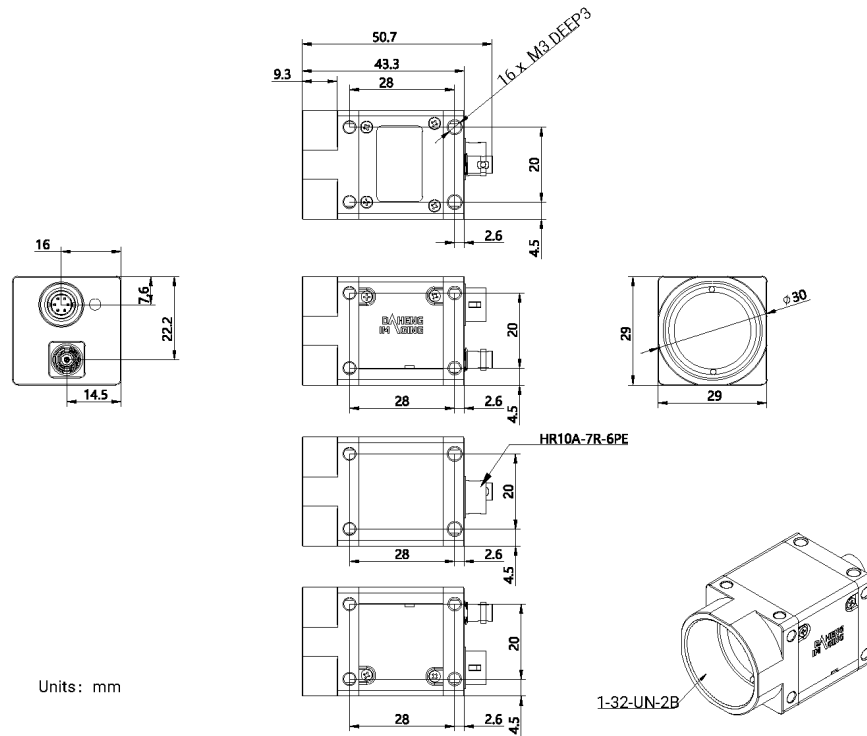


Figure 5-1 MER3-CXP mechanical dimensions

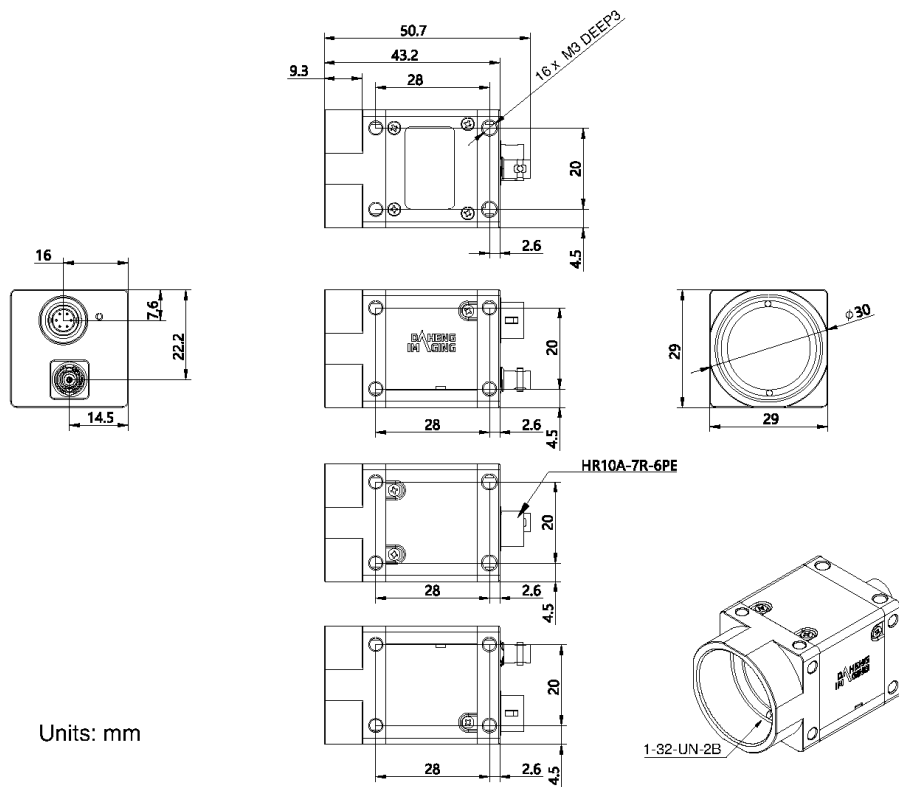


Figure 5-2 MER3-CXP mechanical dimensions (MER3-1250)

5.2. Optical Interface

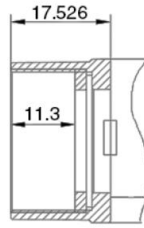


Figure 5-3 Optical interface of C-mount

Cameras are equipped with C-mount lens adapters. The back-flange distance is 17.526 mm (in the air). The maximum allowed thread length of lens should be less than 11.3 mm, as shown in Figure 5-3. A longer lens thread will damage camera.

The color models are equipped with an IR filter and the cut-off frequency is 700 nm. The mono models are equipped with transparent glasses. Remove IR-filters or transparent glasses will defocus the image plane.

Contact our technical support when the glass needed to be removed.

5.3. Tripod Adapter Dimensions

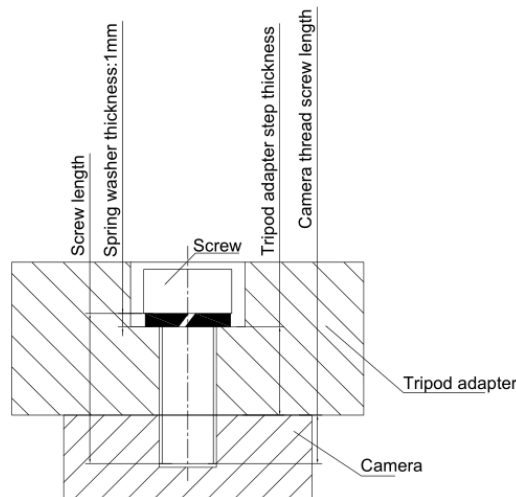


Figure 5-4 Schematic diagram of screw specification, tripod adapter step thickness and spring washer thickness

It is recommended that you select the screw specifications and the tripod adapter step thickness from the table below:

Screw specification	Tripod adapter step thickness (mm)	Spring washer thickness (mm)	Screwing length of camera screw thread (mm)
M3*6 screw	2.5	0.8	2.7
M3*8 screw	4.5	0.8	2.7
M3*10 screw	6.5	0.8	2.7



If the screw specification and the thickness of the tripod adapter do not conform to the requirement above, it may cause the camera thread hole through or thread stripping.

6. Filters

The MERCURY3 color models are equipped with IR filters. The monochrome models are equipped with transparent glasses.

Contact our technical support when the glass needed to be removed.

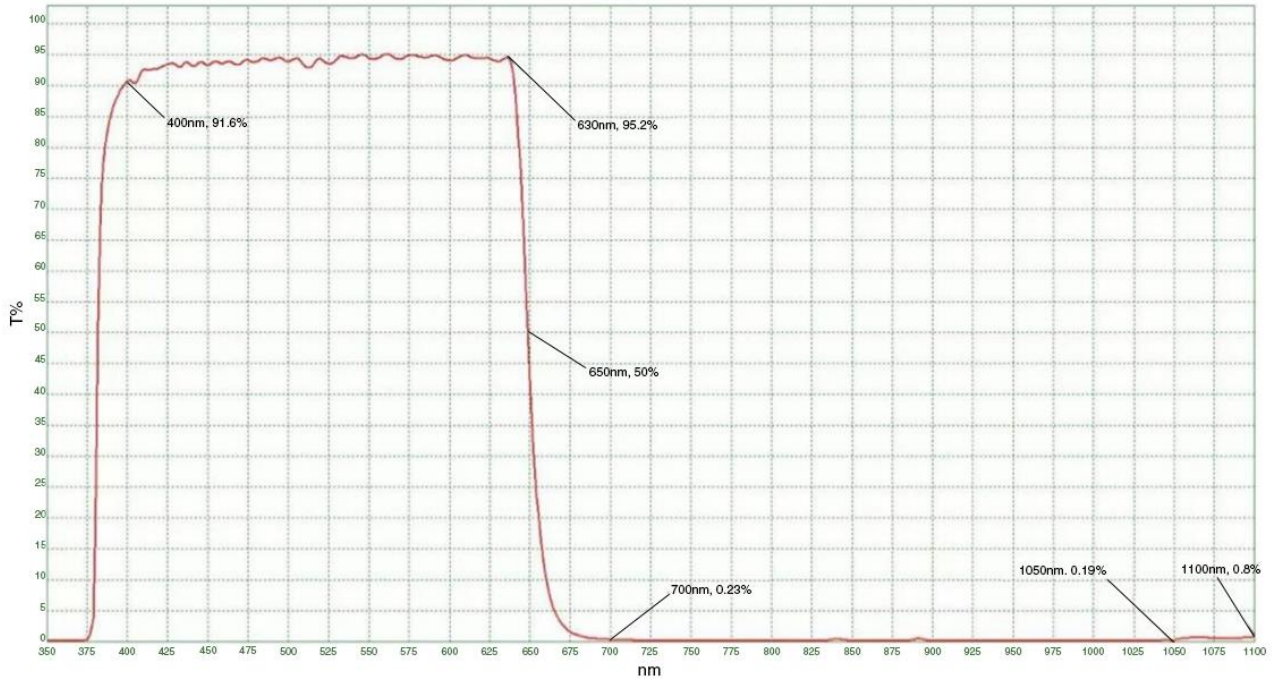


Figure 6-1 Infrared cut-off filter transmittance curve

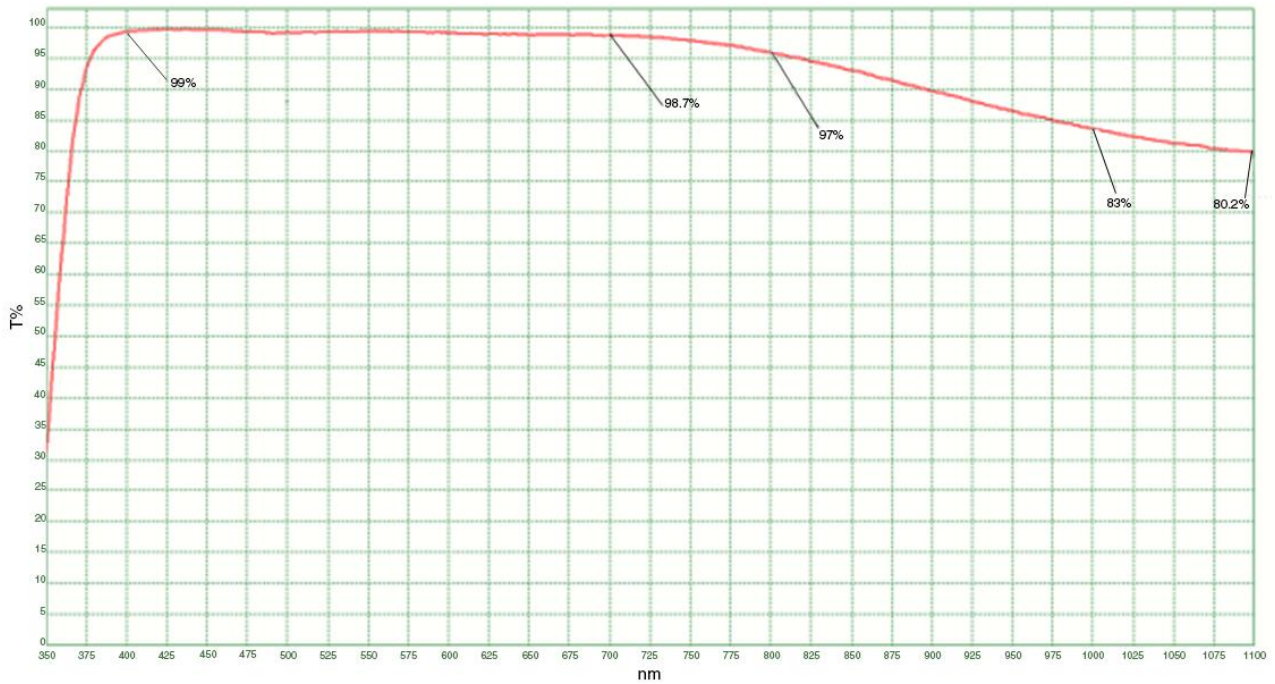


Figure 6-2 Transparent glass transmittance curve

7. Electrical Interface

7.1. LED Light

LED light is set on the back cover of camera which indicates camera's status, as shown in Table 7-1. LED light can display 3 colors: red, yellow and green.

LED status	Camera status
Off	The camera is powered off / The connection is not enabled
Solid yellow	The camera is not boot-loaded
Flashing alternately yellow and green at 12.5Hz	The power over CoaXPress link is connected.
Flashing yellow at 12.5Hz	The external power link is connected.
Flashing red at 1Hz	The camera is disconnected
Solid green	The camera has been connected, but no data is being transmitted
Flashing green at 12.5Hz	Data is being transmitted
Flashing yellow at 1Hz	The camera is waiting trigger signal
Flashing alternately yellow and green at 0.5Hz	The camera is connecting to test
Flashing alternately red and green at 0.5Hz	PoCXP protocol match anomaly
Flashing alternately red and yellow at 0.5Hz	External power supply protocol match anomaly
Flashing yellow at 0.5Hz	The camera's initialization failed
Flashing red at 12.5Hz	The camera internal exception occurs
Flashing green at 1s and red at 0.5s	The camera in over-temperature protection

Table 7-1 Camera status

7.2. CoaXPress Port

The connection to the camera is 1 channel HD-BNC port with 12.5 Gbps bit rate and the connection to the frame grabber from the different manufacturers may differ (usually DIN or HD-BNC). Users can select proper cables according to the actual types of frame grabber connectors. Recommend to use the cables officially recognized by CoaXPress IF. For example, the HD-BNC to HD-BNC interface CoaXPress cable (L is the cable length) is shown below.



Figure 7-1 the HD-BNC to HD-BNC interface CoaXPress cable

7.3. I/O Port

7.3.1. I/O Connector Pin Definition

I/O port is implemented by 6-pin Hirose connector (No. HR10A-7R-6PB(73)), and the corresponding plug is HR10A-7P-6S(73).

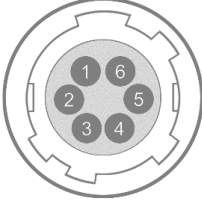
Diagram	Pin	Definition	Description
	1	-	-
	2	Line0+	Opto-isolated input+
	3	Line2	GPIO input/output
	4	Line3	GPIO input/output
	5	Line0-	Opto-isolated input-
	6	GND	PWR GND & GPIO GND

Table 7-2 Pin definition of 6-pin connector (back sight of camera)



- 1) This connector has no power lead brought out and the camera can only get power via PoCXP.
- 2) The polarity of GPIO pins cannot be reversed, otherwise, camera or other peripherals could burn out.

7.3.2. I/O Electrical Features

7.3.2.1. Line0 (Opto-isolated Input) Circuit

Hardware schematics of opto-isolated input circuit is shown as Figure 7-2.

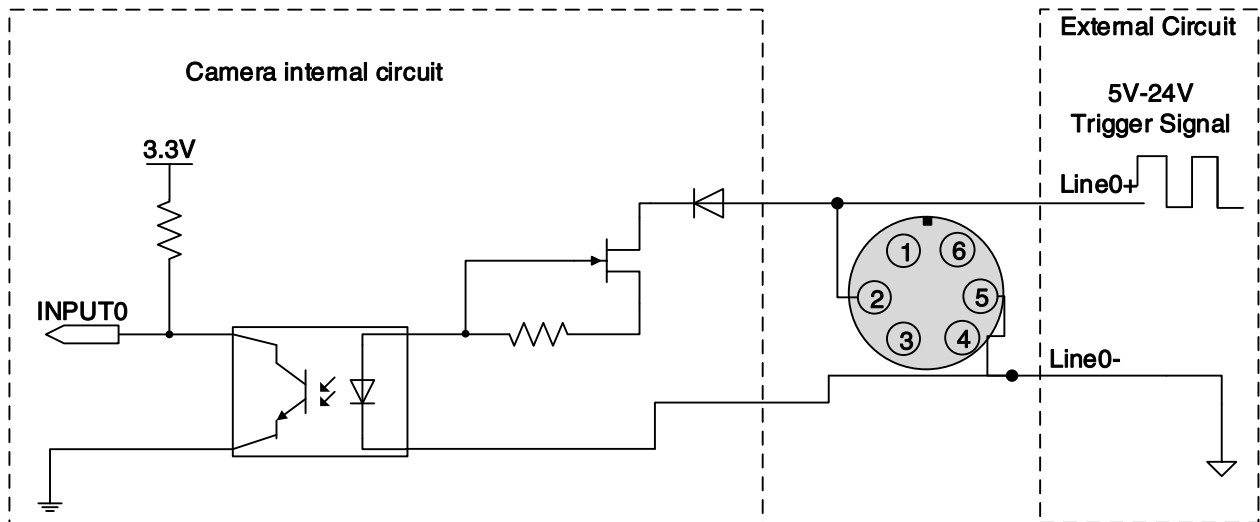


Figure 7-2 Opto-isolated input circuit

- Logic 0 input voltage: 0V~+2.5V (Line0+ voltage)
- Logic 1 input voltage: +5V~+24V (Line0+ voltage)
- Minimum input current: 7mA

- The status is unstable when input voltage is between 2.5V and 5V, which should be avoided
- When the external input voltage is 5V, there is no need for circuit-limiting resistance in the external input. But if there is a series resistance, please ensure the value is less than 90Ω. In order to protect the Line0+ while the external input voltage is higher than 9V, a circuit-limiting resistance is needed in the external input. The recommended values are shown in Table 7-3

External input voltage	Circuit-limiting resistance (R _{limit})	Line0+ input voltage
5V	Non or <90Ω	About 5V
9V	680Ω	About 5.5V
12V	1kΩ	About 6V
24V	2kΩ	About 10V

Table 7-3 Circuit-limiting resistor value

The connection method of the opto-isolated input circuit and the NPN and PNP photosensor is shown in Figure 7-3 and Figure 7-4. The relationship between the pull-up resistor and the external power supply voltage is shown in Table 7-3.

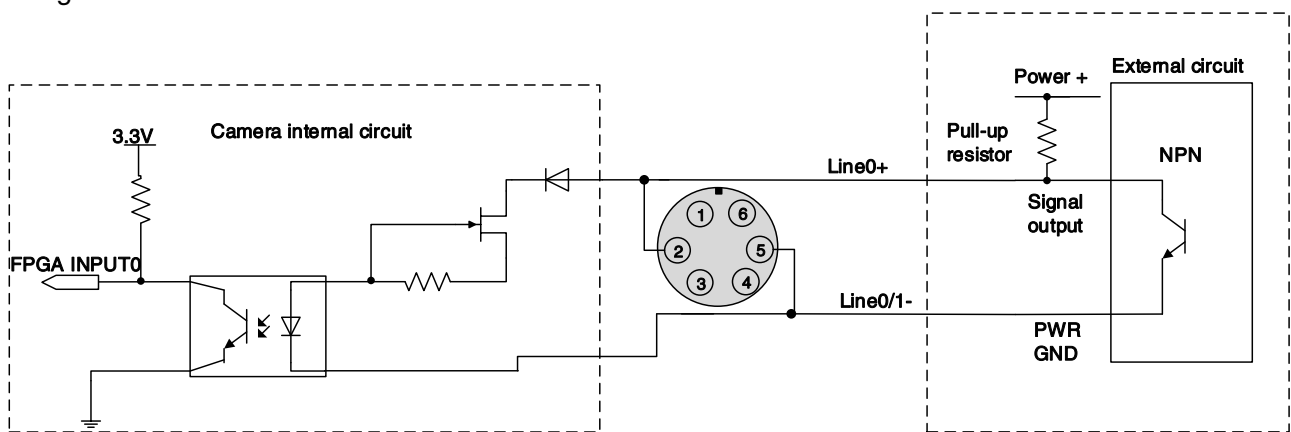


Figure 7-3 NPN photosensor connected to opto-isolated input circuit

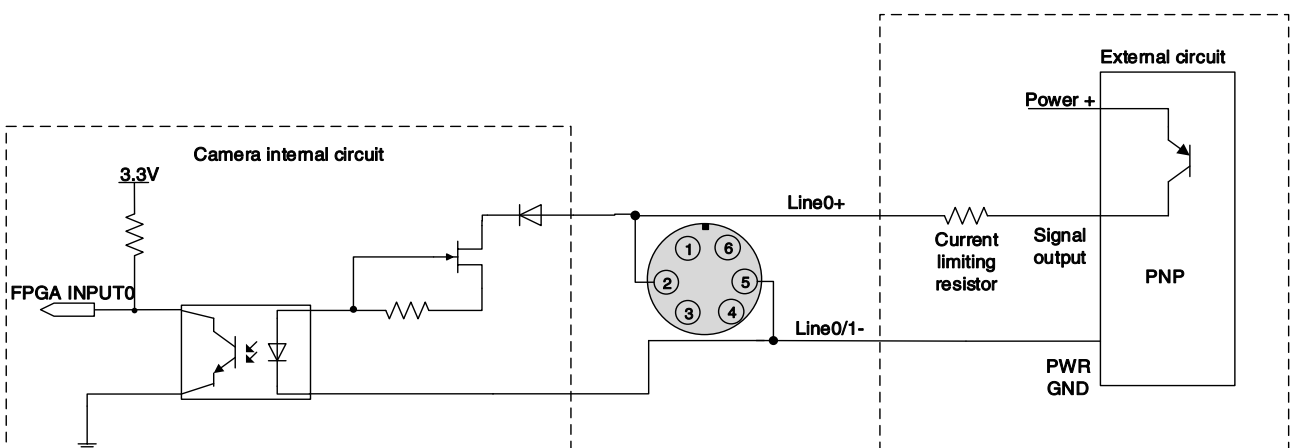


Figure 7-4 PNP photosensor connected to opto-isolated input circuit

- Rising edge delay: <math><50\mu\text{s}</math> (0°C~45°C), parameter description as shown in Figure 7-5

- Falling edge delay: <math>< 50\mu\text{s}</math> ($0^{\circ}\text{C}\sim 45^{\circ}\text{C}</math>), parameter description as shown in Figure 7-5$
- Different environment temperature and input voltage have influence on delay time of opto-isolated input circuit. Delay times in typical application environment (temperature is $25^{\circ}\text{C}</math>) is as shown in Table 7-4$

Parameter	Test condition	Value (μs)		
Rising edge delay	VIN=5V	3.02	~	6.96
	VIN=12V	2.46	~	5.14
Falling edge delay	VIN=5V	6.12	~	17.71
	VIN=12V	8.93	~	19.73

Table 7-4 Delay time of opto-isolated input circuit in typical application environment

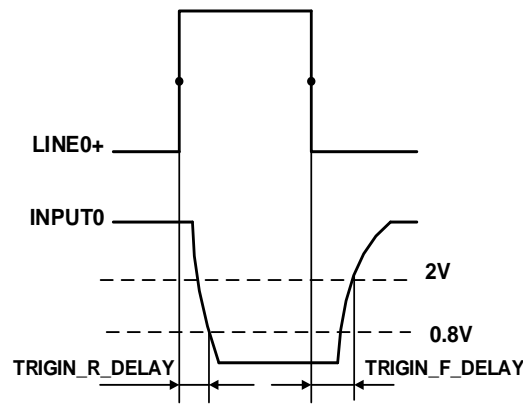


Figure 7-5 Parameter of opto-isolated input circuit

- Rising time delay (TRIGIN_R_DELAY): the time required for the response to the decrease to 0.8V of INPUT0 from 50% rising of LINE0+
- Falling time delay (TRIGIN_F_DELAY): the time required for the response to the rise to 2V of INPUT0 from 50% falling of LINE0+

7.3.2.2. Line2/3 GPIO (Bidirectional) Circuit

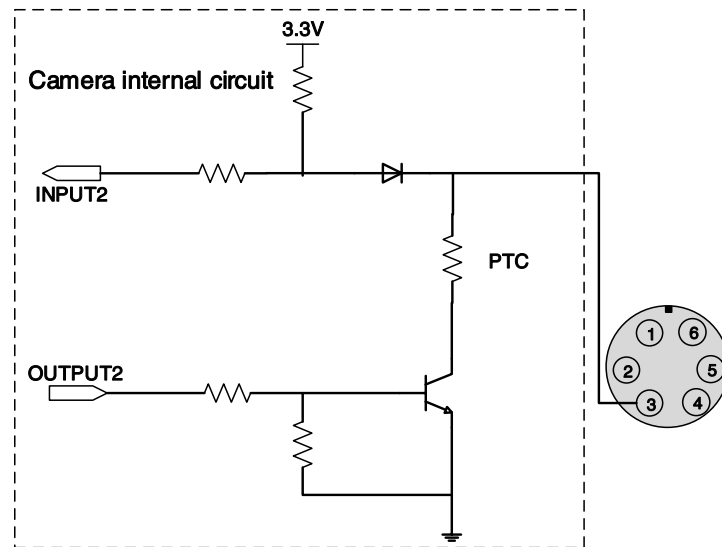


Figure 7-6 Line2 (bidirectional) circuit

7.3.2.2.1. Line2/3 is Configured as Input

- When Line2/3 is configured as input, the internal equivalent circuit of camera is shown in Figure 7-7, taking Line2/3 as an example

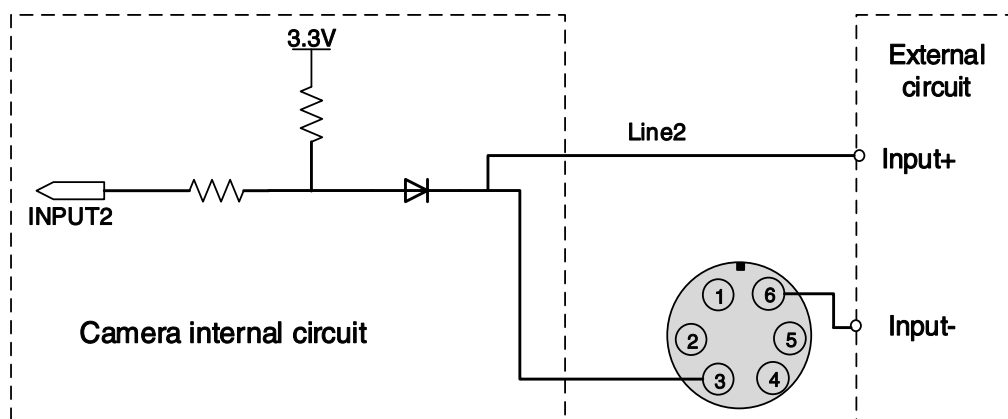


Figure 7-7 Internal equivalent circuit of camera when Line2 is configured as input



To avoid the damage of GPIO pins, please connect GND pin before supplying power to Line2/3.

- Logic 0 input voltage: 0V~+0.6V (Line2 voltage)
- Logic 1 input voltage: +1.9V~+24V (Line2 voltage)
- The status is unstable when input voltage is between 0.6V and 1.9V, which should be avoided
- When input of Line2 is high, input current is lower than 100μA. When input of Line2 is low, input current is lower than -1mA. When Line2 is configured as input.

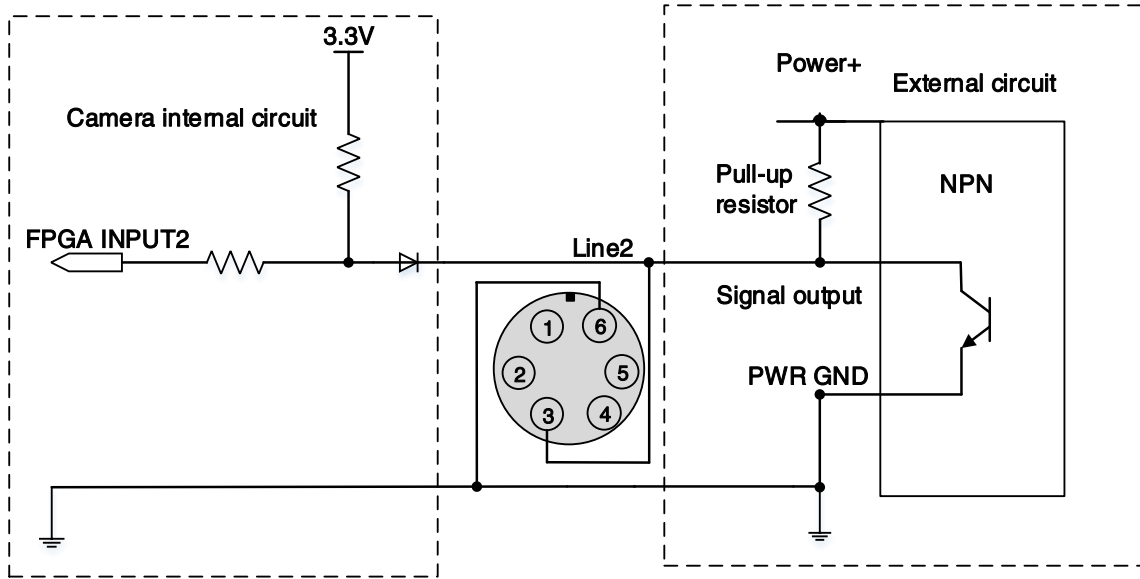


Figure 7-8 NPN photoelectric sensor connected to Line2 input circuit

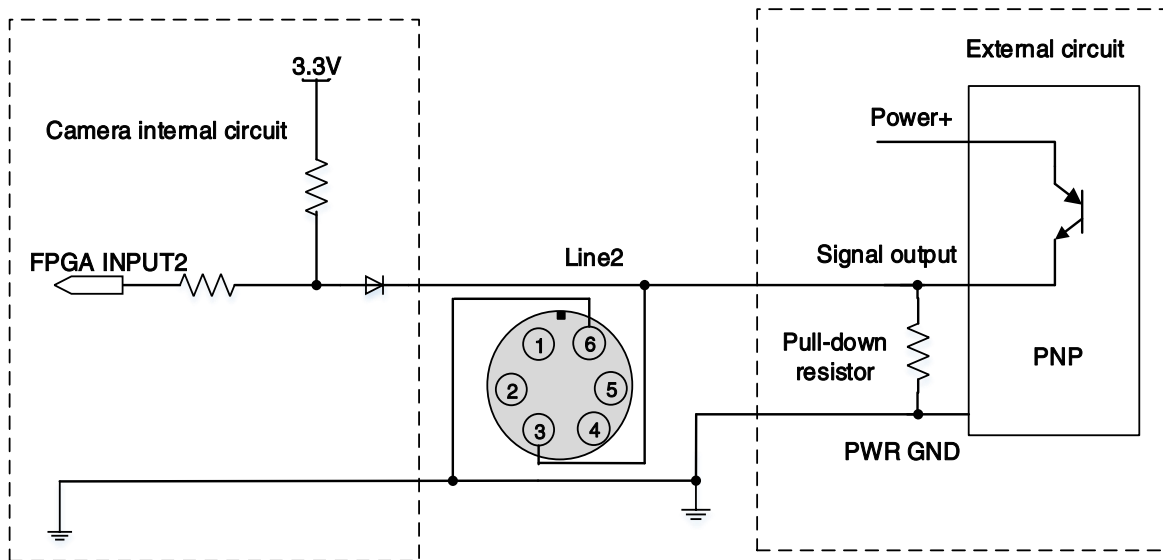


Figure 7-9 PNP photoelectric sensor connected to Line2 input circuit

- When Lline2/3 is configured as input, pull-down resistor over 1K should not be used, otherwise the input voltage of Line2 will be over 0.6V and logic 0 cannot be recognized stably
- Input rising time delay: $<2\mu\text{s}$ ($0^{\circ}\text{C}\sim 45^{\circ}\text{C}$), parameter description as shown in Figure 7-10
- Input falling time delay: $<2\mu\text{s}$ ($0^{\circ}\text{C}\sim 45^{\circ}\text{C}$), parameter description as shown in Figure 7-10

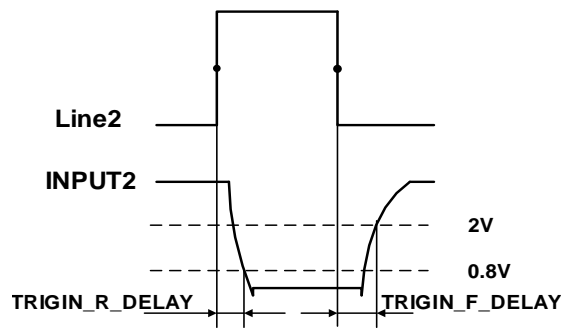


Figure 7-10 Parameter of Line2 input circuit

7.3.2.2.2. Line2/3 is Configured as Output

- Range of external voltage (EXVCC) is 5~24V
- Maximum output current of Line2/3 is 25mA, output impedance is 40Ω
- Transistor voltage drop and output current in typical application conditions (temperature is 25°C) are shown in Table 7-5

External voltage (EXVCC)	External resistance (Rexternal)	Transistor voltage drop (turn on, unit V)	Output current (mA)
5V	1kΩ	0.19	4.8
12V		0.46	11.6
24V		0.92	23.1

Table 7-5 Transistor voltage drop and output current of Line2 in typical conditions

- Rising time delay = t_d+t_f : $<20\mu s$ (0°C~45°C) (parameter description as shown in Figure 7-11)
- Falling time delay = t_s+t_r : $<20\mu s$ (0°C~45°C) (parameter description as shown in Figure 7-11)

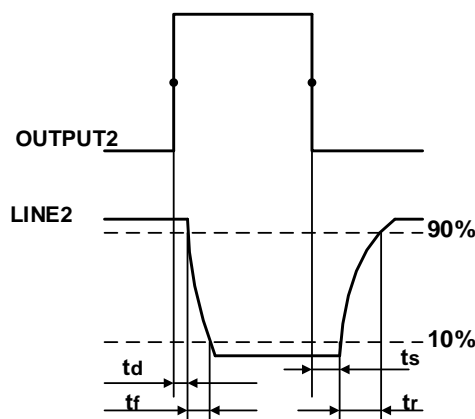


Figure 7-11 Parameter of Line2 output circuit

- Delay time (t_d): the time required from 50% rising of OUTPUT2 to the decrease to 90% of the maximum value of Line2
- Falling time (t_f): the time taken for the amplitude of Line2 to decrease from 90% to 10% of the maximum value

- Storage time (ts): the time required from 50% falling of OUTPUT2 to the rise to 10% of the maximum value of Line2
- Rising time (tr): the time for the response of Line2 to rise from 10% to 90% of its final value
- Delay parameters are affected greatly by external voltage and external pull-up resistor, but little by temperature. Output delay time in typical application conditions (temperature is 25°C) are shown in Table 7-6

Parameter	Test Conditions	Value (μs)		
Storage time (ts)	External power is 5V, pull-up resistor is 1kΩ	0.17	~	0.18
Delay time (td)		0.08	~	0.09
Rising time (tr)		0.11	~	0.16
Falling time (tf)		1.82	~	1.94
Rising time delay = td+tr		0.19	~	0.26
Falling time delay = ts+tr		1.97	~	2.09

Table 7-6 Delay time when GPIO is configured as output in typical conditions

- When Line2/3 is configured as output, the internal equivalent circuit of camera is shown in Figure 7-12, taking Line2/3 as an example

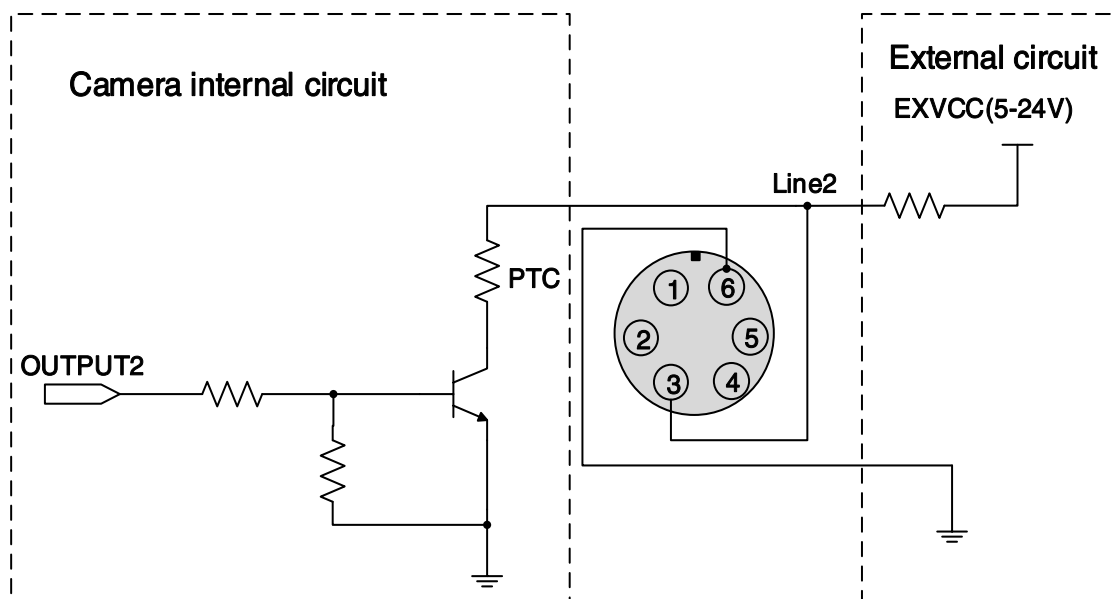


Figure 7-12 Internal equivalent circuit of camera when Line2 is configured as output

8. Features

MERCURY3 CoaXPress camera support a variety of standard and advanced functions. The function support of different models varies slightly. Please refer to the DAHENG Cameras Feature List for details.

8.1. I/O Control

8.1.1. Input Mode Operation

1) Configuring Line as input

The camera's Line0 is uni-directional opto-isolated input, Line2 and Line3 are bi-directional lines which can be configured as input or output.

The camera's default input is Line0 when the camera is powered on. Line2 and Line3 are input by default, which can be configured to be input or output by LineMode.

2) Input Debouncer

In order to suppress the interference signals from hardware trigger, the camera has the hardware trigger filtering feature, including rising edge filtering and falling edge filtering. The user can set the trigger filter feature by setting the "TriggerFilterRaisingEdge" and the "TriggerFilterFallingEdge". The range of the trigger filter feature is [0, 5000] μ s, step: 1 μ s.

Example 1: Setting the rising edge filter width to 1ms, the pulse width less than 1ms in the rising edge will be filtered out, as shown in Figure 8-1:

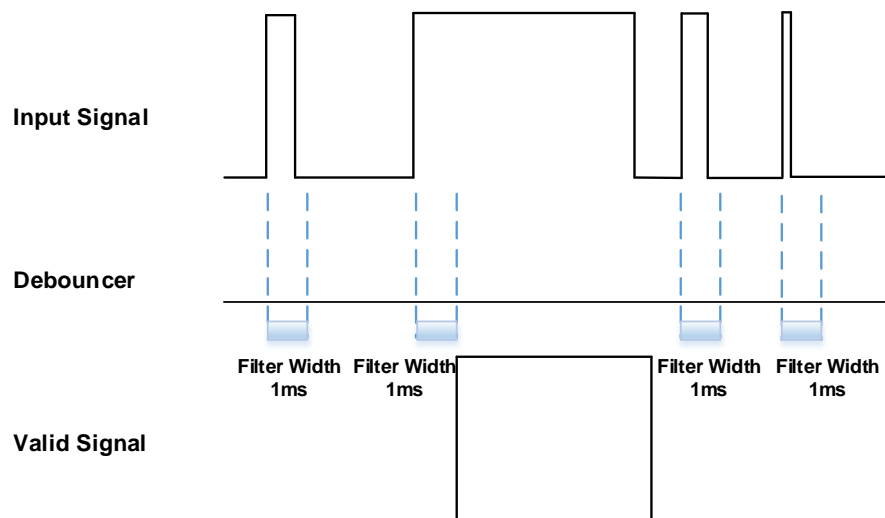


Figure 8-1 Input debouncer schematic diagram

3) Trigger Delay

The camera has trigger delay feature. The user can set the trigger delay feature by setting "TriggerDelay". The range of the trigger delay feature is [0, 3000000] μ s, step: 1 μ s.

Example 1: Setting the trigger delay value to 1000ms, and the trigger signal will be valid after 1000ms delay, as shown in Figure 8-2.

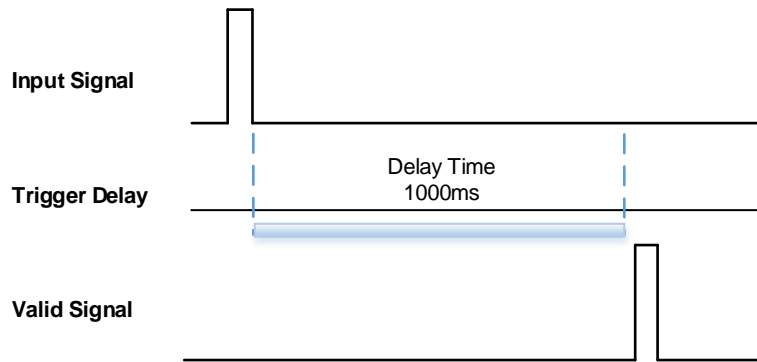


Figure 8-2 Trigger delay schematic diagram

4) Input Inverter

The signal level of input lines is configurable for the camera. The user can select whether the input level is reverse or not by setting "LineInverter".

For the camera, the default input line level is false when the camera is powered on, indicating that the input line level is not reversed. If it is set as true, indicating that the input line level is reversed. As shown in the Figure 8-3:

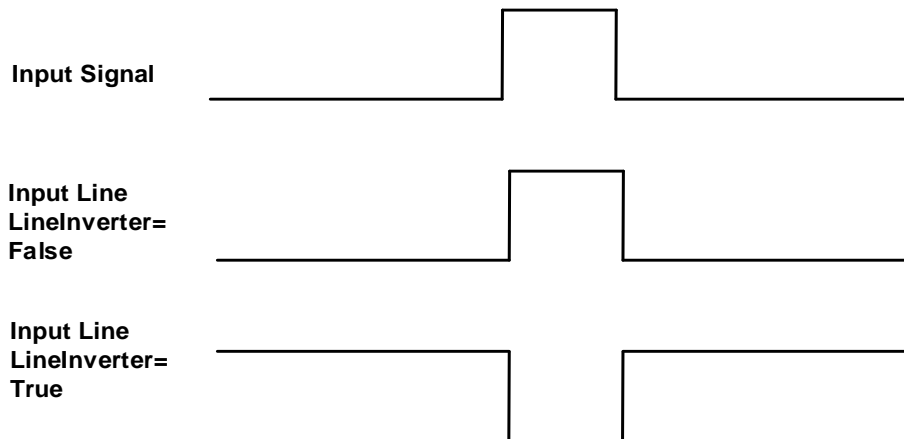


Figure 8-3 Setting input line to reverse

8.1.2. Output Mode Operation

1) Configuring Line as output

The camera has two output signals: Line2 and Line3. Line2 and Line3 are bi-direction configurable I/Os..

Line2 and Line3 can be configured to be output by changing the "LineMode" of this line.

Each output source of the two output lines is configurable, and the output source includes: Strobe, UserOutput0, UserOutput1, UserOutput2, ExposureActive, FrameTriggerWait, AcquisitionTriggerWait, Timer1Active.

The default output source of the camera is UserOutput0 when the camera is powered on.

What status (high or low level) of the output signal is valid depends on the specific external circuit. The following signal diagrams are described as examples of active low.

- Strobe

In this mode the camera sends a trigger signal to activate the strobe. The strobe signal is active low. After receiving the trigger signal, the strobe signal level is pulled low. In global shutter mode and global reset release shutter mode, the strobe signal low level lasting time is the sum of the exposure delay time and the exposure time. In electronic rolling shutter mode, the strobe signal low level lasting time is the common exposure time for all lines, and the strobe signal outputs only when the "exposure time > frame period".

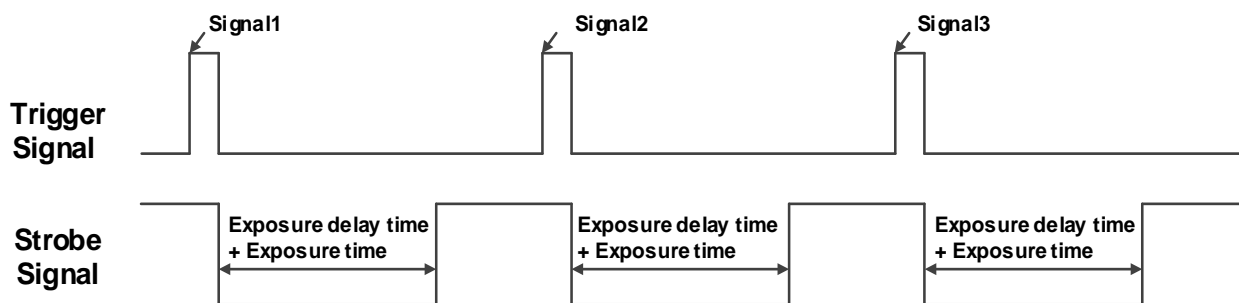


Figure 8-4 Strobe signal schematic diagram (global shutter and global reset release shutter)

- UserOutput

In this mode, the user can set the camera's constant output level for special processing, such as controlling the constant light source or the alarm light (two level types are available: high level or low level).

For example: select Line2 as the output line, the output source is selected as UserOutput1, and the output value is defined as true.

"LineSelector" is selected as "Line2", "LineMode" is set to "Output", "LineSource" is set to "UserOutput1", "UserOutputSelector" is selected as "UserOutput1", and "UserOutputValue" is set to "true".

- ExposureActive

You can use the "ExposureActive" signal to check whether the camera is currently exposing. The signal goes low at the beginning of the exposure and the signal goes high at the end of the exposure. In electronic rolling shutter and global reset release shutter modes, the signal goes high when the exposure of the last line ends.

The electronic rolling shutter mode supports overlapped exposure and is in overlapping exposure mode when the "frame period - exposure time ≤ readout time", at which time the "ExposureActive" signal is always low.

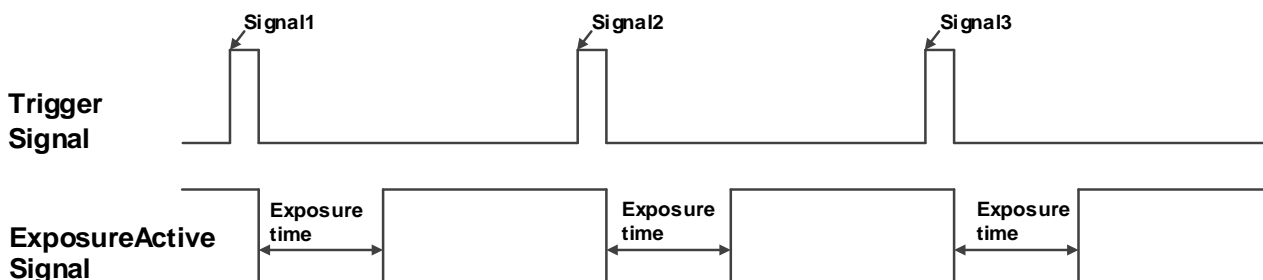


Figure 8-5 Global shutter mode "ExposureActive" signal schematic diagram

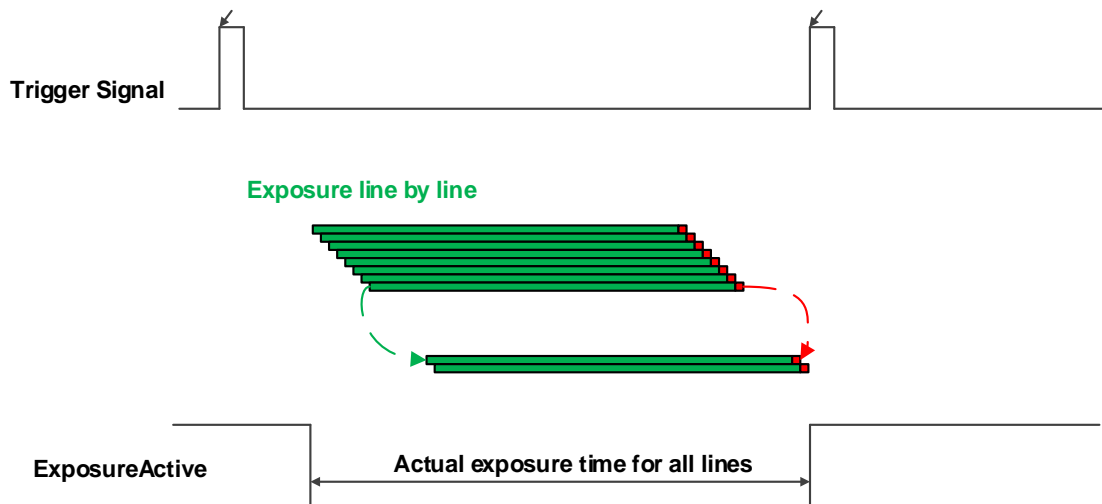


Figure 8-6 Electronic rolling shutter mode "ExposureActive" signal schematic diagram

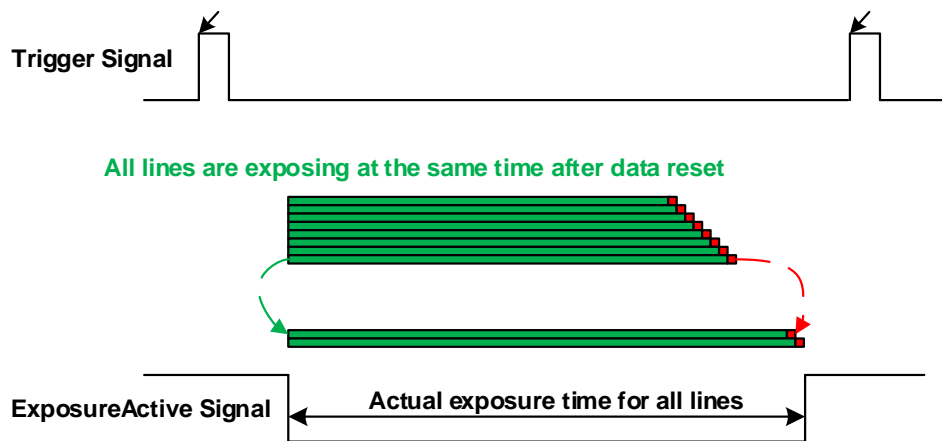


Figure 8-7 Global reset release shutter mode "ExposureActive" signal schematic diagram

This signal is useful when the camera or target object is moving. For example, suppose the camera is mounted on a robotic arm that can move the camera to different position. Generally, it is not desirable for the camera to move during the exposure. In this case, you can check the exposure activity signal to know the exposure time so you can avoid moving the camera during this time.

- TriggerWait

The "TriggerWait" signal can be used to optimize the acquisition of the trigger image and to avoid excessive triggering.

It is recommended to use the "TriggerWait" signal only when the camera is configured for hardware trigger. For software trigger, please use the "AcquisitionStatus". When the camera is ready to receive a trigger signal of the corresponding trigger mode, the "TriggerWait" signal goes low. When the corresponding trigger signal is used, the "TriggerWait" signal goes high. It remains high until the camera is ready to receive the next trigger.

When the trigger mode is "FrameStart", the camera acquires only one frame of image when it receives the trigger signal. After receiving the trigger signal, the "FrameTriggerWait" signal is pulled low and the camera starts exposure transmission. After the transfer is complete, the "FrameTriggerWait" signal is pulled high.

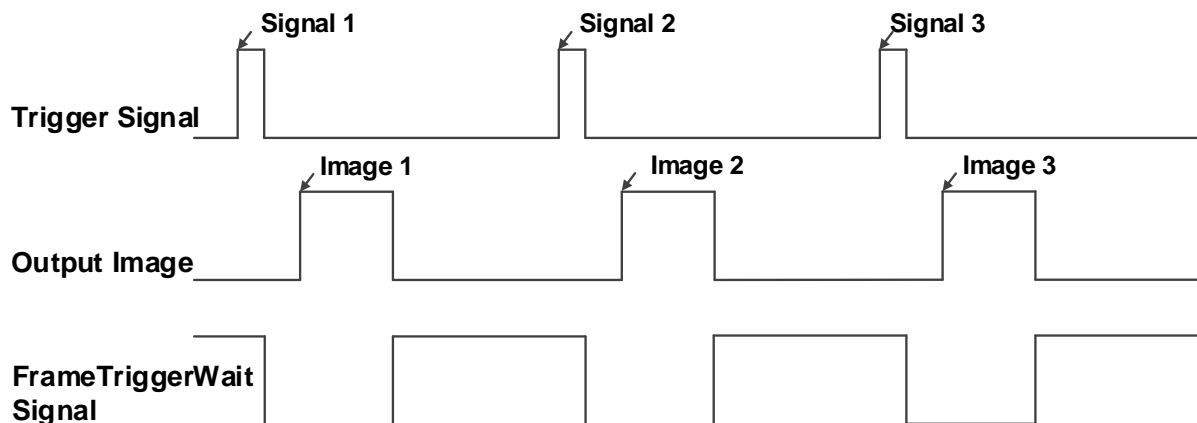


Figure 8-8 "FrameTriggerWait" signal schematic diagram

When the trigger mode is "FrameBurstStart", each time the camera receives a trigger signal, it will acquire multiple frames of image (the number of frames can be obtained by the function "AcquisitionFrameCount"). After receiving the trigger signal, the "AcquisitionTriggerWait" signal is pulled low and the camera starts the exposure transmission. When the transfer is completed, the "AcquisitionTriggerWait" signal will be pulled high.

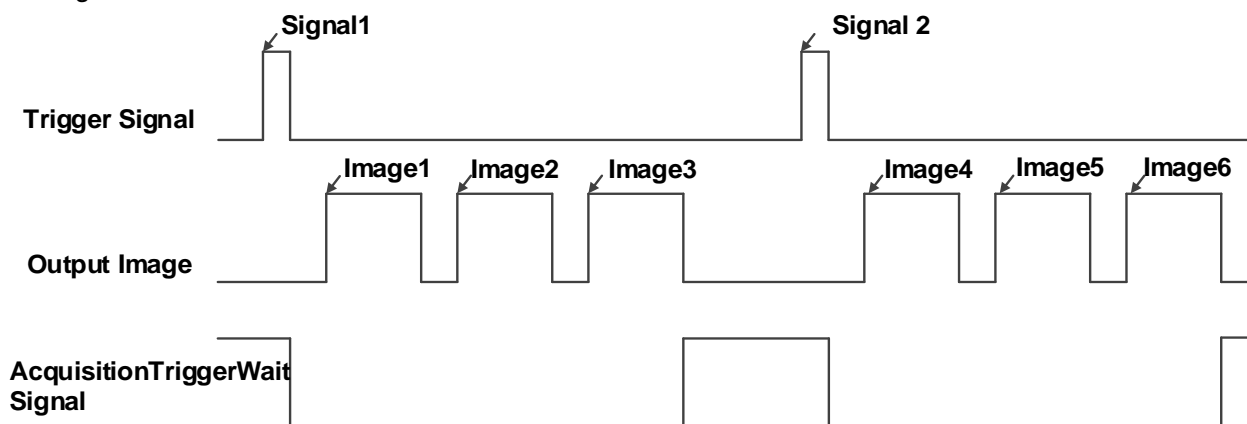


Figure 8-9 "AcquisitionTriggerWait" signal schematic diagram

2) Setting the user-defined status for the output lines

The camera can select the user-defined output by setting "LineSource", by setting "UserOutputValue" to configure the output signal.

By setting "UserOutputSelector" to select UserOutput0, UserOutput1 or UserOutput2.

By setting "UserOutputValue" to set the user-defined output value, and the default value is false when the camera is powered on.

3) Output Inverter

In order to facilitate the camera IO configuration and connection, the camera can configure output signal level. The user can select whether the output level is reverse or not by setting "LineInverter".

The default output signal level is false when the camera is powered on, indicating that the output line level is not reversed. If it is set as true, indicating that the output line level is reversed. As shown in the Figure 8-10.

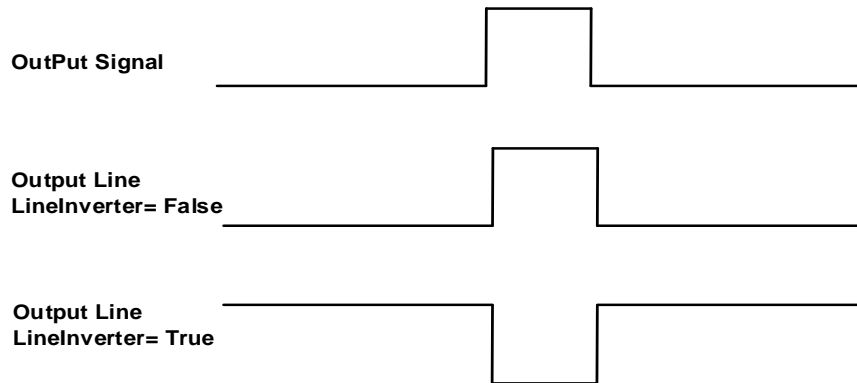


Figure 8-10 Set output line reversion

8.1.3. Read the LineStatus

1) Read the level of single line

The camera can get the line's signal status. When the device is powered on, the default status of Line0 is False, and the default status of Line2 and Line3 is True.

2) Read all the lines level

The camera can get the current status of all lines. On the one hand, the signal status is the status of the external I/O after the reversal of the polarity. On the other hand, signal status level can reflect the external I/O level.

All the lines level status bit of the camera are shown in Table 8-1. The default polarity does not reverse, and the default value is 0xe.

Line3	Line2	Line0
1	1	0

Table 8-1 Camera line status bit

8.2. Image Acquisition Control

8.2.1. Acquisition Start and Stop

8.2.1.1. Acquisition Start

It can send **AcquisitionStart** command immediately after opening the camera. The acquisition process in continuous mode is illustrated in Figure 8-11, and the acquisition process in trigger mode is illustrated in Figure 8-12.

● Continuous Acquisition

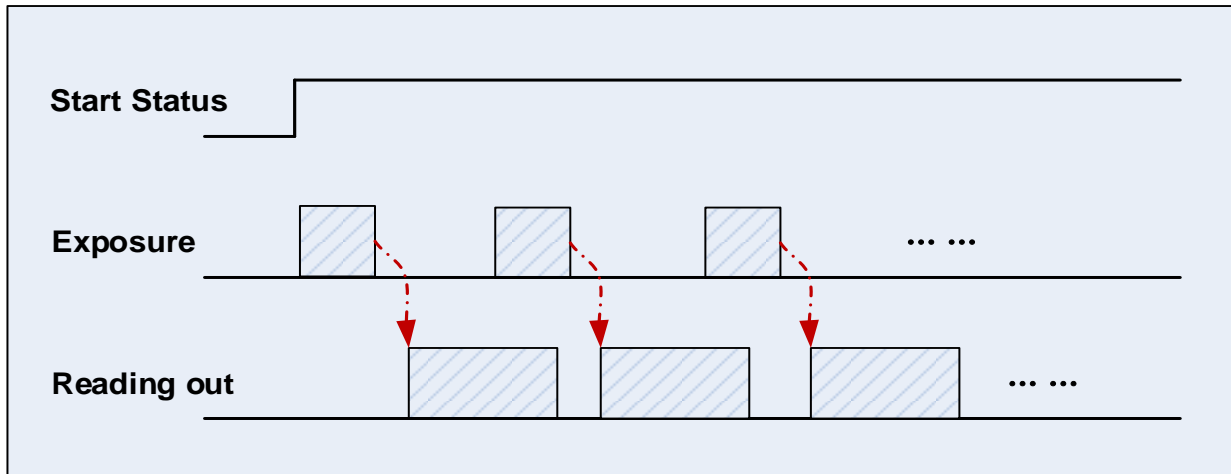


Figure 8-11 Continuous acquisition process

In continuous mode, a camera starts to expose and read out after receiving the **AcquisitionStart** command. The frame rate is determined by the exposure time and some other parameters.

● Trigger Acquisition

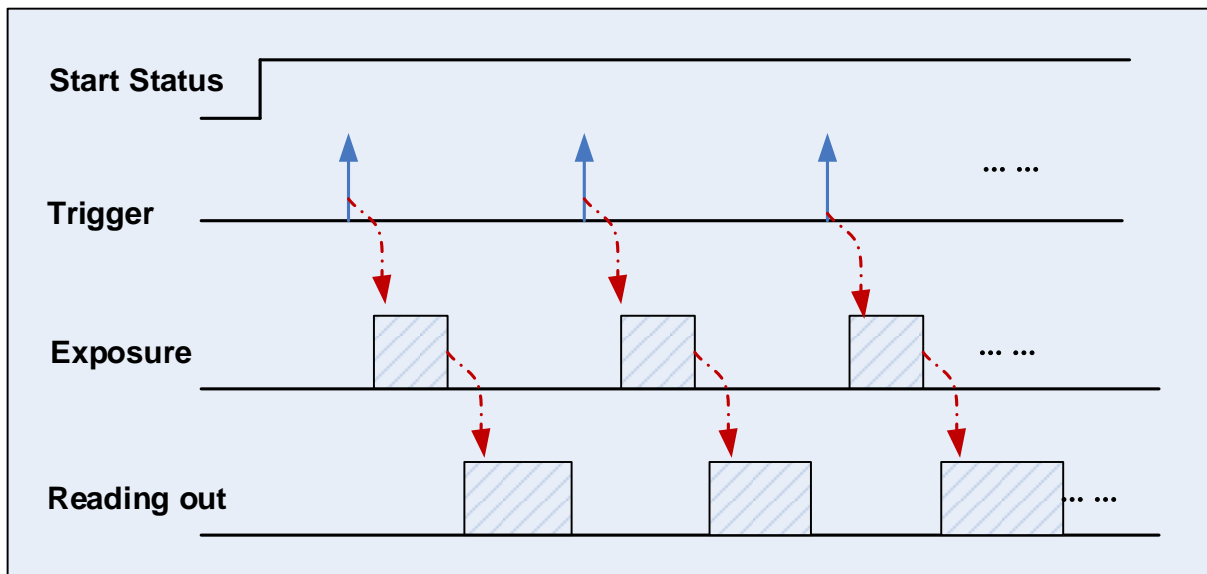


Figure 8-12 Trigger acquisition process

In trigger mode, sending **AcquisitionStart** command is not enough, a trigger signal is also needed. Each time a frame trigger is applied (including software trigger and hardware trigger), the camera will acquire and transmit a frame of image.

8.2.1.2. Acquisition Stop

It can send **AcquisitionStop** command to camera at any time. The acquisition stop process is irrelevant to acquisition mode. But different stop time will result in different process, as shown in Figure 8-13 and Figure 8-14.

- Acquisition stop during reading out

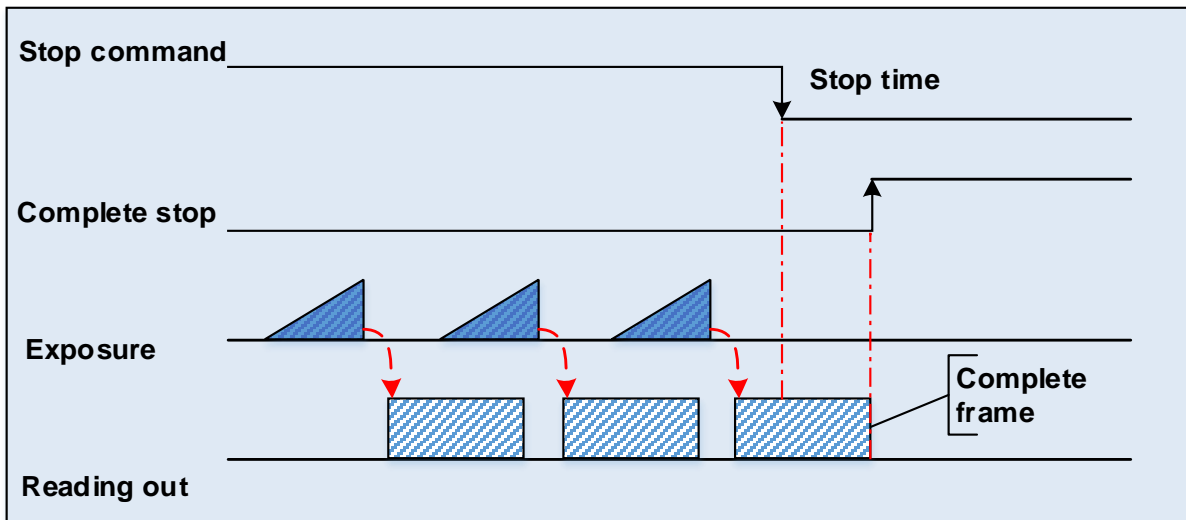


Figure 8-13 Acquisition stop during reading out

As shown in Figure 8-13, when the camera receives an **AcquisitionStop** command during reading out, it will not start to expose again, and the currently transferred frame data continues to complete the transmission.

- Acquisition stop during exposing

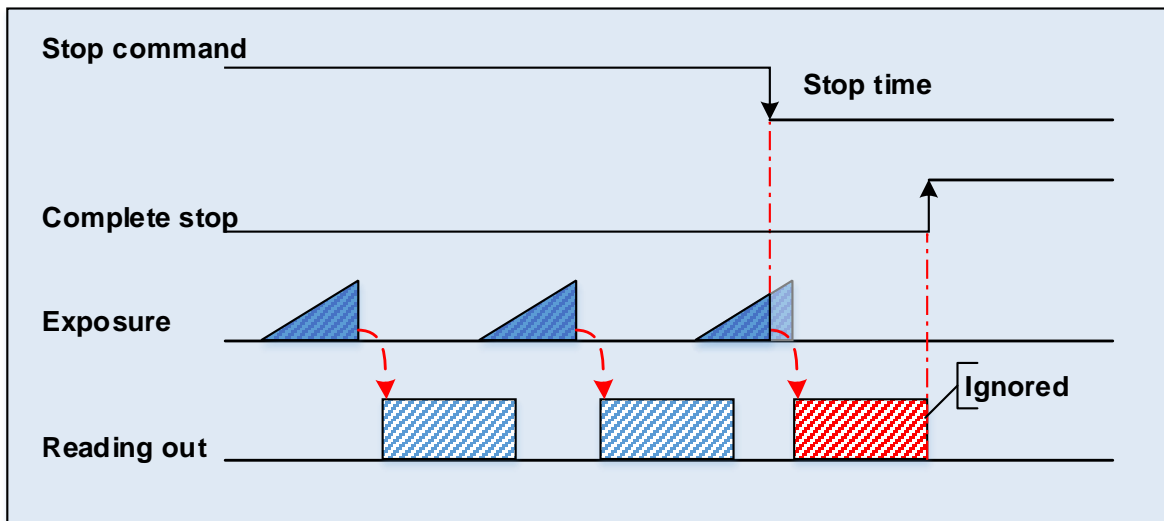


Figure 8-14 Acquisition stop during exposing

After the camera transferred a whole frame, the camera goes into exposure state. When user sends an **AcquisitionStop** command during exposing, the camera will immediately stop currently exposure state and return to stop acquisition state after finish the readout of incomplete frame. The camera will not send exception frames to users.

8.2.2. Acquisition Mode

Two camera acquisition modes are available: single frame acquisition mode and continuous acquisition mode.

- Single frame acquisition mode: In single frame acquisition mode, the camera will only acquire one frame of image at a time.

1) When the trigger mode is set to On, the trigger type is arbitrary

After executing the **AcquisitionStart** command, the camera waits for a trigger signal, which may be a software trigger or a hardware trigger of the camera. When the camera receives the trigger signal and acquires an image, the camera will automatically stop image acquisition. If you want to acquire another frame of image, you must execute the **AcquisitionStart** command again.

2) When the trigger mode is set to Off

After executing the **AcquisitionStart** command, the camera acquires one frame of image and then automatically stops image acquisition. If you want to acquire another frame of image, you must execute the **AcquisitionStart** command again.



In single frame acquisition mode, you must execute the **AcquisitionStop** command to set the functions that cannot be set in the acquisition status, such as ROI, packet size, etc.

- Continuous acquisition mode: In continuous acquisition mode, the camera continuously acquires and transmits images until the acquisition is stopped.

1) When the trigger mode is set to On, the trigger type is **FrameStart**

After executing the **AcquisitionStart** command, the camera waits for a trigger signal, which may be a software trigger or a hardware trigger of the camera. Each time the camera receives a trigger signal, it can acquire a frame of image until the **AcquisitionStop** command is executed. It is not necessary to execute the **AcquisitionStart** command every time.

2) When the trigger mode is set to On, the trigger type is **FrameBurstStart**

After executing the **AcquisitionStart** command, the camera waits for a trigger signal, which may be a software trigger or a hardware trigger of the camera. Each time the camera receives a trigger signal, it can continuously acquire the set **AcquisitionFrameCount** frames of image. If the **AcquisitionStop** command is received during the acquisition process, the image being transmitted may be interrupted, resulting in the number of images acquired this time not reaching the **AcquisitionFrameCount** frames of image.

3) When the trigger mode is set to Off

After executing the **AcquisitionStart** command, the camera will continuously acquire images until it receives the **AcquisitionStop** command.



You can check if the camera is in the waiting trigger status by the camera's trigger wait signal or by using the acquisition status function.

8.2.3. Trigger Type Selection

Two camera trigger types are available: **FrameStart** and **FrameBurstStart**. Different trigger types correspond to their respective set of trigger configurations, including trigger mode, trigger delay, trigger source, trigger polarity, and software trigger commands.

- FrameStart trigger mode

The **FrameStart** trigger is used to acquire one image. Each time the camera receives a **FrameStart** trigger signal, the camera begins to acquire an image.

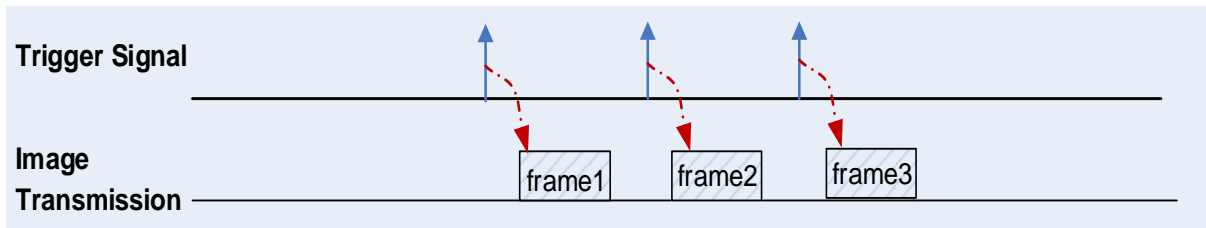


Figure 8-15 FrameStart trigger

- FrameBurstStart trigger mode

You can use the **FrameBurstStart** trigger signal to acquire a series of images ("continuous shooting" of the image). Each time the camera receives a **FrameBurstStart** trigger signal, the camera will start acquiring a series of images. The number of acquired image frames is specified by the "Acquisition burst frame count" parameter. The range of "Acquisition burst frame count" is 1~65535, and the default value is 1.

For example, if the "Acquisition burst frame count" parameter is set to 3, the camera automatically acquires 3 images. Then, the camera waits for the next **FrameBurstStart** trigger signal. After receiving the next trigger signal, the camera will take another 3 images, and so on.

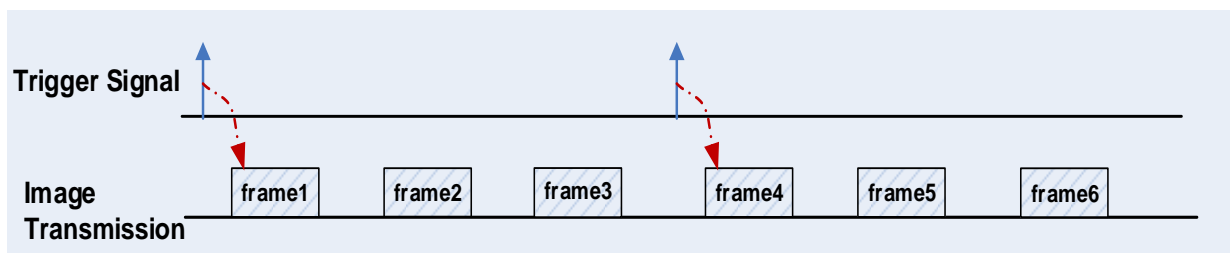


Figure 8-16 FrameBurstStart trigger

- FrameStart trigger mode and FrameBurstStart trigger mode are selected at the same time

If the **FrameStart** trigger mode and the **FrameBurstStart** trigger mode are selected at the same time, the trigger sequence is: first send the **FrameBurstStart** trigger signal, then send the **FrameStart** trigger signal. Each time a **FrameStart** trigger signal is sent, an image is acquired until the value of the "Acquisition burst frame count" parameter is reached.

For example, the **FrameStart** trigger mode and the **FrameBurstStart** trigger mode are selected at the same time. If the "Acquisition burst frame count" parameter is set to 3, when the camera receives a **FrameBurstStart** trigger signal, no image will be acquired. When the **FrameStart** trigger signal is received,

the camera will acquire 1 image, each time a **FrameStart** trigger signal is received, the camera will acquire 1 image. When 3 images are acquired, the camera will wait for the next **FrameBurstStart** trigger signal, and so on.

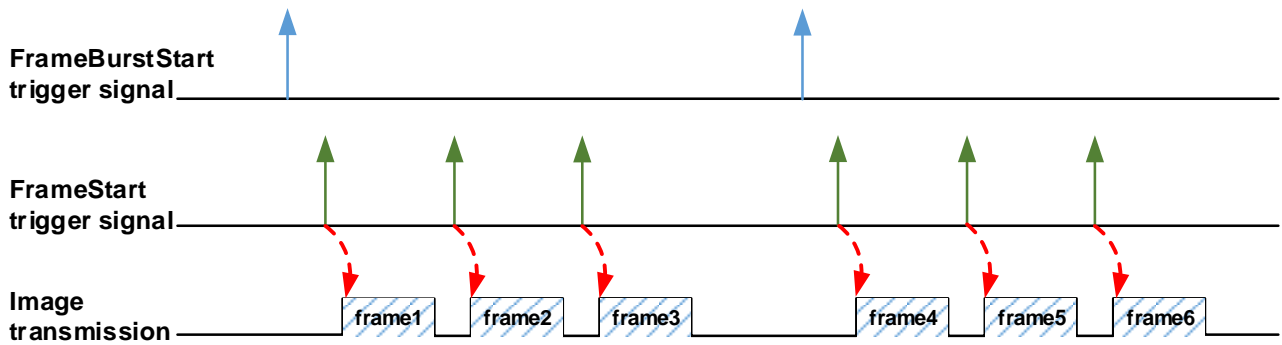


Figure 8-17 Two trigger modes are selected at the same time

8.2.4. Switching Trigger Mode

During the stream acquisition process, the user can switch the trigger mode of the camera without the **AcquisitionStop** command.

As shown below, switching the trigger mode at different positions will have different results.

- Switch trigger mode during frame reading out

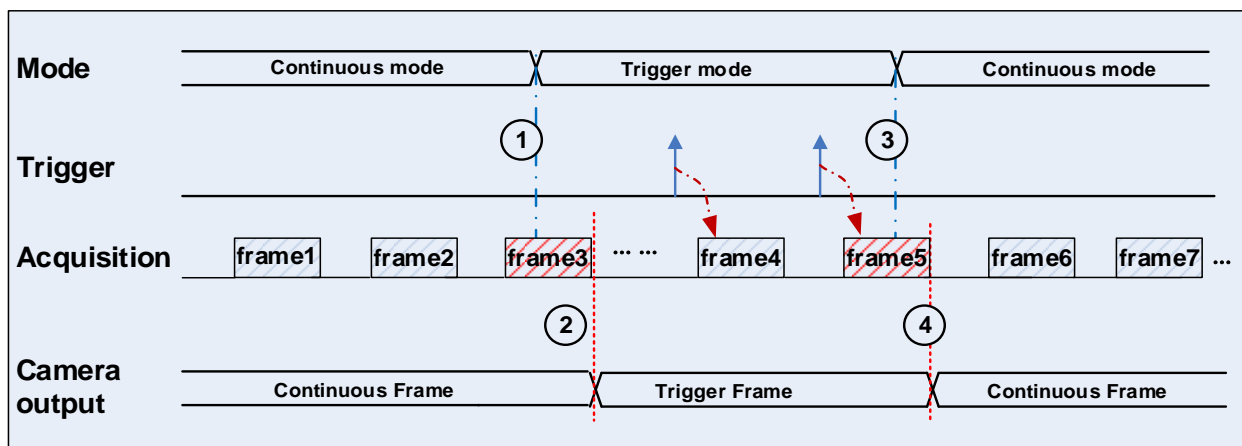


Figure 8-18 Switch trigger mode during frame reading out

As shown in Figure 8-18, the camera starts with trigger mode **OFF** after receiving acquisition start command.

At point 1, the camera gets a command of setting trigger mode **ON** while transferring the 3rd frame in trigger mode **OFF**. The trigger mode is not active until the 3rd frame is finished, at point 2, and then the trigger signal will be accepted. At point 3, the camera gets a command of switching back to **OFF**. It is also not active until the 5th frame is finished, it should wait a complete reading out. The camera switches from trigger mode to continuous mode at point 4, and then the camera works in continuous mode.

- Switch trigger mode during blanking

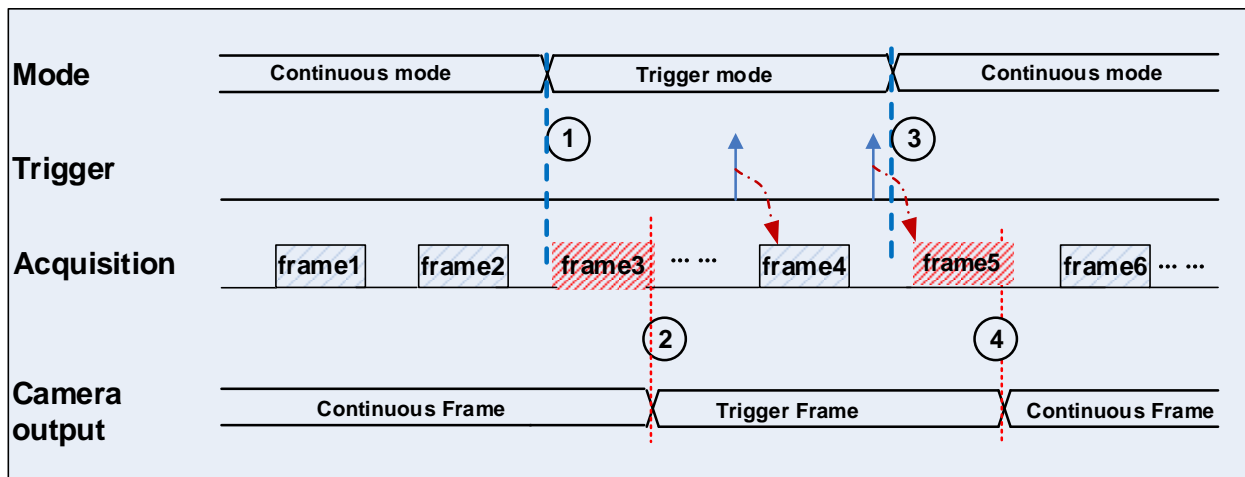


Figure 8-19 Switch trigger mode during blanking

As shown in Figure 8-19, the camera with trigger mode **OFF** begins after receiving an **AcquisitionStart** command.

At point 1, the camera gets a command of setting trigger mode **ON** while it is in wait state. The trigger mode is not active until the 3rd frame is finished, i.e., point 2. Please note that the 3rd frame does not belong to trigger mode. All trigger frames need trigger signals or software trigger commands. At point 3, the camera gets a command of switching back to continuous mode. It is also not active until the 5th frame is finished, it should wait a complete frame. The camera switches from trigger mode to continuous mode at point 4, and then the camera works in continuous mode.

8.2.5. Continuous Mode and Configuration

- Continuous mode configuration

The default value of **Trigger Mode** is **OFF** in default user set. If the camera is opened with default user set, the camera works in continuous mode directly. Otherwise, user can set **Trigger Mode** to **OFF** to work in continuous mode.

Other parameters also can be changed in **Trigger Mode OFF**.

- Continuous mode features

In continuous acquisition mode, the camera acquires and transmits images according to camera parameter set.



In continuous mode, ROI size may have effects on frame rate.

8.2.6. Software Trigger Acquisition and Configuration

- Software trigger acquisition configuration

The camera supports software trigger acquisition mode. Three steps followed should be ensured.

- 1) Set the Trigger Mode to ON.
- 2) Set the Trigger Source to Software.
- 3) Send Software Trigger command.

All the software trigger commands are sent by the host through the CoaXPress protocol, to trigger the camera to acquire and transmit images.

- **Software trigger acquisition features**

In software trigger acquisition mode, the camera begins to acquire one image after receiving software trigger commands. In general, the number of frames is equal to the number of software trigger commands. The relative features are illustrated below:

- 1) In software trigger acquisition mode, if the trigger frequency is lower than permissible maximal FPS (Frame per Second) of the camera, the current frame rate is trigger frequency. If the trigger frequency is higher than permissible maximal FPS (Frame per Second) of the camera, some software triggers are ignored and the current frame rate is lower than trigger frequency.
- 2) The trigger delay feature can control the camera delay interval between your triggers and the camera acquiring frames. The default value of trigger delay time is zero.

8.2.7. Hardware Trigger Acquisition and Configuration

- **Hardware trigger acquisition configuration**

The camera supports hardware trigger acquisition mode. Three steps followed should be ensured:

- 1) Set the Trigger Mode to ON.
- 2) Set the Trigger Source to Line0, Line2 or Line3
- 3) Connect hardware trigger signal to Line0.

If the Trigger Source is set by Line2 or Line3, it should be ensured that the corresponding Line is set as Input. Please refer to section 8.1.1 for more information of the camera programmable GPIOs.

- **Hardware trigger acquisition features**

The relative features about the camera's trigger signal process are illustrated below:

- 1) The polarity of lines can be set to inverted or not inverted, and the default setting is not inverted.
- 2) Improper signal can be filtered by setting appropriate value to trigger filter. Raising edge filter and falling edge can be set separately. The default configuration is not use trigger filter.
- 3) The time interval between trigger and exposure can be set through the trigger delay feature. The default value of trigger delay time is zero.

The features, like trigger polarity, trigger delay and trigger filter, can be select in the GalaxyView.



The camera's trigger source Line0 uses opto-isolated circuit to isolate signal. Its internal circuit delay trigger signal and rising edge's delay time is less than falling edge's. There are a dozen clock cycles delay of rising edge and dozens clock cycles delay of falling edge. If you use Line0 to trigger the camera, the positive pulse signal's positive width will be wider (about 20 μ s~40 μ s) and the negative pulse signal's negative width will be narrower (about 20 μ s~40 μ s). You can adjust filter parameter to accurately filter trigger signal.

8.2.8. CXPTTrigger Acquisition and Configuration

- **CXPTTrigger acquisition configuration**

The camera supports LinkTrigger trigger acquisition mode (CXPTTrigger). Three steps followed should be ensured.

- 1) Set the Trigger Mode to ON.
- 2) Set the Trigger Source to CXPTTrigger0 or CXPTTrigger1.
- 3) According to the Trigger Source selection, configure the CXPTTrigger sending function of the CoaXPress frame grabber (select the same mode as the Trigger Source).

- **CXPTTrigger acquisition features**

The relative features about the camera's CXPTTrigger signal process are illustrated below:

- 1) The time interval between trigger and exposure can be set through the trigger delay feature. This feature configuration does not affect the camera's response to the CXPTTrigger response.



CXPTTrigger is a high real-time control packet sent by the frame grabber to the camera in the form of command packet. However, due to the limitation of UpDataLink transmission rate and the time consumption of camera control packet resolving, there is still a delay of 1.5 μ s~3 μ s between the CXPTTrigger sent by the frame grabber and the trigger signal received and resolved by the camera.

8.2.9. Overlapping Exposure and Non-overlapping Exposure

There are two stages in image acquisition of the camera: exposure and readout. Once the camera is triggered, it begins to integrate and when the integration is over, the image data will be read out immediately.

The camera supports two exposure modes: overlapping exposure and non-overlapping exposure. The user cannot assign the overlapping exposure or non-overlapping exposure directly, it depends on the frequency of trigger signal and the exposure time. The two exposure mode are described as below.

- **Non-overlapping exposure**

In non-overlapping exposure mode, after the exposure and readout of the current frame are completed, then the next frame will expose and read out. As shown in the Figure 8-20, the Nth frame is read out, after a period of time, the N+1th frame to be exposed.

The formula of non-overlapping exposure frame period:

$$\text{non-overlapping exposure frame period} > \text{exposure time} + \text{readout time}$$

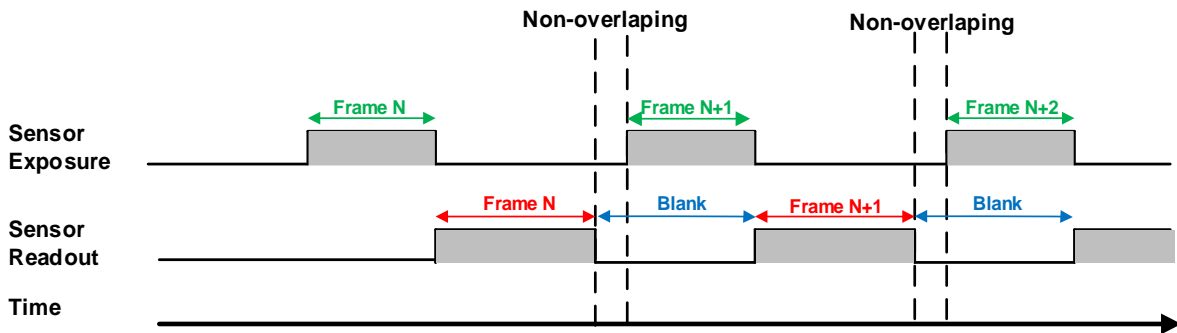


Figure 8-20 The exposure sequence diagram in non-overlapping exposure mode

● **Trigger acquisition mode**

If the interval between two triggers is greater than the sum of the exposure time and readout time, overlapping exposure will not occur, as shown in Figure 8-21.

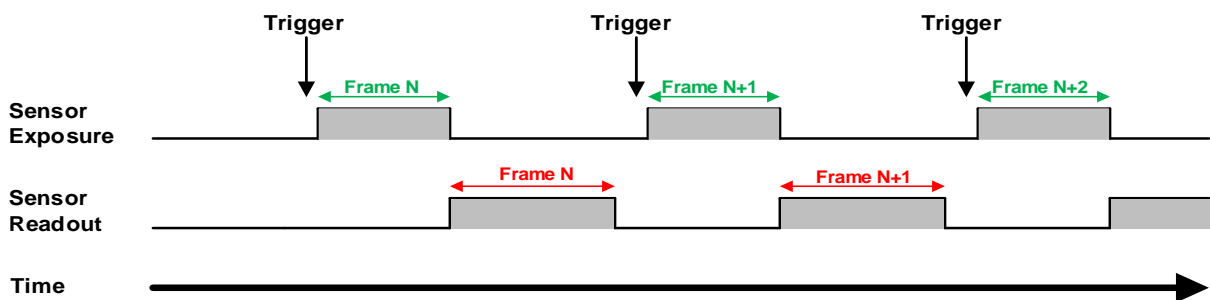


Figure 8-21 The trigger acquisition exposure sequence diagram in non-overlapping exposure mode

● **Overlapping exposure**

In overlapping exposure mode, the current frame image exposure process is overlap with the readout of the previous frame. That is, when the previous frame is reading out, the next frame image has been started exposure. As shown in the Figure 8-22, when the Nth frame image is reading out, the N+1th frame image has been started exposure.

The formula of overlapping exposure frame period:

$$\text{overlapping exposure frame period} \leq \text{exposure time} + \text{readout time}$$

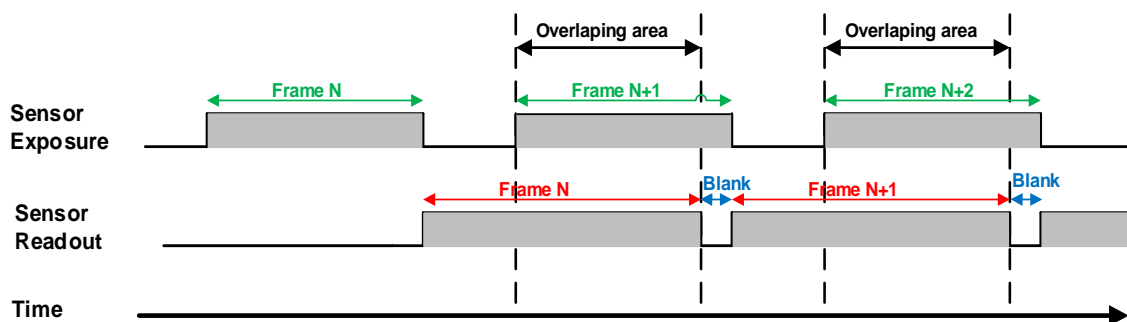


Figure 8-22 The exposure sequence diagram in overlapping exposure mode

- **Continuous acquisition mode**

If the exposure time is greater than the frame blanking time, the exposure time and the readout time will be overlapped. As shown in the Figure 8-22.

- **Trigger acquisition mode**

When the interval between two triggers is less than the sum of exposure time and the readout time, overlapping exposure will occur, as shown in Figure 8-23.

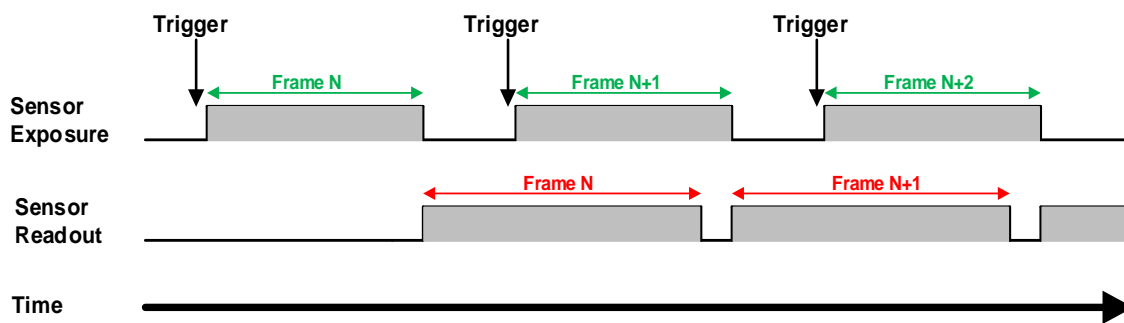


Figure 8-23 The trigger acquisition exposure sequence diagram in overlapping exposure mode

Compared with non-overlapping exposure mode, in overlapping exposure mode, the camera can obtain higher frame rate.

8.2.10. Set Exposure

8.2.10.1. Set Exposure Mode

Two Exposure Mode are available: Timed exposure mode and TriggerWidth exposure mode. Among them, the TriggerWidth exposure mode determines the exposure time when the camera is configured for hardware triggering. And the exposure time depends on the width of the trigger signal, which is triggered by the rising edge (falling edge) set by the Trigger Activation.

1) Available exposure mode

a) Timed exposure mode

Timed exposure mode is available on all camera models. In this mode, the exposure time is determined by the camera's Exposure Time setting. If the camera is configured for software triggering, exposure starts when the software trigger signal is received and continues until the exposure time has expired.

If the camera is configured for hardware trigger:

- If rising edge triggering is enabled, exposure starts when the trigger signal rises and continues until the exposure time has expired, as shown in Figure 8-24

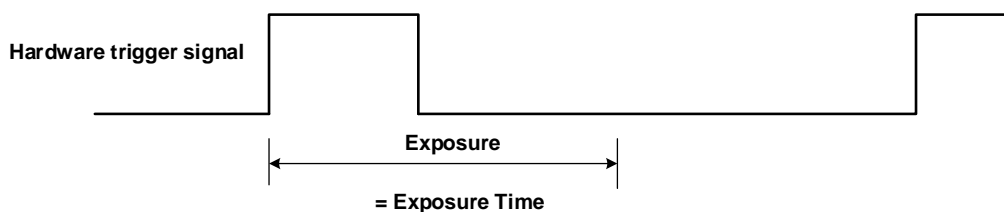


Figure 8-24 The sequence diagram in rising edge trigger of Timed exposure mode

- If falling edge triggering is enabled, exposure starts when the trigger signal falls and continue until the exposure time has expired, as shown in Figure 8-25

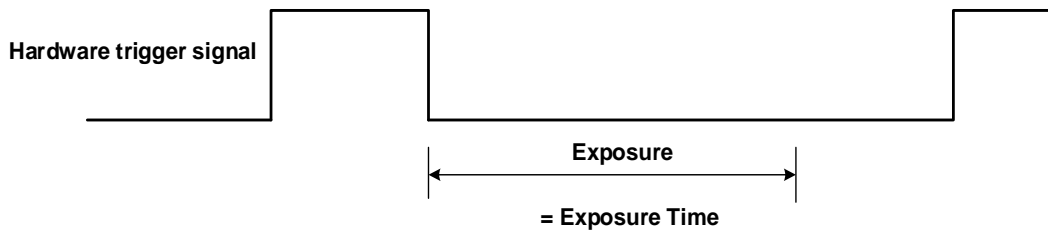


Figure 8-25 The sequence diagram in falling edge trigger of Timed exposure mode

Avoid overtriggering in Timed exposure mode. If the Timed exposure mode is enabled, do not attempt to send a new trigger signal while the previous exposure is still in progress. Otherwise, the trigger signal will be ignored, and a FrameStartOvertrigger event will be generated.

b) TriggerWidth exposure mode

In TriggerWidth exposure mode, the length of exposure is determined by the width of the hardware trigger signal. This function can meet the needs of users to change the exposure time of each frame of image.

- If rising edge triggering is enabled, exposure starts when the trigger signal rises and continue until the trigger signal falls, as shown in Figure 8-26

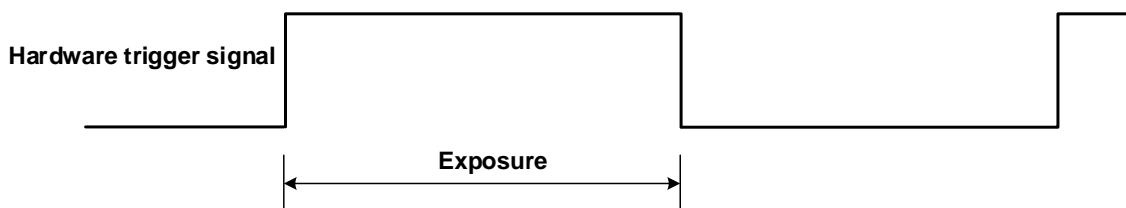


Figure 8-26 The sequence diagram in rising edge trigger of TriggerWidth exposure mode

- If falling edge triggering is enabled, exposure starts when the trigger signal falls and continue until the trigger signal rises, as shown in Figure 8-27



Figure 8-27 The sequence diagram in falling edge trigger of TriggerWidth exposure mode

Avoid overtriggering in TriggerWidth exposure mode. If the TriggerWidth exposure mode is enabled, do not send trigger signals at too high a rate. Otherwise, trigger signals will be ignored, and a FrameStartOvertrigger event will be generated.

The Exposure Overlap Time Max feature can optimize the acquisition of overlapping images. This parameter is especially useful if the user wants to maximize the camera's frame rate, i.e., if the user wants to trigger at the highest rate possible.

- **Prerequisites**

- a) Set the TriggerMode parameter to On.
- b) Set the TriggerSource parameter to one of the available hardware trigger source, e.g., Line0.
- c) Set the ExposureMode parameter to TriggerWidth exposure mode.

- **How it works**

The user can use overlapping image acquisition to increase the frame rate of the camera. With overlapping image acquisition, the exposure of a new image begins while the camera is still reading out the sensor data of the previous image.

In TriggerWidth exposure mode, the camera does not "know" how long the image will be exposed before the trigger period is complete. Therefore, the camera cannot fully optimize overlapping image acquisition. To avoid this problem, the user can enter a value for the ExposureOverlapTimeMax parameter, which represents the shortest exposure time the user intends to use (in μs). This helps the camera optimize the overlapping image acquisition.

- **Set ExposureOverlapTimeMax**

To optimize the frame rate of the camera, the exposure mode should be set to TriggerWidth:

- a) Set the ExposureMode parameter to TriggerWidth.
- b) Enter a value for the ExposureOverlapTimeMax parameter, which represents the shortest exposure time the user intends to use (in μs).

Example: Assume that the user wants to trigger the camera to apply exposure times in the range of 3000 μs to 5500 μs , the user needs to set the ExposureOverlapTimeMax parameter of the camera to 3000.

- 1) The trigger signal width of the hardware triggering should not be shorter than the value of the entered ExposureOverlapTimeMax parameter.



- 2) The maximum value of the ExposureOverlapTimeMax parameter is related to camera connection configuration, image ROI height, et. Modify these parameters could affect the current value of the input ExposureOverlapTimeMax parameter.

8.2.10.2. Set Exposure Value

- **Global Shutter**

The implementation process of global shutter is as shown in Figure 8-28, all the lines of the sensor are exposed at the same time, and then the sensor will read out the image data one by one.

The advantage of the global shutter is that all the lines are exposed at the same time, and the images do not appear offset and distortion when capturing moving objects.

The time width of the flash signal can be got by the following formula:

$$T_{\text{strobe}} = T_{\text{exposure}}$$

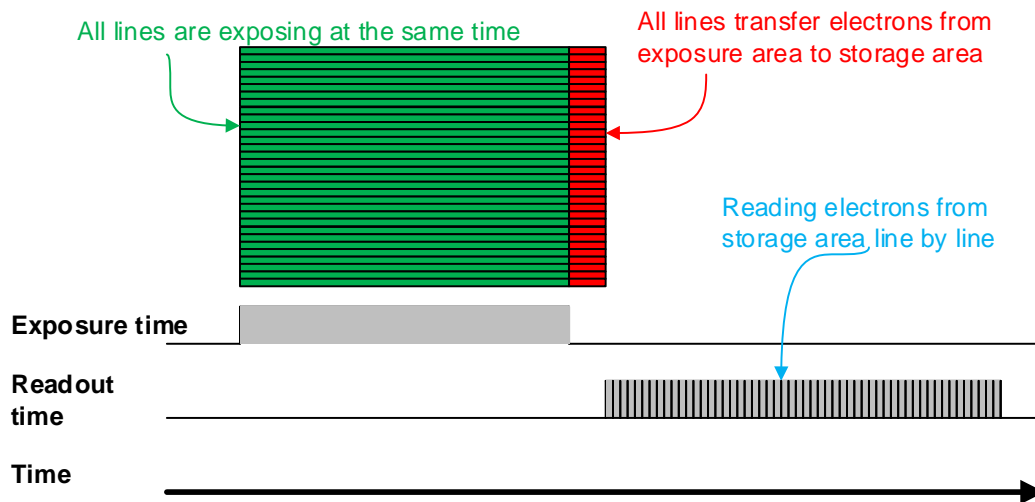


Figure 8-28 Global shutter

● **Electronic Rolling Shutter**

The implementation process of electronic rolling shutter is as shown in Figure 8-29, different from the global shutter, electronic rolling shutter exposures from the first line, and starts the second line exposure after a row period. And so on, after N-1 line, the N line starts exposing. When the first line exposure ends, it begins to read out the data, and it need a row period time to read out one line (including the line blanking time). When the first line reads out completely, the second line just begins to read out, and so on, when the N-1 line is read out, the N line begins to read out, until the whole image is read out completely.

The electronic rolling shutter has low price and high resolution, which is a good choice for some static image acquisition.

The time width of the flash signal can be got by the following formula:

$$T_{\text{strobe}} = T_{\text{exposure}} - (N-1) \times T_{\text{row}}$$

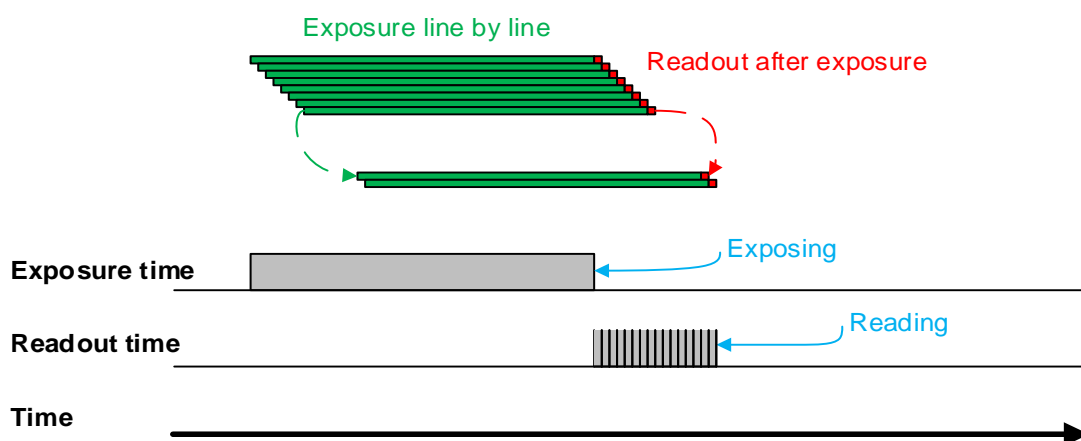


Figure 8-29 Electronic rolling shutter

● **Global Reset Release Shutter**

As the sensor starts exposure line by line, all of the pixels in the sensor start exposing at the same time. However, the end time of upper lines and lower lines of the same frame of image is different when capturing fast moving objects, so the distortion will occur. The Global Reset Release (GRR) shutter mode can effectively avoid the distortion. If the camera is operated in the GRR shutter mode, you must use flash lighting.

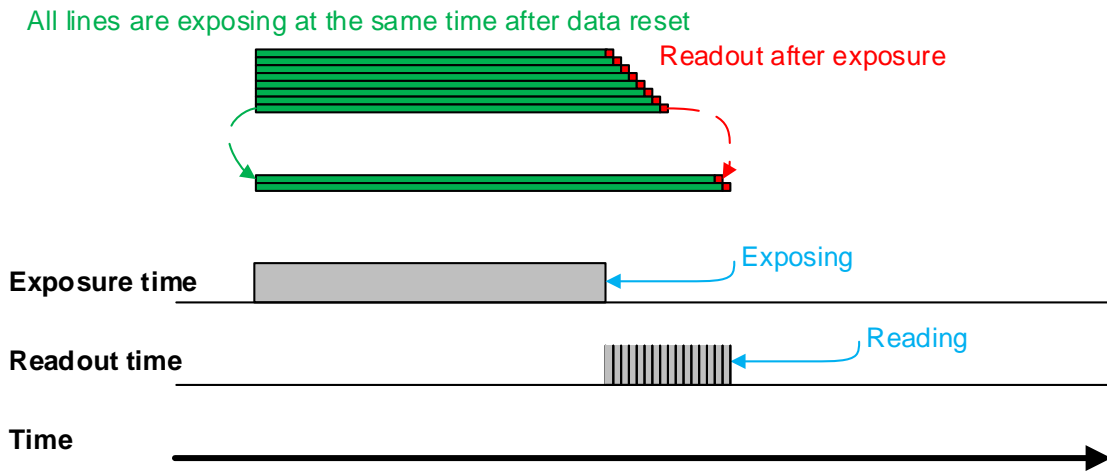


Figure 8-30 Global Reset Release shutter

Line-by-line exposure sensor starts exposure at the same time in GRR mode, and the exposure ends successively from top to bottom. As shown in the Figure 8-30, the exposure time is the common exposure interval, which is also the interval that the flash lighting needs to be opened. That is, the exposure time signal goes high when you can start the flash lighting, and the exposure time signal goes low when you should stop the flash lighting. Otherwise, the brightness in the acquired images will vary significantly from top to bottom due to the differences in the exposure time of the individual lines. In addition, the image will be distortional due to different exposure end time of the individual lines.

The exposure delay is supported in GRR mode. At the same time, there is a certain delay due to the flash lighting, and the actual duration of the flash is as follows:

$$T_{\text{strobe}} = T_{\text{exposure}} + T_{\text{exp_delay}} + T_{\text{row}} \times 18$$

Settings:

- 1) Set the SensorShutterMode to Global Reset.
- 2) Connect the camera to the flash lighting.

8.2.10.3. Exposure Time Mode

According to the length of the exposure time, two exposure time modes of the camera are available: Standard exposure time mode and UltraShort exposure time mode.

In Standard exposure time mode, three exposure time adjustment modes are available: manual adjustment, one-time automatic adjustment and continuous automatic adjustment. The standard exposure time mode is the default setting. For the manual adjustment, please refer to section 8.2.9. For the automatic adjustment and continuous automatic adjustment, please refer to section 8.3.6.

In UltraShort exposure time mode, the camera only supports manual adjustment of the exposure time. Since standard exposure time mode is the default setting, if you want to set the UltraShort exposure time mode, you first need to adjust the visibility level to guru and set the ExposureTimeMode to UltraShort under the acquisition control features window, as shown in Figure 8-31.

ExposureMode	Timed
ExposureTimeMode	UltraShort
ExposureTime	2.4000 (us)
ExposureOverlapTimeMax	Not Available
ExposureDelay	0.0000 (us)
ExposureAuto	Off

Figure 8-31 UltraShort exposure time mode

i In UltraShort exposure time mode, the camera does not support automatic adjustment of the exposure time, only support manual adjustment of the exposure time.

8.2.10.4. Set Exposure Time

The camera supports setting the exposure time, step: 1μs.

The exposure precision of the camera is limited by the sensor, when the steps in the user's interface and the demo display as 1μs, actually the steps are one row period. When the value of the ExposureTime cannot be divisible by the row period, round up to an integer should be taken, such as the row period is 36μs, setting exposure time to 80μs, and the actual exposure time is 108μs.

When the external light source is sunlight or direct current (DC), the camera has no special requirements for the exposure time. When the external light source is alternating current (AC), the exposure time must synchronize with the external light source (under 100Hz light source, the exposure time must be a multiple of 1/100s.), to ensure better image quality (The frequency of fluorescent in common is 50Hz.).

The camera supports Auto Exposure feature. If the Auto Exposure feature is enabled, the camera can adjust the exposure time automatically according to the environment brightness. See section 8.3.6 for more details.

8.2.11. Exposure Delay

The exposure delay function can effectively solve the strobe delay problem. Most strobes have a delay of at least tens of microseconds from trigger to light. When the camera is working in a small exposure mode, the fill light effect of the strobe will be affected. The exposure delay is achieved by the strobe signal and the delay of the actual exposure starting.

The unit of exposure delay is μs, the range is 0 ~ 5000μs, and the minimum value is 0.

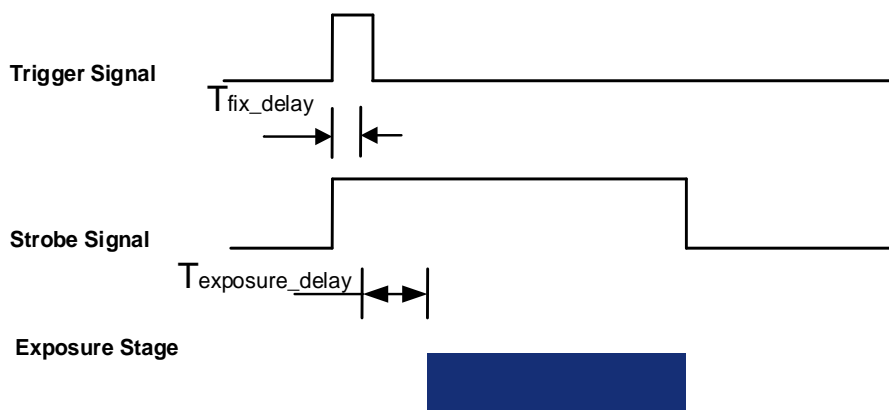


Figure 8-32 The exposure delay sequence diagram in overlapping exposure mode

When a trigger signal is received to the sensor to start exposure, there is a small delay, which is called the exposure delay and consists of five parts of time.

T1: The delay introduced by the hardware circuit when the external signal passes through the optocoupler or GPIO. The value is generally in the range of several to several tens of μs . The delay is mainly affected by the connection mode, driving intensity and temperature. When the external environment is constant, the delay is generally stable.

T2: Delay introduced by the trigger filter. For example, if the trigger filter time is set to $50\mu\text{s}$, T2 is $50\mu\text{s}$ and CXPTTrigger is not affected.

T3: Trigger delay (trigger_delay), the camera supports trigger delay feature. If the trigger delay is set to $200\mu\text{s}$, T3 is $200\mu\text{s}$.

T4: Exposure delay (exposure_delay), the exposure delay time mentioned above. If the exposure delay is set to $200\mu\text{s}$, T4 is $200\mu\text{s}$.

T5: The sensor timing sequence delay, the internal exposure of the sensor is aligned with the row timing sequence, so T5 has a maximum row cycle jitter. The value of each sensor is different.

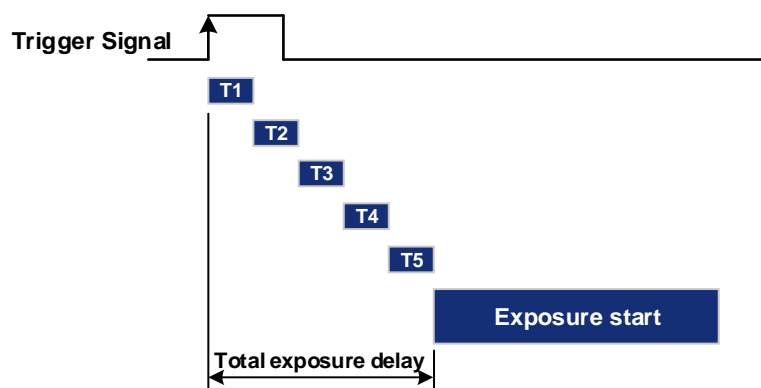


Figure 8-33 Exposure delay

The following table shows the total exposure delay time for each sensor.

T1 is calculated according to the typical delay ($5\mu\text{s}$) of Line0. If it is Line2 or CXPTTrigger, T1 can be ignored.

T2/3/4 is calculated as $0\mu\text{s}$.

T5 is calculated according to the ROI settings and features of each sensor.

The exposure delay data for each model is as follows:

Model	Exposure delay (μs)
MER3-514-235X2M/C	Non-overlapping & Overlapping Exposure: 9~10
MER3-515-131X2M/C	Non-overlapping & Overlapping Exposure: $(4+\text{GMRWT}) \times \text{Linetime}$ Default User Set: 34.48
MER3-1250-94X2M/C	Non-overlapping & Overlapping Exposure: 11~12

MER3-321-176X2M-SWIR	Non-overlapping & Overlapping Exposure: 7~12
MER3-321-224X2M-SWIR	Non-overlapping & Overlapping Exposure: 6~10
MER3-533-134X2M-SWIR	Non-overlapping & Overlapping Exposure: 7~12
MER3-533-170X2M-SWIR	Non-overlapping & Overlapping Exposure: 6~10

8.3. Basic Features

8.3.1. Gain

The camera can adjust the analog gain, and the range of analog gain is as shown in section 4 General Specification. When the analog gain changes, the response curve of the camera changes, as shown in Figure 8-34. The horizontal axis represents the output signal of the sensor in the camera, and the vertical axis represents the gray value of the output image. When the amplitude of the sensor output signal remains constant, increasing the gain makes the response curve steeper, and that makes the image brighter. For every 6dB increases of the gain, the gray value of the image will double. For example, when the camera has a gain of 0dB, the image gray value is 126, and if the gain is increased to 6dB, the image gray will increase to 252. Thus, increasing gain can be used to increase image brightness. When the environment brightness and exposure time keep constant, another way to increase the image brightness is to change the camera's digital gain by modifying the lookup table, for more details please see section 8.4.5.

Note that increasing the analog gain or digital gain will amplify the image noise.

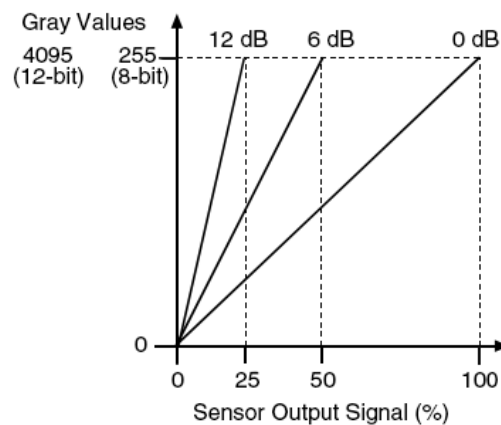


Figure 8-34 The cameras response curve

8.3.2. Sensor Bit Depth

By setting the "Sensor Bit Depth", the user can change the bit depth of the sensor output data. Reducing the sensor bit depth improves the camera frame rate, and increasing the sensor bit depth improves the image quality.

The sensor bit depth function is associated with the pixel format. When the pixel format is 8bit, the sensor bit depth can be selected as BPP10 or BPP12. When the pixel format is 10bit, the sensor bit depth only supports BPP10. When the pixel format is 12bit, the sensor bit depth only supports BPP12. The sensor bit depth depend on the monochrome or color camera model.

8.3.3. PGA Gain

Compared to digital gain, PGA (programmable-gain amplifier) gain does not amplify the noise caused by ADC, so it has a smaller impact on SNR. The steps set by the user is different from the actual steps. For example, the PGA gain of the MER3-514-235X2M/C camera in the remove standard parameter range is [0.5x-5.2x]. In [0.5x-2.8x], the steps and actual steps are 0.1x. In [2.8x-5.2x], the steps are 0.1x and actual steps are 0.4x. When the set value is in the parameter range, the parameter will take the lower limit value of the interval as the valid parameter. For example, when the setting value is 3.1x, the parameter will be taken down to 2.8x as the effective PGA gain and take effect.

When the camera is modified PGA gain under acquiring, the first frame after the setting may be abnormal image. After the second frame, the image returns to normal.

8.3.4. Pixel Format

By setting the pixel format, the user can select the format of output image. The image data starts from the upper left corner, and each pixel is output brightness value of each pixel line from left to right and from top to bottom.

- Mono8

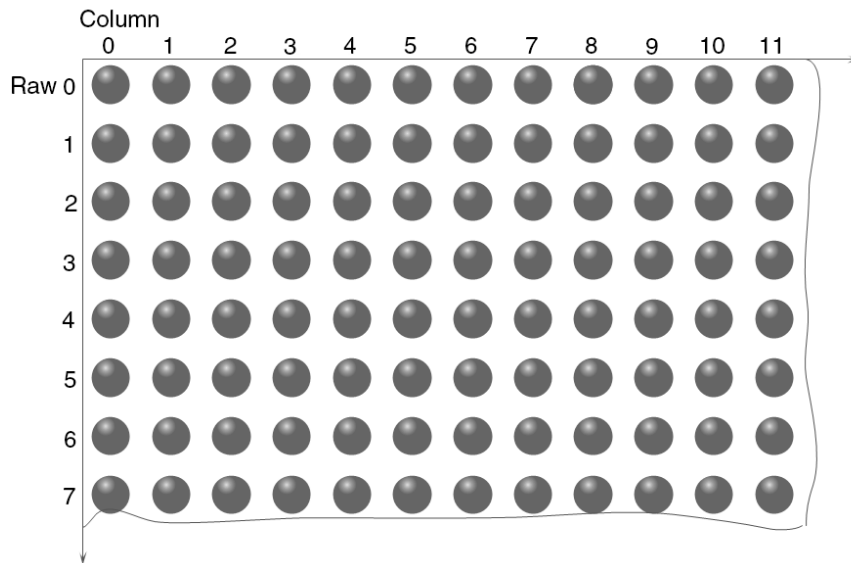


Figure 8-35 Mono8 pixel format

When the pixel format is set to Mono8, the brightness value of each pixel is 8 bits. The format in the memory is as follows:

Y00	Y01	Y02	Y03	Y04
Y10	Y11	Y12	Y13	Y14
.....					

Among them Y00, Y01, Y02 ... are the gray value of each pixel that starts from the first row of the image. Then the gray value of the second row pixels of the images is Y10, Y11, and Y12...

● Mono10/Mono12/Mono14/Mono16

When the pixel format is set to Mono16, the brightness value of each pixel in the camera output image is 16 bits of data, and the effective data in Mono16 format is 16 bits. When Mono14 is selected, the brightness value of each pixel in the camera output image is 16 bits of data, and the effective data in Mono14 format is 14 bits, the 2 of the MSB 16 bits data are set to zero. When the pixel format is set to Mono10 or Mono12, each pixel is 16 bits. When Mono10 is selected, the effective data is only 10 bits, the six unused most significant bits are filled with zero. When Mono12 is selected, the effective data is only 12 bits, the 4 of the MSB 16 bits data are set to zero. Note that the brightness value of each pixel contains two bytes, arranged in little-endian mode. The format is as follows:

Y00	Y01	Y02	Y03	Y04
Y10	Y11	Y12	Y13	Y14
.....					

Among them Y00, Y01, Y02...are the gray value of each pixel that start with the first row of the image. The first byte of each pixel is low 8 bits of brightness, and the second byte of each pixel is high 8 bits of brightness.

● BayerRG8

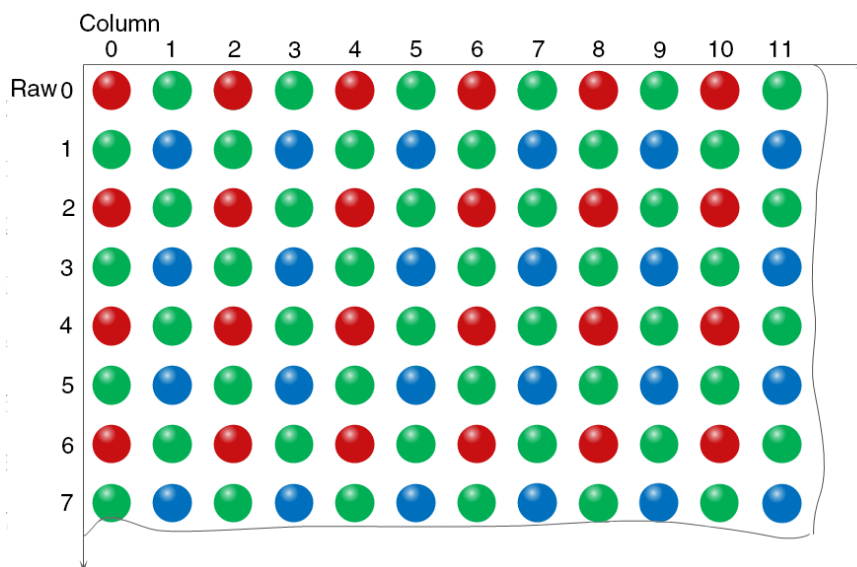


Figure 8-36 BayerRG8 pixel format

When the pixel format is set to BayerRG8, the value of each pixel in the output image of the camera is 8 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

R00	G01	R02	G03	R04
G10	B11	G12	B13	G14
.....					

Where R00 is the first pixel value of the first row (for the red component), G01 represents the second pixel value (for the green component), and so on, so that the first row pixel values are arranged. G10 is the first pixel value of the second row (for the green component), the B11 is the second pixel value (for the blue component), and so on, and the second row of pixel values are arranged.

● BayerRG10/BayerRG12/ BayerRG14/ BayerRG16

When the pixel format is set to BayerRG10, BayerRG12, BayerRG14 or BayerRG16, the value of each pixel in the output image of the camera is 16 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

R00	G01	R02	G03	R04
G10	B11	G12	B13	G14
.....					

Each pixel is the same as BayerRG8, the difference is that each pixel is made up of two bytes, the first byte is the low 8 bits of the pixel value, and the second byte is the high 8 bits of the pixel value.

● BayerGR8

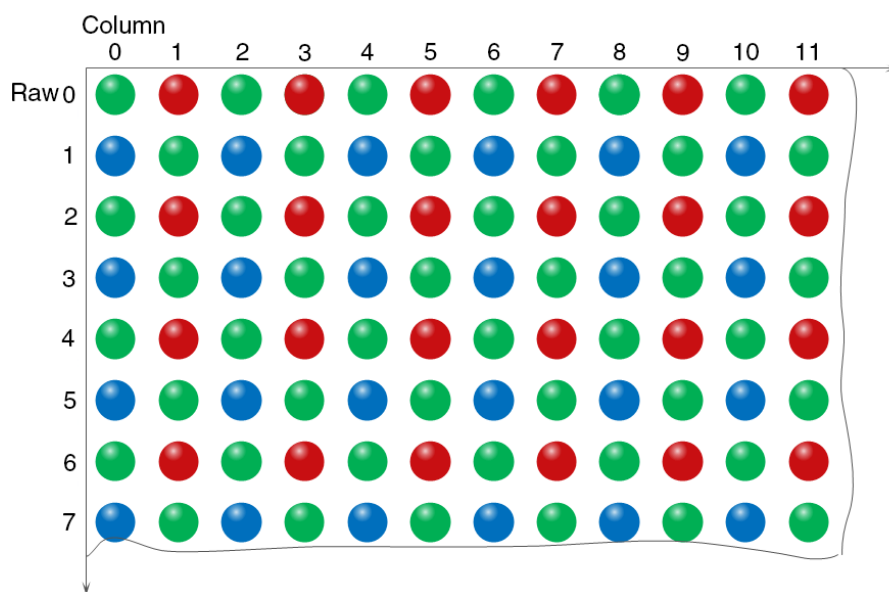


Figure 8-37 BayerGR8 pixel format

When the pixel format is set to BayerGR8, the value of each pixel in the output image of the camera is 8 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

G00	R01	G02	R03	G04
B10	G11	B12	G13	B14
.....					

Where G00 is the first pixel value of the first row (for the green component), R01 represents the second pixel value (for the red component), and so on, so that the first row pixel values are arranged. B10 is the first pixel value of the second row (for the blue component), the G11 is the second pixel value (for the green component), and so on, and the second row of pixel values are arranged.

● BayerGR10/BayerGR12/ BayerGR14/ BayerGR16

When the pixel format is set to BayerGR10, BayerGR12, BayerGR14 or BayerGR16, the value of each pixel in the output image of the camera is 16 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

G00	R01	G02	R03	G04
B10	G11	B12	G13	B14
.....					

Each pixel is the same as BayerRG8, the difference is that each pixel is made up of two bytes, the first byte is the low 8 bits of the pixel value, and the second byte is the high 8 bits of the pixel value.

● BayerGB8

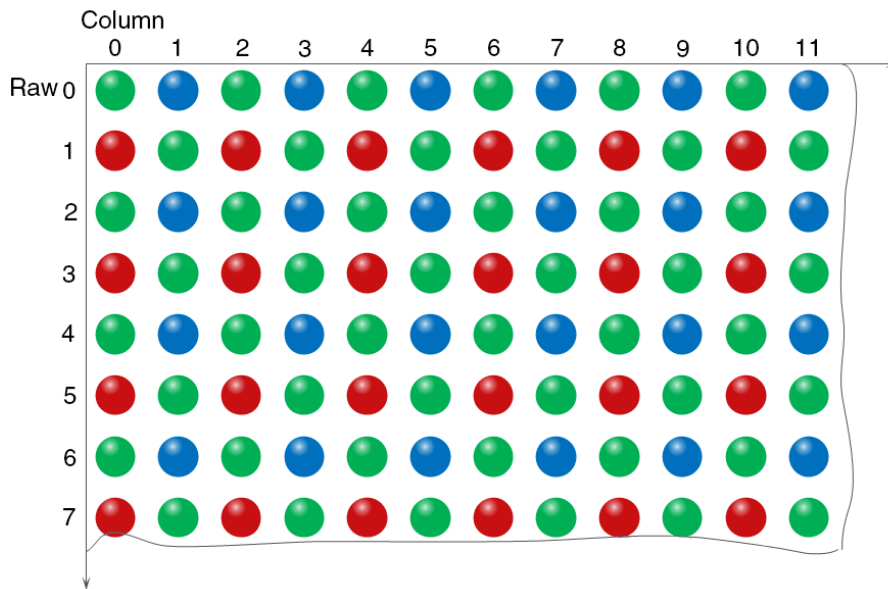


Figure 8-38 BayerGB8 pixel format

When the pixel format is set to BayerRG8, the value of each pixel in the output image of the camera is 8 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

G00	B01	G02	B03	G04
R10	G11	R12	G13	R14
.....					

Where G00 is the first pixel value of the first row (for the green component), B01 represents the second pixel value (for the blue component), and so on, so that the first row pixel values are arranged. R10 is the first pixel value of the second row (for the red component), the G11 is the second pixel value (for the green component), and so on, and the second row of pixel values are arranged.

● BayerGB10/BayerGB12/BayerGB14/BayerGB16

When the pixel format is set to BayerGB10, BayerGB12, BayerGB14 or BayerGB16, the value of each pixel in the output image of the camera is 16 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

G00	B01	G02	B03	G04
R10	G11	R12	G13	R14
.....					

Each pixel is the same as BayerGB8, the difference is that each pixel is made up of two bytes, the first byte is the low 8 bits of the pixel value, and the second byte is the high 8 bits of the pixel value.

8.3.5. ROI

By setting the ROI of the image, the camera can transmit the specific region of the image, and the output region's parameters include OffsetX, OffsetY, width and height of the output image. The camera only reads the image data from the sensor's designated region to the memory, and transfer it to the host, and the other regions' image of the sensor will be discarded.

By default, the image ROI of the camera is the full resolution region of the sensor. By changing the OffsetX, OffsetY, width and height, the location and size of the image ROI can be changed. The OffsetX refers to the starting column of the ROI, and the OffsetY refers to the starting row of the ROI. Among them, the step of OffsetX/OffsetY and adjust steps of width vary from one camera to another.

The coordinates of the ROI of the image are defined the 0th raw and 0th column as the origin of the upper left corner of the sensor. As shown in the figure, the OffsetX of the ROI is 4, the OffsetY is 4, the height is 8 and the width is 12.

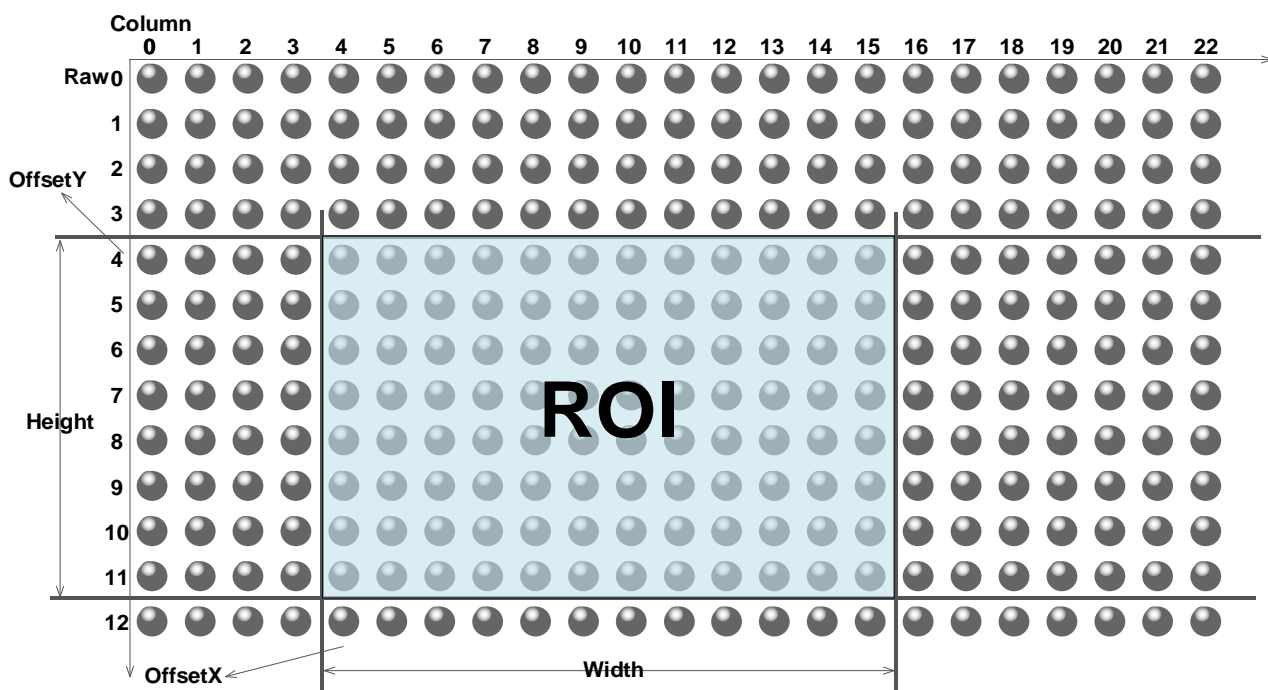


Figure 8-39 ROI

When reducing the height of the ROI, the maximum frame rate of the camera will be raised. Please refer to section 8.5.1 for specific effects on the acquisition frame rate.

8.3.6. Auto Exposure/Auto Gain

- ROI Setting of Auto Exposure/Auto Gain

For Auto Exposure and Auto Gain, you can specify a portion of the sensor array and only the pixel data from the specified portion will be used for auto function control.

AAROI is defined by the following way:

- AAROIOffsetX: The offset of the X axis direction.
- AAROIOffsetY: The offset of the Y axis direction.
- AAROIWidth: The width of ROI.
- AAROIHeight: The height of ROI.

Offset is the offset value that relative to the upper left corner of the image. The setting of the horizontal and vertical steps are respectively consistent with the horizontal and vertical steps of the ROI. The setting of the AAROI depends on the size of the current image and cannot exceed the range of the current image. That is to say, assuming the Width and Height are parameters for users captured image, then the AAROI setting need to meet the condition 1:

$$\text{AAROIWidth} + \text{AAROIOffsetX} \leq \text{Width}$$

$$\text{AAROIHeight} + \text{AAROIOffsetY} \leq \text{Height}$$

If condition 1 is not met, the user cannot set the ROI.

The default value of ROI is the entire image, you can set the ROI according to your need. Where the minimum value of AAROIWidth is equal to the horizontal steps of the ROI, and the maximum value is equal to the current image width. The minimum value of AAROIHeight is equal to the vertical steps of the ROI, and the maximum value is equal to the current image height, they are all need to meet the condition1.

For example: the current image width is 1024, the height is 1000, and then the ROI setting is:

- AAROIOffsetX = 100
- AAROIOffsetY = 50
- AAROIWidth = 640
- AAROIHeight = 480

The relative position of the ROI and the image is shown in Figure 8-40.

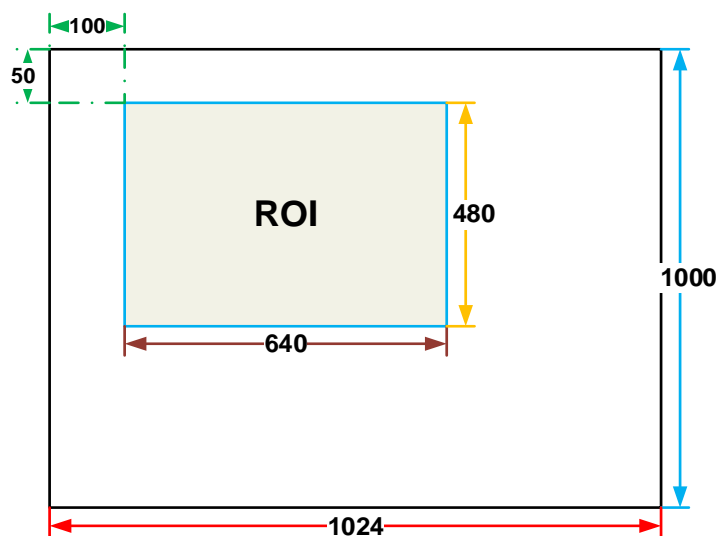


Figure 8-40 An example for the relative position between the ROI and the current image

- **Auto Exposure/Auto Gain**

The auto gain can adjust the camera's gain automatically and the auto exposure can adjust the camera's exposure time automatically, so that the average gray value in AAROI is achieved to the expected gray value. The auto gain and auto exposure both can be controlled by "Once" and "Continuous" mode.

When using the "Once" mode, the camera adjusts the image data in the AAROI to the expected gray value once, then the camera will close the auto gain/auto exposure feature. When using the "Continuous" mode, the camera will continuous adjust the gain value/exposure time according to the data of the AAROI, so that the data in the AAROI is kept near to the expected gray level.

The expected gray value is set by the user, and it is related to the data bit depth. For 8bit pixel data, the expected gray value range is 0-255, for 10bit pixel data, the expected gray value range is 0-1023, and for 12bit pixel data, the expected gray value range is 0-4095.

The camera adjusts the gain value and exposure time within the range [minimum gain value, maximum gain value] which is set by the user.

The auto gain feature can be used with the auto exposure at the same time, when target grey is changed from dark to bright, the auto exposure adjust is prior to auto gain adjust. Vice versa, when target grey is changed from bright to dark, the auto gain adjust is prior to auto exposure adjust.

8.3.7. Test Pattern

The camera supports three test images: gray gradient test image, static diagonal gray gradient test image, and moving diagonal gray gradient test image. When the camera captures in RAW12 mode, the gray value of test image is: the pixel gray value in RAW8 mode multiplies by 16, as the output of pixel gray value in RAW12 mode.

- **GrayFrameRampMoving**

In the gray gradient test image, all the pixels' gray values are the same in the frame. In the adjacent frame, the gray value of the next frame increases by 1 compared to the previous frame, until to 255, and then the next frame gray value returns to 0, and so on. A printscreen of a single frame is shown in Figure 8-41.



Figure 8-41 Gray gradient test image

- SlantLineMoving

In the moving diagonal gray gradient test image, the first pixel value of adjacent row in each frame increases by 1, until the last row. When the pixel gray value increases to 255, the next pixel gray value returns to 0. The first pixel gray value of adjacent column increases by 1, until the last column. When the pixel gray value increases to 255, the next pixel gray value returns to 0.

In the moving diagonal gray gradient test image, in the adjacent frame, the first pixel gray value of the next frame increases by 1 compared to the previous frame. So, in the dynamic image, the image is scrolling to the left. A printscreen of the moving diagonal gray gradient test image is shown in Figure 8-42:

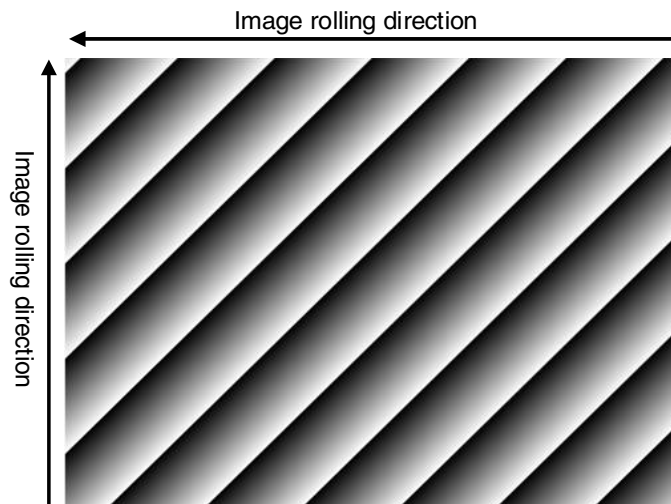


Figure 8-42 Moving diagonal gray gradient test image

- SlantLine

In the static diagonal gray gradient test image, the first pixel gray value is 0, the first pixel gray value of adjacent row increases by 1, until the last row. When the pixel gray value increases to 255, the next pixel gray value returns to 0. The first pixel gray value of adjacent column increases by 1, until the last column. When the pixel gray value increases to 255, the next pixel gray value returns to 0.

Compared to the moving diagonal gray gradient test image, in the adjacent image of the static diagonal gray gradient test image, the gray value in the same position remains unchanged. A printscreen of the static diagonal gray gradient test image is shown in Figure 8-43.



Figure 8-43 Static diagonal gray gradient test image

8.3.8. User Set Control

By setting various parameters of the camera, the camera can perform the best performance in different environments. There are two ways to set parameters: one is to modify the parameters manually, and the other is to load parameter set. In order to save the specific parameters of the users, avoiding to set the parameters every time when you open the camera, the camera provides a function to save the parameter set, which can easily save the parameters that the user use, including the control parameters that the camera needed. There three types of configuration parameters: the currently effective configuration parameters, the vendor default configuration parameters (Default), and the user configuration parameters (UserSet0, UserSet1 and UserSet2).

Three operations can be performed on the configuration parameters, including save parameters (UserSetSave), load parameters (UserSetLoad), and set the startup parameter set (UserSetDefault). The UserSetSave is to save the effective configuration parameters to the user configuration parameter set which is set by the user. The UserSetLoad is to load the vendor default configuration parameters (Default) or the user configuration parameters (UserSet) to the current effective configuration parameters. The UserSetDefault is refer to the user can specify a set of parameters which to be loaded into the effective configuration parameters automatically when the camera is reset or powered on. And the camera can work under this set of parameters. This set of parameters can be vendor default configuration parameters or user configuration parameters.

1) The type of configuration parameters

The type of configuration parameters includes: the current effective configuration parameters, vendor default configuration parameters, user configuration parameters.

The current effective configuration parameters: Refers to the current control parameters used by the camera. Using API function or Demo program to modify the current control parameters of the camera is to modify the effective configuration parameters. The effective parameters are stored in volatile memory of the camera, so when the camera is reset or powered on again, the effective configuration parameters will be lost.

The vendor default configuration parameters (Default): Before the camera leaves the factory, the camera manufacturer will test the camera to assess the camera's performance and optimize the configuration parameters of the camera. The vendor default configuration parameters are the camera configuration parameters optimized by the vendor in a particular environment, these parameters are stored in the non-volatile memory of the camera, so when the camera is reset or powered on again, the effective configuration parameters will not be lost, and these parameters cannot be modified.

The user configuration parameters (UserSet0, UserSet1 and UserSet2): The effective parameters are stored in volatile memory of the camera, so when the camera is reset or powered on again, the effective configuration parameters will be lost. You can store the effective configuration parameters to the user configuration parameters, the user configuration parameters are stored in the non-volatile memory of the camera, so when the camera is reset or powered on again, the user configuration parameters will not be lost. The camera can store three sets of user configuration parameters.

2) The operation of configuration parameters

The operations for configuration parameters include the following three types: save parameters, load parameters and set the UserSetDefault.

Save parameters (UserSetSave): Save the current effective configuration parameters to the user configuration parameters. The storage steps are as follows:

- 1) Modify the camera's configuration parameters, until the camera runs to the user's requirements.
- 2) Use UserSetSelector to select UserSet0. Execute UserSetSave command.

The camera's configuration parameters which are saved in the user parameter set include:

- DeviceLinkThroughputLimitMode, DeviceLinkThroughputLimit
- DecimationHorizontal, DecimationVertical
- ReverseX, ReverseY
- AcquisitionMode, AcquisitionBurstFrameCount
- ExposureTime, ExposureMode, ExposureDelay
- PixelFormat
- OffsetX, OffsetY, Width, Height
- TriggerMode, TriggerSource, TriggerActivation, TriggerDelay
- TriggerFilterRaisingEdge, TriggerFilterFallingEdge
- LineMode, Line Inverter, LineSource, UserOutputValue
- TestPatternGeneratorSelector
- TimerDuration, TimerDelay, TimerTriggerSource, CounterEventSource, CounterResetSource
- ExpectedGrayValue
- ExposureAuto, AutoExposureTimeMax, AutoExposureTimeMin
- Gain, PGAGain, GainAuto, AutoGainMax, AutoGainMin
- AAROIOffsetX, AAROIOffsetY, AAROIWidth, AAROIHeight
- BalanceWhiteAuto
- AWBROIOffsetX, AWBROIOffsetY, AWBROIWidth, AWBROIHeight)
- BalanceRatio
- LUTControl, Gamma
- BlackLevel, BlackLevelAuto
- RemoveParameterLimitControl

- StaticDefectCorrection
- ColorTransformationEnable, ColorTransformationValue, LightSourcePreset, SaturationMode, Saturation
- HueMode, Hue
- BrightnessMode, Brightness
- ContrastMode, Contrast

Load parameters (UserSetLoad): Load the vendor default configuration parameters or the user configuration parameters into the effective configuration parameters. After this operation is performed, the effective configuration parameters will be covered by the loaded parameters which are selected by the user, and the new effective configuration parameters are generated. The operation steps are as follows:

- 1) Use UserSetSelector to select Default or UserSet (UserSet0, UserSet1 and UserSet2).
- 2) Execute UserSetLoad command to load the UserSet specified by UserSetSelector to the device and makes it active.

Change startup parameter set (UserSetDefault): The user can use UserSetDefault to select Default or UserSet (UserSet0, UserSet1 and UserSet2) as the UserSetDefault. When the camera is reset or powered on again, the parameters in the UserSetDefault will be loaded into the effective configuration parameters.

8.3.9. Device User ID

The camera provides programmable device user ID function, the user can set a unique identification for the camera, and can open and control the camera by the unique identification.

The user-defined name is a string which maximum length is 16 bytes, the user can set it by the following ways:

- 1) Set by the GalxyView, as shown in the Figure 8-44.

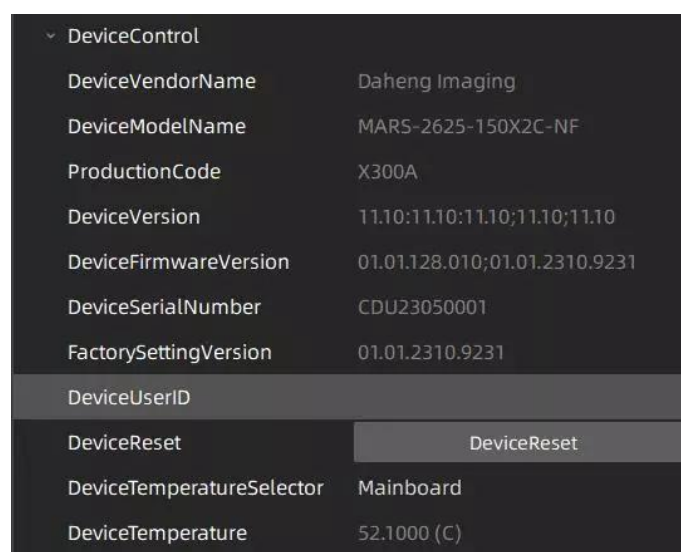


Figure 8-44 GalxyView software

2) Set by calling the software interface, for details please see the Programmer's Guide.



When using multi-cameras at the same time, it is necessary to ensure the uniqueness of the user-defined name of each camera, otherwise, an exception will occur when the camera is opened.

8.3.10. Decimation

The Decimation can reduce the number of sensor pixel columns or rows that are transmitted by the camera, reducing the amount of data that needs to be transmitted and reducing bandwidth usage.

- **How Vertical Decimation Works**

On mono cameras, if you specify a vertical Decimation factor of n , the camera transmits only every n^{th} row. For example, when you specify a vertical Decimation factor of 2, the camera skips row 1, transmits row 2, skips row 3, and so on.

On color cameras, if you specify a vertical Decimation factor of n , the camera transmits only every n^{th} pair of rows. For example, when you specify a vertical Decimation factor of 2, the camera skips rows 1 and 2, transmits rows 3 and 4, skips rows 5 and 6, and so on.

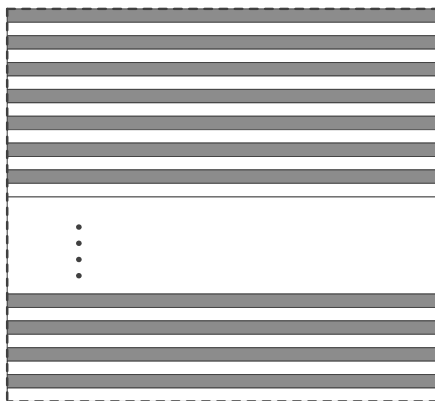


Figure 8-45 Mono camera vertical Decimation

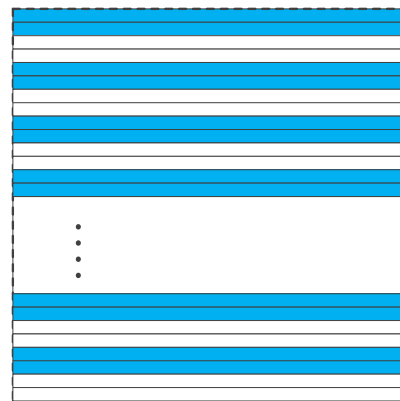


Figure 8-46 Color camera vertical Decimation

As a result, the image height is reduced. For example, enabling vertical Decimation by 2 halves the image height. The camera automatically adjusts the image ROI settings.

Vertical Decimation significantly increases the camera's frame rate. For details, please refer to the MERCURY3 CoaXPress Camera Frame Rate Calculation Tool.

- **How Horizontal Decimation Works**

On mono cameras, if you specify a horizontal Decimation factor of n , the camera transmits only every n^{th} column. For example, if specify set a horizontal Decimation factor of 2, the camera skips column 1, transmits column 2, skips column 3, and so on.

On color cameras, if you specify a horizontal Decimation factor of n , the camera transmits only every n^{th} pair of columns. For example, if you specify a horizontal Decimation factor of 2, the camera skips columns 1 and 2, transmits columns 3 and 4, skips columns 5 and 6, and so on.

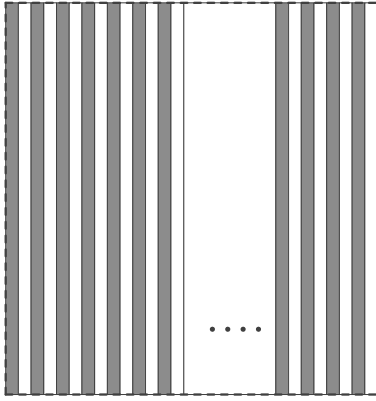


Figure 8-47 Mono camera horizontal Decimation

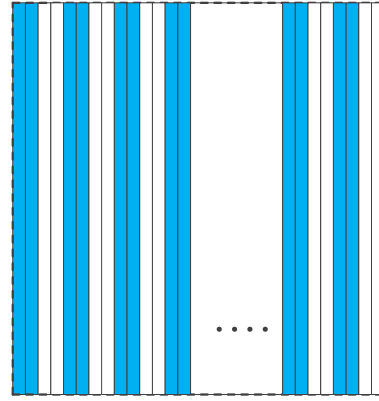


Figure 8-48 Color camera horizontal Decimation

As a result, the image width is reduced. For example, enabling horizontal Decimation by 2 halves the image width. The camera automatically adjusts the image ROI settings.

Horizontal Decimation does not (or only to a very small extent) increase the camera's frame rate.

● Configuring Decimation

To configure vertical Decimation, enter a value for the DecimationVertical parameter. To configure horizontal Decimation, enter a value for the DecimationHorizontal parameter.

The value of the parameters defines the Decimation factor. Depending on your camera model, the following values are available:

- 1) Disable Decimation.
- 2) Enable Decimation.

● Considerations When Using Decimation

- 1) Effect on ROI settings

When you are using Decimation, the settings for your image ROI refer to the resulting number of rows and columns. Taking MER3-514-235X2M/C as an example, the camera's default resolution is 2448×2048. When horizontal Decimation by 4 and vertical Decimation by 4 are enabled, the maximum ROI width would be 608 and the maximum ROI height would be 512.

- 2) Reduced resolution

Using Decimation effectively reduces the resolution of the camera's imaging sensor. Taking MER3-514-235X2M/C as an example, the camera's default resolution is 2448×2048. When horizontal Decimation by 4 and vertical Decimation by 4 are enabled, the effective resolution of the sensor is reduced to 608×512.

- 3) Possible image distortion

The displayed image will not be distorted if the vertical and horizontal Decimation factors are equal. When only horizontal Decimation or vertical Decimation is used, the displayed image will be reduced in width or height.

4) Mutually exclusive with Binning

Decimation and Binning cannot be used simultaneously in the same direction. When the horizontal Decimation value is set to a value other than 1, the horizontal Binning feature cannot be used. When the vertical Decimation value is set to a value other than 1, the vertical Binning feature cannot be used.

On some camera models, user can select to perform Sensor or FPGA decimation. The difference is that Sensor decimation may increase the camera's frame rate.

8.3.11. Reverse X and Reverse Y

The Reverse X and Reverse Y features can mirror acquired images horizontally, vertically, or both.

- Enabling Reverse X

To enable Reverse X, set the **ReverseX** parameter to **true**. The camera mirrors the image horizontally.



Figure 8-49 The original image



Figure 8-50 Reverse X enabled

- Enabling Reverse Y

To enable Reverse Y, set the **ReverseY** parameter to **true**. The camera mirrors the image vertically.



Figure 8-51 The original image



Figure 8-52 Reverse Y enabled

- Enabling Reverse X and Y

To enable Reverse X and Y, set the **ReverseX** and **ReverseY** parameters to **true**. The camera mirrors the image horizontally and vertically.

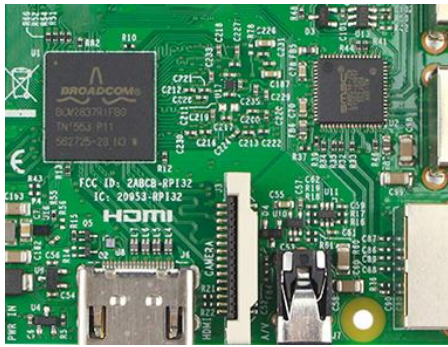


Figure 8-53 The original image

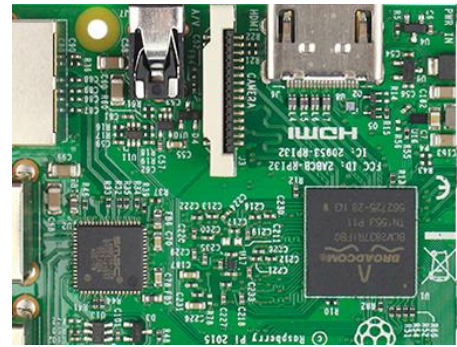


Figure 8-54 Reverse X and Y enabled

● Using Image ROI with Reverse X or Reverse Y

If you have specified an image ROI while using Reverse X or Reverse Y, you must bear in mind that the position of the ROI relative to the sensor remains the same. Therefore, the camera acquires different portions of the image depending on whether the Reverse X or the Reverse Y feature are enabled:



Figure 8-55 The original image



Figure 8-56 Reverse X enabled

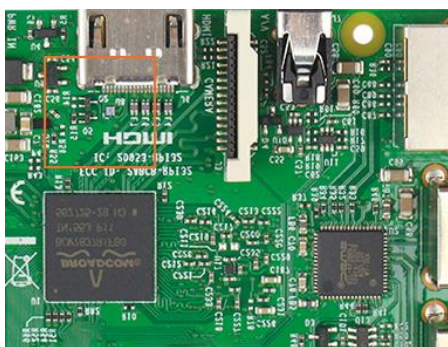


Figure 8-57 Reverse Y enabled

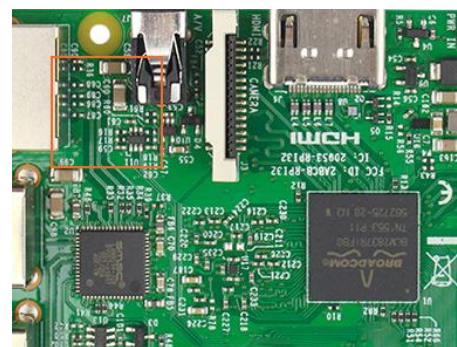


Figure 8-58 Reverse X and Y enabled

● Pixel Format Alignment

When camera is using the reverse feature, the alignment of the Bayer format of some cameras does not change, and the others is change.

8.3.12. Acquisition Status

The Acquisition Status feature can determine whether the camera is waiting for trigger signals. This is useful if you want to optimize triggered image acquisition and avoid over triggering.

To determine if the camera is currently waiting for trigger signals.

- a) Set the **AcquisitionStatusSelector** parameter to the expected trigger type. Two trigger types are available: **FrameTriggerWait** and **AcquisitionTriggerWait**. For example, if you want to determine if the camera is waiting for **FrameStartTrigger** signals, set the **AcquisitionStatusSelector** to **FrameTriggerWait**. If you want to determine if the camera is waiting for **FrameBurstStartTrigger** signals, set the **AcquisitionStatusSelector** to **AcquisitionTriggerWait**.
- b) If the **AcquisitionStatus** parameter is **true**, the camera is waiting for a trigger signal of the trigger type selected. If the **AcquisitionStatus** parameter is **false**, the camera is busy.

8.3.13. Black Level and Auto Black Level

8.3.13.1. Black Level

The black level can change the overall brightness of an image by changing the gray values of the pixels by a specified amount. Currently, the application range of the black level value can only be selected as all pixels, and pixel selection is not supported.

The lower the black level, the darker the corresponding image, the higher the black level, the brighter the corresponding image.

8.3.13.2. Auto Black Level

The dark current is greatly affected by the ambient temperature and individual differences are greater for high resolution camera models. The default mode is "Continuous" and the black level automatically adjusting. If it is "Once" mode, the auto black level mode will automatically change to OFF after once adjustment. If it is "Off" mode, the auto black level is disabled.

8.3.14. Remove Parameter Limits

The range of camera parameters is usually limited, and these factory limits are designed to ensure the best camera performance and high image quality. However, for certain use cases, you may want to specify parameter values outside of the factory limits. You can use the remove parameter limits feature to expand the parameter range. The features of the extended range supported by different cameras may be different and the range may be different, as shown in Table 8-2.

Model	Features	Set the switch to off	Set the switch to on
MER3-514-235X2M/C	Exposure	6~1000000	6~60000000
	Auto Exposure	6~1000000	6~1000000
	Gain	0~16	0~24
	Auto Gain	0~16	0~24
	PGA Gain	10bit: 1~2.02 12bit: 1~6.47	10bit: 1~2.02 12bit: 1~16.76
	Black Level	10bit: 0~1023 12bit: 0~4095	10bit: 0~1023 12bit: 0~4095

Model	Features	Set the switch to off	Set the switch to on
	Sharpness	0~7	0~63
	SharpnessNoiseSuppression Threshold	0~1	0~2
	White Balance component	0~15.998	0~31.998
	Auto White Balance	0~15.998	0~31.998
MER3-515-131X2M/C	Exposure	3~1000000	3~60000000
	Auto Exposure	3~1000000	3~1000000
	Gain	0~16	0~24
	Auto Gain	0~16	0~24
	PGA Gain	0~24	0~48
	Black Level	10bit: 0~1023 12bit: 0~4095	10bit: 0~1023 12bit: 0~4095
	Sharpness	0~7	0~63
	SharpnessNoiseSuppression Threshold	0~1	0~2
	White Balance component	0~15.998	0~31.998
	Auto White Balance	0~15.998	0~31.998
MER3-1250-94X2M/C	Exposure	6~1000000	6~60000000
	Auto Exposure	6~1000000	6~1000000
	Gain	0~16	0~24
	Auto Gain	0~16	0~24
	PGA Gain	10bit: 1~2.02 12bit: 1~6.47	10bit: 1~2.02 12bit: 1~16.76
	Black Level	10bit: 0~1023 12bit: 0~4095	10bit: 0~1023 12bit: 0~4095
	Sharpness	0~7	0~63
	SharpnessNoiseSuppression Threshold	0~1	0~2
	White Balance component	0~15.998	0~31.998
	Auto White Balance	0~15.998	0~31.998

Model	Features	Set the switch to off	Set the switch to on
MER3-321-176X2M-SWIR MER3-321-224X2M-SWIR	Exposure	27~1000000	27~60000000
	Auto Exposure	27~1000000	27~1000000
	Gain	0~16	0~24
	Auto Gain	0~16	0~24
	Black Level	10bit: 0~1023 12bit: 0~4095	10bit: 0~1023 12bit: 0~4095
	Sharpness	0~7	0~63
	SharpnessNoiseSuppression Threshold	0~1	0~2
MER3-533-134X2M-SWIR MER3-533-170X2M-SWIR	Exposure	27~1000000	27~60000000
	Auto Exposure	27~1000000	27~1000000
	Gain	0~16	0~24
	Auto Gain	0~16	0~24
	Black Level	10bit: 0~1023 12bit: 0~4095	10bit: 0~1023 12bit: 0~4095
	Sharpness	0~7	0~63
	SharpnessNoiseSuppression Threshold	0~1	0~2

Table 8-2 Parameter range of features supported before and after Remove Parameter Limits

8.3.15. User Data Area

The user data area is a FLASH data area reserved for the user, and the user can use the area to save algorithm factors, parameter configurations, etc.

The user data area is 512K bytes and read and write must start from the starting address. The user can access the user data area through the API interface. The data is saved to the camera flash area immediately after being written, and the data will not disappear after the camera is powered off.

8.3.16. Timer

The camera only supports one timer (Timer1), which can be started by a specified event or signal (only ExposureStart signal is supported). The Timer can configure a timer output signal that goes high on a specific event or signal and goes low after a specific duration. And the timer is cleared when the output signal goes low. A schematic diagram of the timer working process is as follows:

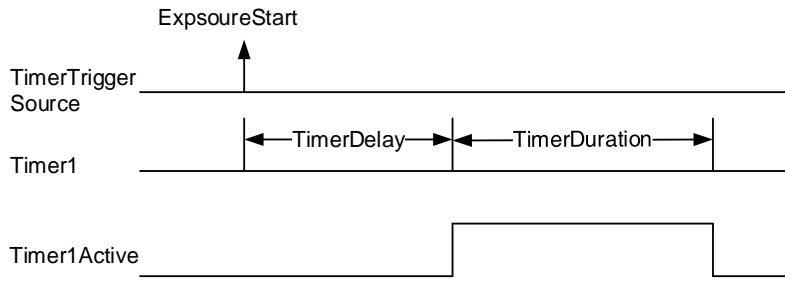


Figure 8-59 Timer1Active schematic diagram

The timer configuration process is as follows:

- 1) Set TimerSelector, currently only Timer1 supported.
 - 2) Set LineSelector.
 - 3) Set the LineSource to Timer1Active.
 - 4) Set TimerTriggerSource, currently only ExposureStart supported.
 - 5) Set TimerDelay, the range of TimerDelay is [0, 16777215], the unit is μs .
 - 6) Set TimerDuration, the range of TimerDuration is [0, 16777215], the unit is μs .
- 1) From the start of the timer to the full output of Timer1Active, this process will not be interrupted by the ExposureStart signal, and Timer1Active must be completely output to start timing according to the next ExposureStart signal. As shown in the figure below, the red ExposureStart signals are ignored.

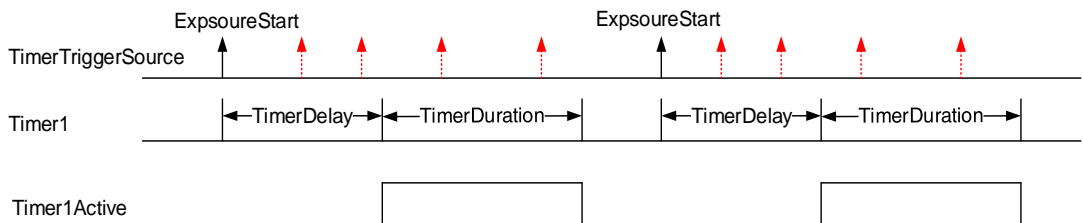


Figure 8-60 The relationship of Timer1Active and ExposureStart signal

- 2) After the acquisition is stopped, the timer is immediately cleared and the Timer1Active signal goes low immediately.

8.3.17. Counter

The camera only supports one counter (Counter1), which can count the number of FrameTrigger, AcquisitionTrigger and FrameStart signals received by the camera. The counter starts counting from 0. You can select one of the above three signals to count by CounterEventSource. The FrameTrigger and AcquisitionTrigger signals of the counter statistics refer to the signals that have been triggered for filtering without a trigger delay. The CounterValue is fed back directly as a Polling.

The counter can be reset by an external signal. The reset source is selected by CounterResetSource. Currently, the CounterResetSource option supports Off, SoftWare, Line0, Line2, Line3, CXPTriiger0 and CXPTriiger1. Among them, Off means no reset, SoftWare means software reset, Line0, Line2, Line3 means reset through I/O port input signal, CXPTriiger0 and CXPTriiger1 means reset through

CXPTrigger send by frame grabber. The polarity of the reset signal only supports RisingEdge, which means reset the Counter on the rising edge of the reset signal.

Counter configuration:

- 1) Set CounterSelector, currently only Counter1 supported.
- 2) Set CounterEventSource, the values that can be set are FrameStart, FrameTrigger, AcquisitionTrigger.
- 3) Set CounterResetSource, the values that can be set are Off, SoftWare, Line0, Line2, Line3, CXPTtrigger0, CXPTtrigger1
- 4) Set CounterResetActivation, currently only RisingEdge supported.



- 1) After the acquisition is stopped, the Counter continues to work, will not be cleared, and it will be cleared when the camera is powered off.
- 2) CounterReset is used to software reset the counter.

8.4. Image Processing

8.4.1. Light Source Preset

The cameras support light source preset function, and provides Off mode, Custom mode, and four specified common color temperature light source modes.

- **Off Mode**

The camera does not perform white balance and color conversion processing on the image by default, and you need to input the white balance coefficient manually or use the auto white balance function. Perform color correction in Off mode is the same as without color correction.

- **Custom Mode**

Users can manually input white balance coefficients, and it supports manually input color conversion coefficients.

- **Daylight-6500K**

When the user selects **Daylight-6500K** in the light source preset, the camera will perform white balance processing on the image by default, and it supports manually modify white balance coefficients or enable white balance. If the external environment light source used is D65 light source, the image will not produce color deviation.

Even if the current light source is selected as the light source preset, users can also manually adjust the white balance coefficient. Users can turn on the color conversion enable switch and calibrate according to the color conversion coefficient of the Daylight-6500K light source (manual input of color correction coefficients is not supported).

The option operation of Daylight5000K, CoolWhiteFluorescence, INCA is the same as Daylight-6500K.

8.4.2. Auto White Balance

- **Auto White Balance ROI**

Auto White Balance feature use the image data from AWBROI to calculate the white balance ratio, and then the white balance ratio is used to adjust the components of the image.

ROI is defined in the following way:

AWBROIOffsetX: The offset of the X axis direction.

AWBROIOffsetY: The offset of the Y axis direction.

AWBROIWidth: The width of ROI.

AWBROIHeight: The height of ROI.

Offset is the offset value that relative to the upper left corner of the image. The step is consistent with the ROI step.

The ROI default setting is the whole image, users can set up in accordance with the needs. The step is consistent with the ROI step.

- **Auto White Balance Adjustment**

The auto white balance can be set to "Once" or "Continuous" mode. When using the "Once" mode, the camera just adjusts the white balance ratio once, when using the "Continuous" mode, the camera continuously adjusts the white balance ratio based on the data in AWBROI.

The auto white balance feature is only available on color sensors.

8.4.3. Color Transformation Control

The Color Transformation is used to correct the color information delivered by the sensor, improve the color reproduction of the camera, and make the image closer to the human visual perception.



Figure 8-61 Color template

The user can use a color template containing 24 colors and shoot this color template with a camera, the RGB value of each color may be different from the standard RGB value of the standard color template, the vendor can use the software or hardware to convert the RGB value that is read to the standard RGB value. Because the color space is continuous, all the other RGB values that are read can be converted to the standard RGB values by using the mapping table created by the 24 colors.

1) Prerequisites

For the color transformation to work properly, the white balance must first be configured appropriately.

2) Configuring color transformation

There are one mode for configuring color transformation: default mode (RGBtoRGB)

RGBtoRGB: Default color transformation parameters provided to the camera when it leaves the factory.

3) How it works

The color transformation feature uses a transformation matrix to deliver modified red, green, and blue pixel data for each pixel.

The transformation is performed by premultiplying a 3x1 matrix containing R, G, and B pixel values by a 3x3 matrix containing the color transformation values:

$$\begin{bmatrix} \text{Gain00} & \text{Gain01} & \text{Gain02} \\ \text{Gain10} & \text{Gain11} & \text{Gain12} \\ \text{Gain20} & \text{Gain21} & \text{Gain22} \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} R' \\ G' \\ B' \end{bmatrix}$$

4) Effect images



Figure 8-62 Before color transformation



Figure 8-63 After color transformation

8.4.4. Gamma

The Gamma can optimize the brightness of acquired images for display on a monitor.

1) Prerequisites

If the **GammaEnable** parameter is available, it must be set to **true**.

2) How it works

The camera applies a Gamma correction value (γ) to the brightness value of each pixel according to the following formula (red pixel value (R) of a color camera shown as an example):

$$R_{\text{corrected}} = \left(\frac{R_{\text{uncorrected}}}{R_{\text{max}}} \right)^{\gamma} \times R_{\text{max}}$$

The maximum pixel value (R_{max}) equals, e.g., 255 for 8-bit pixel formats and 4095 for 12-bit pixel formats.

3) Enabling Gamma correction

After enabling Gamma correction, set **GammaValue** to change the image brightness. The range of **GammaValue** is 0 to 4.00.

- a) Gamma = 1.0: the overall brightness remains unchanged.
- b) Gamma < 1.0: the overall brightness increases.
- c) Gamma > 1.0: the overall brightness decreases.

In all cases, black pixels (gray value = 0) and white pixels (gray value = maximum) will not be adjusted.



If you enable Gamma correction and the pixel format is set to a 12-bit, some image information will be lost. Pixel data output will still be 12-bit, but the pixel values will be interpolated during the Gamma correction process, resulting in loss of accuracy and loss of image information. If the Gamma feature is required and no image information is lost, avoid using the Gamma feature in 12-bit pixel format.

4) Additional parameters

Depending on your camera model, the following additional parameters are available:

- a) GammaEnable: Enable or disable Gamma correction.
- b) GammaMode: You can select one of the following Gamma correction modes:

User: The Gamma correction value can be set as expected.

sRGB: The camera's internal default Gamma correction value. This feature is used with the color transformation feature to convert images from RGB to sRGB. It is recommended to adjust Gamma to sRGB mode after enabling the color transformation feature.

8.4.5. Lookup Table

When the analog signal that is read out by the sensor has been converted via ADC, generally, the raw data bit depth is larger than 8 bits, there are 12 bits, 10 bits, etc. The feature of lookup table is to replace some pixel values in the 8 bits and 12 bits images by values defined by the user.

The lookup table can be a linear lookup table or a non-linear lookup table, created entirely by the user.

You can also use the **LUTValueAll** function to create an entire lookup table.

1) How it works

- a) LUT is short for "lookup table", which is basically an indexed list of numbers.
- b) In the lookup table you can define replacement values for individual pixel values. For example, you can replace a gray value of 0 (= minimum gray value) by a gray value of 255 (= maximum gray value for 8-bit pixel formats). This changes all black pixels in your images to white pixels.

- c) Setting a user-defined LUT can optimize the luminance of images. By defining the replacement values in advance and storing them in the camera to avoid time-consuming calculations. The camera itself has a factory default lookup table, and the default lookup table does not affect image luminance.

2) Creating the user-defined LUT

To create a lookup table, the **LUTIndex** and the **LUTValue** range is [0,255] in both 8-bit and 12-bit pixel bit depth.

Create a user-defined lookup table with the following steps:

- a) Select the lookup table to use. Since there is only one user-defined lookup table in the camera, there is no need to select it by default.
- b) Set the **LUTIndex** parameter to the pixel value that you want to replace with a new value.
- c) Set the **LUTValue** parameter to the new pixel value.
- d) Repeat steps 1 and 2 for all pixel values that need to be changed to set the parameters to the target pixel values in turn.
- e) Set the **LUTEnable** parameter to **true** means that the lookup table feature is enabled. The default is disabled.



If you want to replace all pixel values, it is recommended to use the **LUTValueAll** function. See the **LUTValueAll** sample code in the Development User Manual for details.

8.4.6. Static Defect Pixel Correction

Due to the technical defects of the image sensor, the camera has more or less defect pixels. Some of these defect pixels are fixed at the same gray value and do not change with the scene, which are called dead pixels. While some pixels may appear significantly brighter or darker than the rest, resulting in a significant difference between the gray value and the surrounding pixels, which is called noise.

Bright field calibration, which uses the difference of the average grayscale value of the entire image and the grayscale value of each pixel. If the difference value is higher than the threshold set by the user, it is determined as a dead pixel and is suitable for scenes with relatively uniform grayscale values image. In actual scenarios, the difference between the current pixel and adjacent neighbor pixels compare with the threshold, if the difference value is greater than the threshold, it is determined as noise.

Static defect pixel correction requires click "Catch" to acquire an image and click "Count" to obtain the coordinates of the defect pixel and noise point. When the number of the defect pixel and noise point is less than or equal to 1024, click "SavetoDevice" for defect pixel correction (hardware correction). At this time, the coordinate information of the calibrated defect will be saved in the camera and these pixels will be corrected. When the number of the defect pixel and noise point exceeds 1024, static defect pixel correction is performed on the software side when clicking "Count". In this case, the coordinates of the marked pixels cannot be saved to the device, and when the defect pixel and noise point exceeds 500000, it cannot be saved to the file. When there are fewer defects and their positions are relatively fixed, it is suitable to enable the static defect pixel correction function, which is enabled by default.



Before brightfield correction



After brightfield correction

Figure 8-64 Bright field correction effect

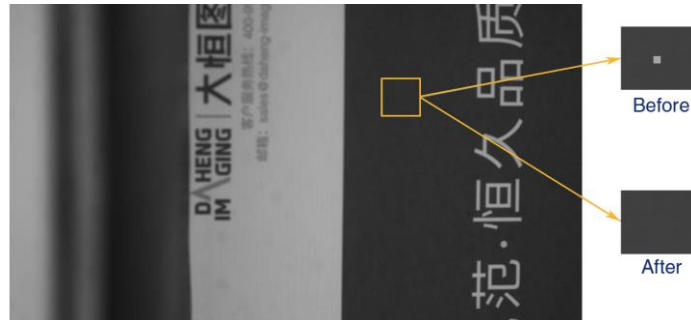


Figure 8-65 Defect pixel correction effect in actual scenario



Please use static defect pixel correction function in full frame mode for calibration.

8.4.7. Saturation

Saturation function can changes the colorfulness (intensity) of the colors to achieve the goal image effect.

1) Prerequisites

If the **SaturationMode** parameter is available, it must be set to **On**.

2) Configuring saturation

Enter the expected value for the Saturation parameter and the range is 0 to 128. By default, the parameter is set to 64 (no saturation perform)

3) Effect images



Figure 8-66 Before saturation



Figure 8-67 After saturation

8.4.8. Hue

Some cameras support hue function. Hue function can changes the hue (intensity) of the colors to make the colors in the image more coordinated and unified to achieve the goal image effect.

1) Prerequisites

If the **HueMode** parameter is available, it must be set to **On**.

2) Configuring hue

Enter the expected value for the hue parameter and the range is -180 to 180. By default, the parameter is set to 0 (no hue perform).

3) Effect images



Figure 8-68 Before hue



Figure 8-69 After hue

8.4.9. Contrast

The Contrast can change the degree of difference between light and dark areas in the image, for increase or decrease the difference between the foreground and background areas of the image.

1) Prerequisites

If the **ContrastMode** parameter is available, it must be set to **SCurve**.

2) Enabling Contrast

To enable contrast, use the **Contrast** parameter. The **Contrast** parameter's range is -150 to 150.

- a) Contrast = 0.0: the contrast remains unchanged.
- b) Contrast < 0.0: the contrast decreases.
- c) Contrast > 0.0: the contrast increases.

The more the contrast increased, the more the dynamic range of the processed image will be, and the image will appear more defined.

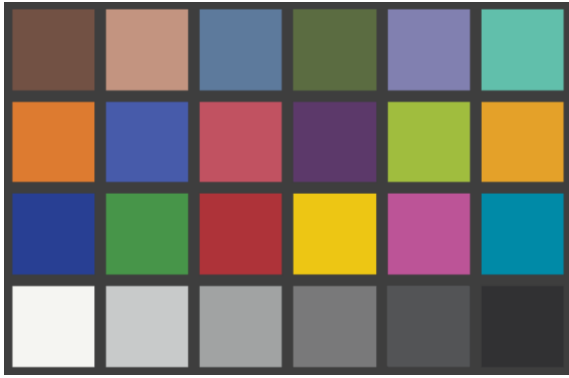


Figure 8-70 Before contrast



Figure 8-71 After contrast



It takes a long time to adjust the contrast function, so it is not recommended to modify the relevant parameters frequently during the acquisition process.

8.4.10. Brightness

The Brightness can lighten or darken the image to achieve the goal image effect.

1) Prerequisites

If the **BrightnessMode** parameter is available, it must be set to **Curve**.

2) Enabling Brightness

To enable brightness, use the **Brightness** parameter. The **Brightness** parameter's range is -150 to 150.

- a) Brightness = 0.0: the overall brightness remains unchanged.
- b) Brightness > 0.0: the overall brightness increases.
- c) Brightness < 0.0: the overall brightness decreases.

In all cases, the parameter set to black (gray value = 0) or white (gray value = maximum value) which that the brightness remains unchanged.

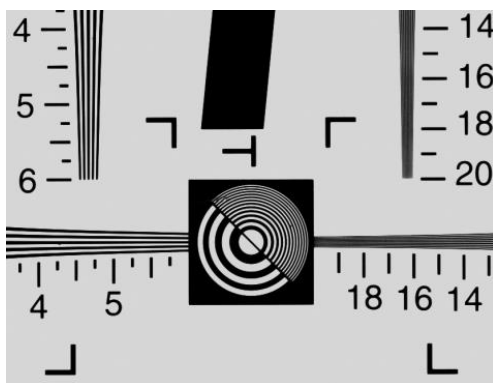


Figure 8-72 Before brightness

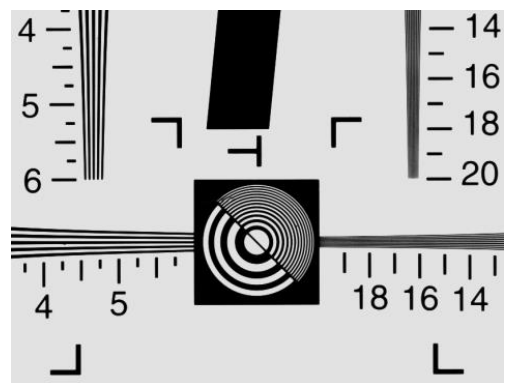


Figure 8-73 After brightness



It takes a long time to adjust the brightness function, so it is not recommended to modify the relevant parameters frequently during the acquisition process.

8.4.11. Sharpness

The sharpness algorithm integrated in the camera can significantly improve the definition of the edges of the image. The higher the definition, the clearer the contour corresponding to the image. This feature can improve the accuracy of image analysis, thus improving the recognition rate of edge detection and OCR.

- Enable sharpness

ON means that the sharpness feature is enabled.

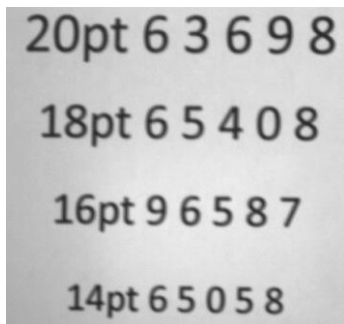


Figure 8-74 Before sharpness adjustment

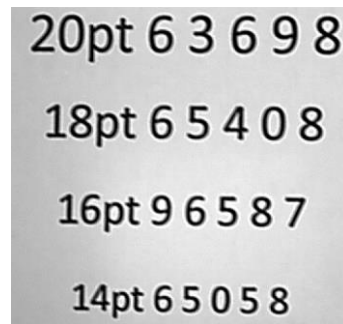


Figure 8-75 After sharpness adjustment

- Sharpness adjustment

Adjust the sharpness value to adjust the camera's sharpness to the image. The adjustment range is 0-7.0 (after Remove Parameter Limits: 0-63.0). The larger the value, the higher the sharpness.

8.4.12. Noise Reduction

During the digitization and transmission of an image, it is often disturbed by the noise of the imaging device and the external environment, which will cause the image with noise. The process of reducing or suppressing the noise in the image is called image noise reduction.

Adjust the noise reduction value can adjust the noise reduction intensity of the camera on the image. The adjustment range is 0-4.0. The larger the value, the higher the degree of noise reduction.

Noise reduction feature: determine whether to enable noise reduction. ON means that the noise reduction feature is enabled. And OFF means that the noise reduction feature is disabled.

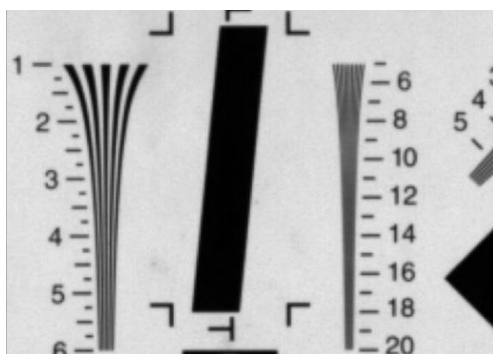


Figure 8-76 Before noise reduction

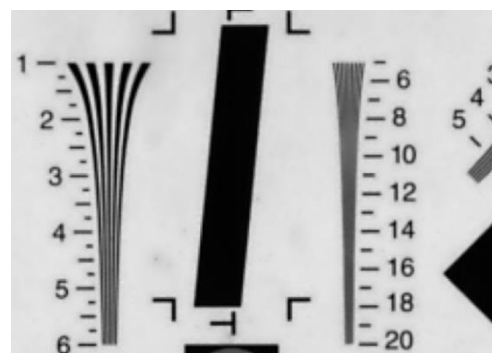


Figure 8-77 After noise reduction

8.5. Image Transmission

8.5.1. Calculate Frame Rate

1) Frame Period

You can calculate the frame period of the MERCURY3 CoaXPress camera by the following formula:

$$T_f = \text{Max}\left(\frac{\text{ImageSize} \times 10^6}{\text{BandWidth}_{\text{CoaXPress}}}, \frac{\text{ImageSize} \times 10^6}{\text{DeviceLinkThroughputLimit}}, T_{\text{acq}}, T_{\text{exp}}\right)$$

Among them:

$$\text{ImageSize} = (\text{Width} \times \text{Height} \times \text{PixelSize}) \div 8 + 25 + 2 \times \text{Height} + \text{PacketNum} \times 32$$

T_f : The camera's frame period, unit: μs .

Width: The current image width.

Height: The current image height.

PixelSize: The size of the pixel, in 8bit mode, the value is 8, in 10bit mode, the value is 10, and in 10bit mode, the value is 12.

$\text{BandWidth}_{\text{CoaXPress}}$: The bandwidth of the CoaXPress interface, unit: Bps.

DeviceLinkThroughputLimit: The limit of the device link throughput bandwidth, unit: Bps.

T_{acq} : The acquisition time of the camera, unit: μs .

T_{exp} : The exposure time of the camera, unit: μs .

2) Frame rate (Unit: fps)

$$F = \frac{10^6}{T_f}$$



It is recommended to use the frame rate calculation tool, the frame rate will be calculated automatically after the configuration parameters are filled.

8.5.2. CoaXPress Bandwidth

The theoretical bit rates of the MERCURY3 CoaXPress camera interface is as follows:

CXP Speed	Bit Rate(Gbps)
CXP-3	3.125
CXP-6	6.250
CXP-12	12.500

Table 8-3 Supports high-speed connection bit rates

The camera can be used by using multiple coaxial cables to increase the maximum speed mentioned above (no more than 4).



The variation in the number of coaxial cables used for transmission will affect the line period of the rolling shutter sensor, which in turn affects the exposure time range and accuracy of the camera. Please refer to section 8.2.10.4 for details.

8.5.3. DeviceLinkThroughputLimit

The CoaXPress camera provides bandwidth limit function, in order to control the upper limit bandwidth of single device. When the DeviceLinkThroughputLimit is greater than the current device acquisition bandwidth, the current device acquisition bandwidth will not change, when the DeviceLinkThroughputLimit is less than the current device acquisition bandwidth, the current device acquisition bandwidth will be reduced to the limit of the DeviceLinkThroughputLimit.

When the camera is working in trigger mode, the bandwidth limit will restrict the maximum trigger frequency.

Example 1:

The MER3-514-235X2M/C is working in continuous mode, the DeviceLinkCurrentThroughput is 1237,500,000Bps, the DeviceLinkThroughputLimit is 1250,000,000Bps, and then the DeviceLinkCurrentThroughput is still 1237,500,000Bps. If the DeviceLinkCurrentThroughput is 1237,500,000Bps, the DeviceLinkThroughputLimit is 1000,000,000Bps, and then the DeviceLinkCurrentThroughput will be 1000,000,000Bps.

Example 2:

The MER3-514-235X2M/C is working in continuous mode, the DeviceLinkCurrentThroughput is 1250,000,000Bps, the maximum trigger frequency is 235.5Hz@full resolution (8bit), when the DeviceLinkCurrentThroughput is 1000,000,000Bps, and the maximum trigger frequency is 193.57Hz@full resolution (8bit).

8.5.4. Camera Acquisition Time

The acquisition time of the camera is related to the OffsetY and height of the image ROI. When the OffsetY and height change in the ROI setting, it will affect the frame period captured by the camera front end, which will affect the acquisition frame rate.

The formulas are as follows:

- MER3-514-235X2M/C

When the sensor bit depth is 10bit and the pixel bit depth is 8bit, the row period (unit: μ s):

$$T_{\text{row}}=2.04$$

When the sensor bit depth is 10bit and the pixel bit depth is 10bit, the row period (unit: μ s):

$$T_{\text{row}}=2.56$$

When the sensor bit depth is 12bit and the pixel bit depth is 8bit/12bit, the row period (unit: μ s):

$$T_{\text{row}}=3.20$$

The camera acquisition time (unit: μs):

$$T_{\text{acq}} = (\text{Height} + 12) \times T_{\text{row}} + T_{\text{FOT}}$$

Height: The camera's image height

T_{row} : Actual row period, unit: μs .

T_{FOT} : Actual TOF time, unit: ns

- MER3-515-131X2M/C

When the sensor bit depth is 10bit and the pixel bit depth is 8bit/10bit, the row period (unit: μs):

$$T_{\text{row}} = 3.448$$

When the sensor bit depth is 12bit and the pixel bit depth is 8bit/12bit, the row period (unit: μs):

$$T_{\text{row}} = 3.829$$

The camera acquisition time (unit: μs):

$$T_{\text{acq}} = (\text{Height} + 168) \times T_{\text{row}}$$

Height: The camera's image height

T_{row} : Actual row period, unit: μs .

- MER3-1250-94X2M/C

When the sensor bit depth is 10bit and the pixel bit depth is 8bit, the row period (unit: μs):

$$T_{\text{row}} = 3.42$$

When the sensor bit depth is 10bit and the pixel bit depth is 10bit, the row period (unit: μs):

$$T_{\text{row}} = 4.26$$

When the sensor bit depth is 12bit and the pixel bit depth is 8bit/12bit, the row period (unit: μs):

$$T_{\text{row}} = 6.8$$

The camera acquisition time (unit: μs):

$$T_{\text{acq}} = (\text{Height} + 12) \times T_{\text{row}} + T_{\text{FOT}}$$

Height: The camera's image height

T_{row} : Actual row period, unit: μs .

T_{FOT} : Actual TOF time, unit: ns

- MER3-321-176X2M-SWIR

When the sensor bit depth is 10bit and the pixel bit depth is 8bit/10bit, the row period (unit: μs):

$$T_{\text{row}} = 3.48$$

When the sensor bit depth is 12bit and the pixel bit depth is 8bit/12bit, the row period (unit: μs):

$$T_{\text{row}} = 5.93$$

The camera acquisition time (unit: μs):

$$T_{\text{acq}} = (\text{Height} + 12) \times T_{\text{row}} + T_{\text{FOT}}$$

Height: The camera's image height

T_{row} : Actual row period, unit: μs .

T_{FOT} : Actual TOF time, unit: ns

- MER3-321-224X2M-SWIR

When the sensor bit depth is 10bit and the pixel bit depth is 8bit/10bit, the row period (unit: μs):

$$T_{\text{row}} = 2.74$$

When the sensor bit depth is 12bit and the pixel bit depth is 8bit/12bit, the row period (unit: μs):

$$T_{\text{row}} = 4.75$$

The camera acquisition time (unit: μs):

$$T_{\text{acq}} = (\text{Height} + 12) \times T_{\text{row}} + T_{\text{FOT}}$$

Height: The camera's image height

T_{row} : Actual row period, unit: μs .

T_{FOT} : Actual TOF time, unit: ns

- MER3-533-134X2M-SWIR

When the sensor bit depth is 10bit and the pixel bit depth is 8bit/10bit, the row period (unit: μs):

$$T_{\text{row}} = 3.48$$

When the sensor bit depth is 12bit and the pixel bit depth is 8bit/12bit, the row period (unit: μs):

$$T_{\text{row}} = 5.93$$

The camera acquisition time (unit: μs):

$$T_{\text{acq}} = (\text{Height} + 12) \times T_{\text{row}} + T_{\text{FOT}}$$

Height: The camera's image height

T_{row} : Actual row period, unit: μs .

T_{FOT} : Actual TOF time, unit: ns

- MER3-533-170X2M-SWIR

When the sensor bit depth is 10bit and the pixel bit depth is 8bit/10bit, the row period (unit: μs):

$$T_{\text{row}} = 2.74$$

When the sensor bit depth is 12bit and the pixel bit depth is 8bit/12bit, the row period (unit: μs):

$$T_{\text{row}} = 4.75$$

The camera acquisition time (unit: μs):

$$T_{\text{acq}} = (\text{Height} + 12) \times T_{\text{row}} + T_{\text{FOT}}$$

Height: The camera's image height

T_{row} : Actual row period, unit: μs .

T_{FOT} : Actual TOF time, unit: ns

8.6. Sequencer

The Sequencer feature allows you to define sets of parameter settings and apply them to a sequence of image acquisitions. As the camera acquires images, it applies one sequence set after the other, as shown below.

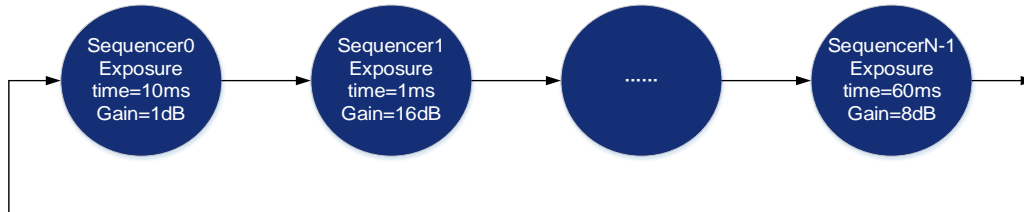


Figure 8-78 Sequencer feature schematic diagram

8.6.1. GUI

The GUI layout and function descriptions are as follows:

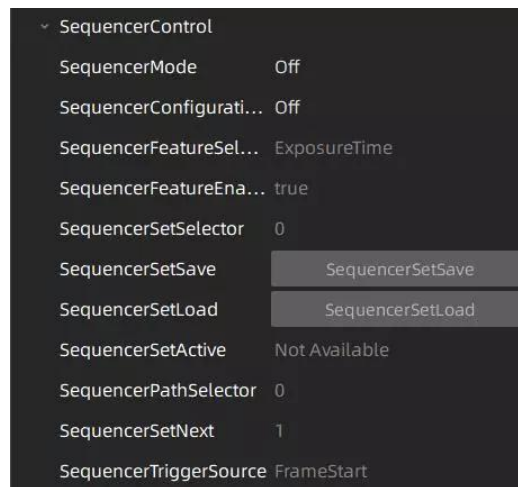


Figure 8-79 GUI

[SequencerMode] Set the parameter to "On", enable the sequencer. Set the parameter to "Off", disable the sequencer. When enabled, the sequencer controls image acquisitions, switch to next sequence set after each image is acquired. When disabled, the sequencer is not controlling image acquisitions and cannot switch parameters.

[SequencerConfigurationMode] Set the parameter to "On", "SequencerSetSave" and "SequencerSetLoad" are enabled. Set the parameter to "Off", "SequencerSetSave" and "SequencerSetLoad" are disabled and parameters cannot be saved to the sequence sets.

[SequencerFeatureSelector] Configure the feature that support sequence, like ExposureTime, Gain, Gamma and FCC.

[SequencerFeatureEnabled] Set the parameter to "true", the feature in "SequencerFeatureSelector" is supported sequence, currently only true are supported and cannot be changed.

[SequencerSetSelector] Set the sequence set number. The range is determined by the camera model.

[SequencerSetSave] Save parameters to the sequence set in "SequencerSetSelector"

[SequencerSetLoad] Click "SequencerSetLoad", the values of sequence set parameters are overwritten and replaced by the values stored in the selected sequence set.

[SequencerSetActive] When "SequencerMode" is set to "On", displays the sequence set number currently in use, as shown below. The advance from one sequence set to the next occurs automatically as FrameStart trigger signals are received. When "SequencerMode" is set to "Off", displays "Not Available".

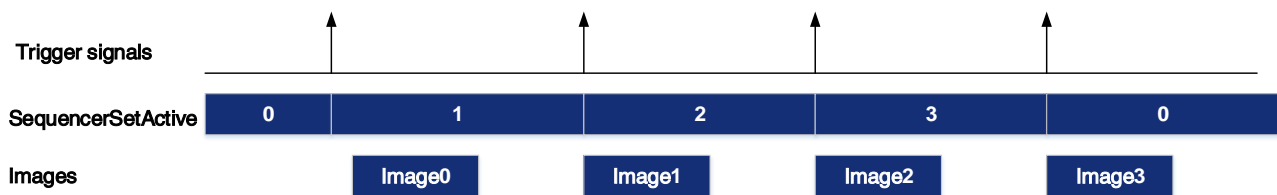


Figure 8-80 Timing diagram

[SequencerPathSelector] Not currently supported, the set value is fixed to 0.

[SequencerSetNext] The "SequencerSetSelector" sets number to which the next sequence set jumps. For example, if "SequencerSetSelector" is set to 1 and "SequencerSetNext" is set to 2, then after the camera uses the parameters to acquire an image, the sequence set will be switched to sequence set 2. Only sequential jump is supported, "SequencerSetSelector" is set to N, and then "SequencerSetNext" can only be set to N+1 or 0, and the maximum value of N+1 is "the maximum number of sequence sets supported-1". If the maximum number of sequences of cameras is 16, the maximum value of N+1 is 15.

[SequencerTriggerSource] The condition for the sequencer to start running, FrameStart only supported. Each time an image is acquired, the sequence switches to the next sequence set.

8.6.2. User Guide

- Set sequence parameters
 - 1) Set the "SequencerMode" to "Off" and the "SequencerConfigurationMode" to "On".
 - 2) Set the "SequencerSetSelector" parameter.
 - 3) Click "SequencerSetLoad", the values of sequence set parameters are overwritten and replaced by the values stored in the selected sequence set.
 - 4) Set the sequence set parameters: ExposureTime, Gain, etc.
 - 5) Click "SequencerSetSave".
- Change the number of sequence sets used

By default, sequence set are set as 0->1->2->3...->N-1, but in some cases we may want the sequence set to run in the order 0->1->2->3->0->1->2->3, in which case this order can be achieved by "SequencerSetNext".

For example, we want the sequence sets to run in the order 0->1->2->0->1->2, the setting is as follows:

- 1) Set the "SequencerSetSelector" to 2.
- 2) Set the "SequencerSetNext" to 0.



- 1) Before "SequencerMode" set to "On", the auto gain, auto exposure and auto white balance functions must be set to "Off".
- 2) Sequencer parameters can't be saved in user set.

8.7. Over-temperature Protection

Normal camera operation requires the temperature to remain in the "Ok" state with the housing temperature within the permissible range. To ensure this, operate the camera within its nominal "operating temperature" specifications. High temperatures may damage the camera, shorten its service life, and degrade image quality. Thus temperature-sensitive camera models incorporate over-temperature protection functionality.

8.7.1. Device Temperature

The camera's Device Temperature feature allows you to monitor internal temperatures at specific locations, such as the Sensor or Mainboard. To determine the device temperature:

- 1) Set the DeviceTemperatureSelector parameter to the desired measurement point (e.g., Sensor).
- 2) Read the value of the DeviceTemperature parameter.

The temperature is provided as a floating point value in degrees Celsius.

8.7.2. Device Temperature Status

Device temperature status includes four possible states:

OK: Device temperature is within the normal operating range.

Critical: Device temperature approaches or reaches the maximum allowable limit: apply additional cooling measures.

Error: Device temperature exceeds the maximum allowable limit: immediately implement cooling. Upon entering this status, over-temperature protection activates: image acquisition stops automatically, and the indicator light flashes green (1s) and red (0.5s).

Invalid: Indicates the temperature sensor malfunction, which should not occur under normal conditions.

8.7.3. Over-temperature Protection Mechanism

High temperatures risk camera damage, reduced service life, and image quality decline. The device defines three temperature states as in Section 8.7.2

8.7.3.1. Temperature Rise Process

The camera's operating environmental factors may cause gradual camera temperature increases, and as the device temperature rises, the camera status changes as follows.

8.7.3.1.1. Critical Temperature Threshold

At this threshold, the camera approaches overheating and performs: Status changes from OK to Critical.

Critical thresholds vary by camera model.

Model	OK → Critical	Critical → Error	Error → Critical	Critical → OK
MER3-1250-94X2M/C	85°C	96°C	91°C	86°C
MER3-321-176X2M-SWIR	71°C	81°C	76°C	70°C
MER3-321-224X2M-SWIR	71°C	81°C	76°C	70°C
MER3-533-134X2M-SWIR	71°C	81°C	76°C	70°C
MER3-533-170X2M-SWIR	71°C	81°C	76°C	70°C

Table 8-4 Camera critical temperature thresholds

8.7.3.1.2. Over-temperature Threshold

At this threshold, the camera is overheating and additional heat dissipation must be added to the camera immediately and risks irreversible damage, it performs:

- 1) Status changes from “Critical” to “Error”.
- 2) Halts image acquisition automatically, reducing power consumption.
- 3) Indicator light flashes green (1s) and red (0.5s).

Over temperature thresholds vary by model. Acquisition attempts in “Error” status yield no image output.

8.7.3.2. Temperature Decrease Process

The camera temperature may gradually decrease as a result of the cooling measures for the camera taking effect or the over-temperature protection mechanism taking effect. As the device temperature decreases, the camera status changes as follows.

8.7.3.2.1. Over-temperature Threshold

When temperature drops 5°C below the over-temperature threshold, the camera performs:

- 1) Status changes from “Error” to “Critical”.
- 2) Enables normal acquisition state, but manual stop/restart or programming interface calls are required.

3) Indicator light displays green and red.

8.7.3.2.2. Critical Temperature Threshold

When temperature falls below this threshold, the camera performs: Status changes from “Critical” to “OK”.

9. Software Tool

9.1. LUT Create Tool

9.1.1. GUI

LUT Create Tool, which supports all series of DAHENG IMAGING cameras. This plugin is integrated into GalaxyView.exe. After opening the device that you want to operate through this software, you can open LUT Create Tool from the menu bar plugin list. With the plugin you can achieve the following functions:

- 1) Adjust the image Gamma, brightness, and contrast.
- 2) Read the saved LUT from device.
- 3) Write the adjusted LUT to device.
- 4) Read the saved LUT from LUT/CSV file.
- 5) Save the adjusted LUT to file.

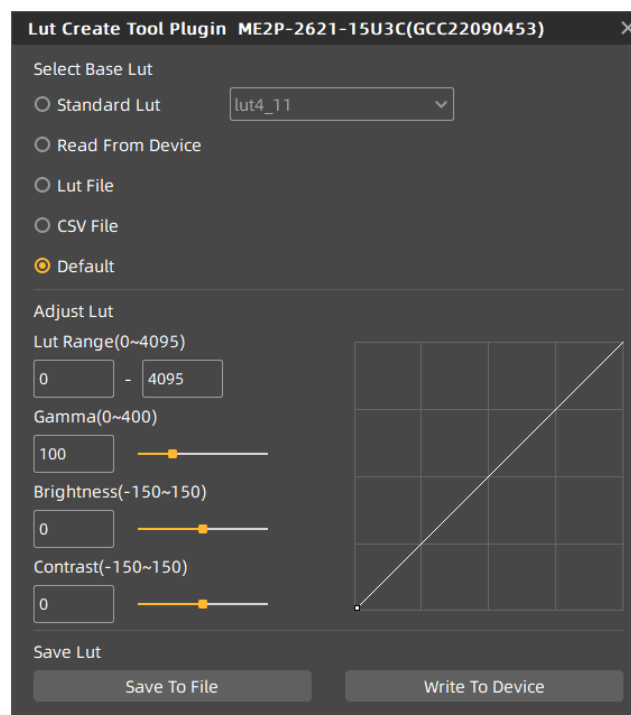


Figure 9-1 The GUI of LUT Create Tool

After opening the device and LUT Create Tool through GalaxyView.exe, the initial GUI is shown in Figure 9-1. The layout and function description of widgets are as follows:

[Select Base LUT] Include "Standard LUT", "Read From Device", "LUT File", "CSV File" and "Default" options. Among them, "Standard LUT" is eight groups of factory standard LUTs. "Read From Device" is the LUT that can be read from device. "LUT/CSV file" can read the saved values. "Default" is the camera factory default value.

[Adjust LUT] Adjust the LUT range, Gamma, brightness, and contrast to add effects on base LUT.

[Save LUT] Write the currently generated LUT to device or save to LUT/CSV file.

[Polyline Drawing Area] Represent the currently generated LUT in a curve form.

9.1.2. User Guide

9.1.2.1. User Case

After you select "Select Base LUT" and adjust the LUT parameter to a satisfactory effect, if you want to save the currently set parameters and you want to restore the parameters after the camera is powered on again, you need to select "Write To Device". The LUT parameter will be written to the UserSet selected by the drop-down box. "Read From Device" is a check box. When switching UserSets in the drop-down box, the reading from device will not be operation. Users need to click "Read From Device" to trigger the reading from device.

Click "Read From Device" in the Select Base LUT. If the UserSet selected in the drop-down box is "Default", the pop-up window will prompt "Unable to load LUT operation! The user parameter group will be loaded internally". Click "Yes" or "No" to return to "Default" in the Select Base LUT. Click the "Write To Device". If the parameter group selected in the drop-down box is "Default", the same popup prompts "Unable to load LUT operation! The user parameter group will be loaded internally" as shown in Figure 9-3

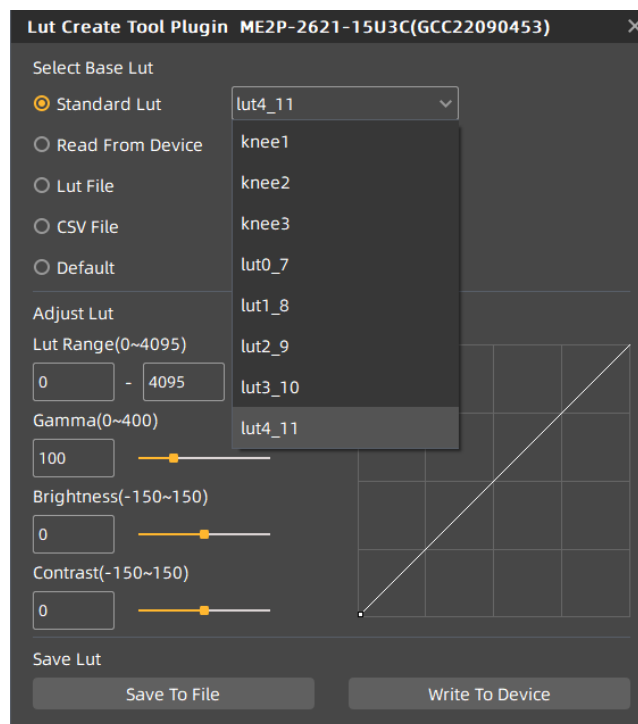


Figure 9-2 LUT create tool

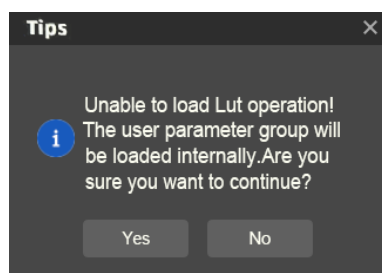


Figure 9-3 Tips

If the device does not support reading/writing LUT, or does not support LUT to be used on other terminal devices after adjusting LUT effect through this terminal, then you can use the "Save To File" function. After adjusting LUT, select "Save To File" and choose the save format as LUT. Then select the "LUT File" in Select Base LUT again and select the saved LUT file to restore the parameters. If you copy the file to another terminal and read it, you can still restore the parameters.

When reading/writing LUT and Auto Creat LUT, you need to rely on some files in the installation package directory, so do not arbitrarily change the installation package directory structure to avoid read/write failure.

9.1.2.2. Select Base LUT

1. Standard LUT

When selecting Standard LUT in "Select Base LUT", the drop-down list box is enabled, which contains eight sets of optional standard LUT, as shown in Figure 9 9. These eight sets of values are factory set, which can achieve the optimal image effect. When you choose different standard LUT, the polyline and image effects change. You can modify the LUT range, Gamma, brightness, contrast values to add image effects until you are most satisfied.

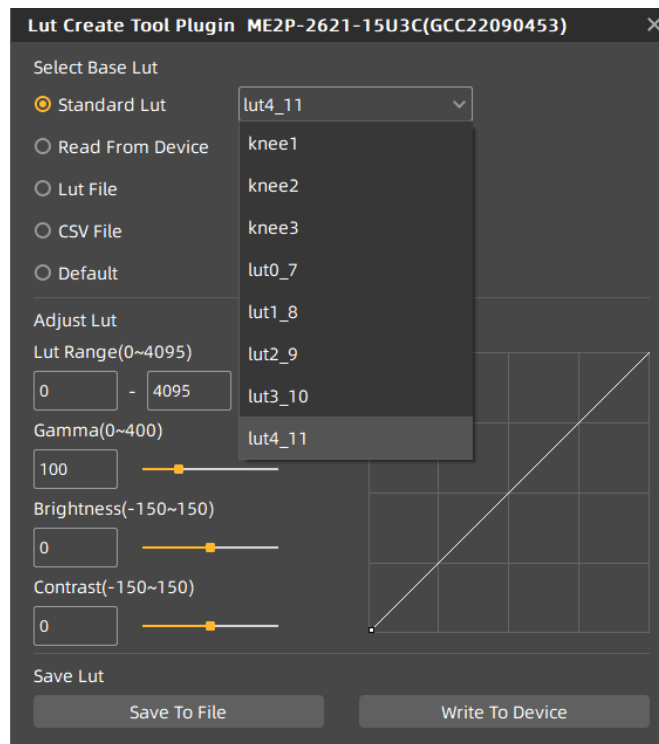


Figure 9-4 Standard LUT

2. Read From device

After selecting Read From Device, UserSet0 will be loaded automatically, and then load the LUT saved by the device. If the device supports LUTEnable function, it will automatically set LUTEnable to true to display the image effect in real time, the GUI is as shown in Figure 9-5.

The device do not supported LUT is shown in Figure 9-5. The widgets of Read From device, Read From device drop-down box and Write To Device are disabled. The device supported single parameter group LUT is shown in Figure 9-6. Read From device widget drop-down box is disabled.

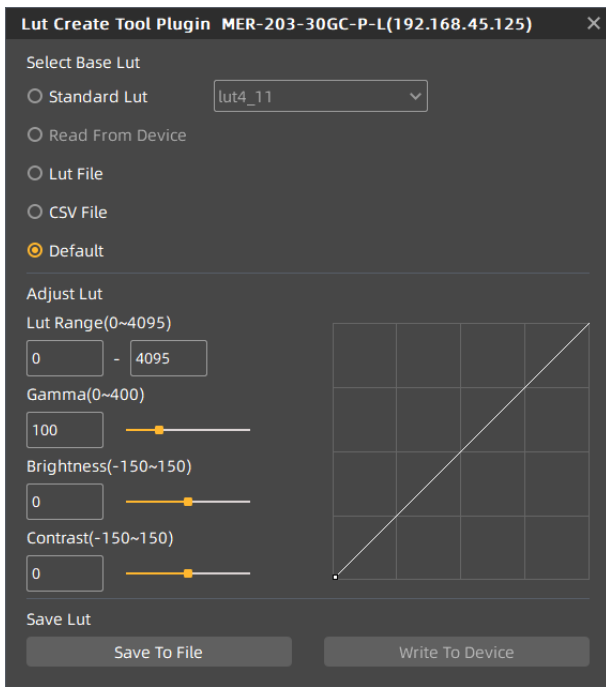


Figure 9-5 Do not support LUT

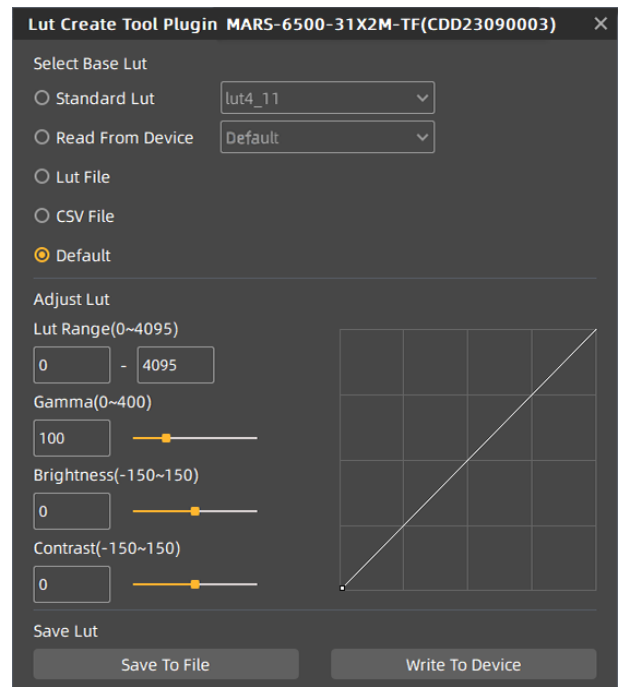


Figure 9-6 Single parameter group LUT

When selecting "Read From Device", the polyline graph and image effects are updated to the lookup table in the device. When selecting the Standard LUT or Default and selecting "Write To Device", then when reading, the written parameters will be updated to the GUI. For example, Standard LUT selects knee2, LUT Range input 0-1023, Gamma input 110, Brightness input 100, Contrast input 100, and the GUI after selecting "Write To Device" is shown in Figure 9-7.

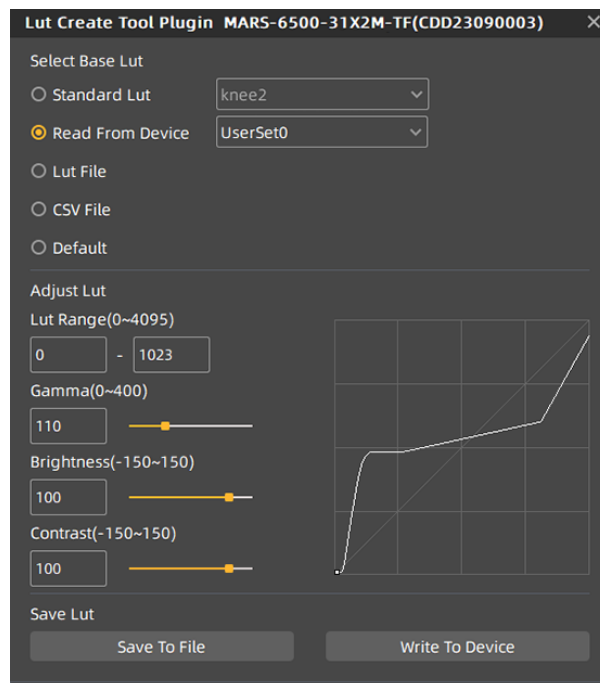


Figure 9-7 Select "Read From Device"

When reading from device, the currently selected parameter group in the drop-down box will be loaded, which will cause the previously modified device feature information to be lost. Therefore, the information should be saved in time before reading from device.

3. LUT file

After selecting the "LUT file", a dialog box for selecting the file will pop up. You can select the file in the format of .lut, and update the polyline diagram and image acquisition effect of the device. If you select "Standard LUT" or "Default", and auto create LUT, the widget interface will update the parameters stored when saving LUT (the updated parameter values include LUT range, Gamma, Brightness, Contrast, and the values selected by the standard LUT drop-down box).

4. CSV file

After selecting "CSV file", a dialog box for selecting the file will pop up. You can select the file in the format of .csv, and update the polyline diagram and image acquisition effect of the device. After selecting CSV file, all widgets of Auto Create LUT are disabled and unadjustable, as shown in Figure 9-8.

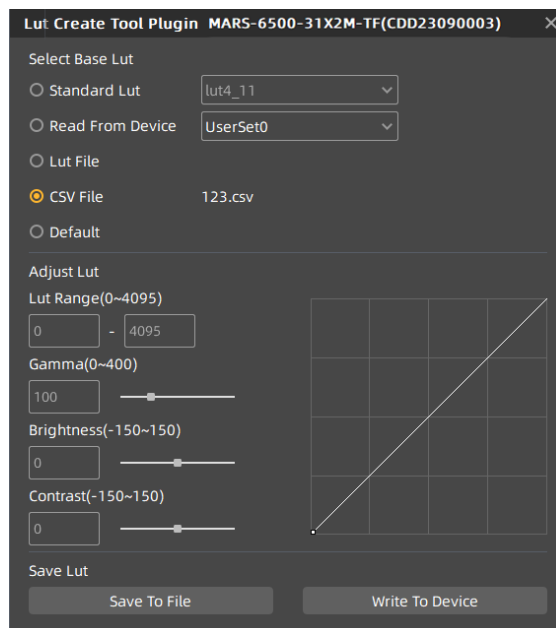


Figure 9-8 Select CSV file

CSV file can be manually modified by users. Currently, CSV storage format saves decimal number of every four bytes to the first cell of each line in the file, and the maximum value of the number in each cell is 4095, a total of 4096 lines. The polyline graph of the GUI updates the curve according to the number of the first line of every 16 lines. Failure to follow the format when manually modifying will result in failure to read the file.

5. Default

The Default option is the LUT data when the device is shipped from the factory, and is the initial value in each situation. If there is an error in other situation, it will automatically switch to the default. The default polyline graph is diagonal.

9.1.2.3. Adjust LUT

There are five sets of parameters in Adjust LUT, the maximum LUT range (default value 4095, range 0~4095), minimum value (default value 0, range 0~4032), Gamma (default value 100, range 0~400), brightness (default value 0, range -150~150), Contrast (default value 0, range -150~150), where the difference between the maximum and minimum values of the LUT range needs to be greater than or equal to 63.

After selecting the Select Base LUT, when the above parameters are modified, the generated LUT will be written to the device Flash in real time. At this time, the "Write To Device" is not selected. After the device is powered off and restarted, the modified parameters will be lost. The generated LUT cannot be restored by "Read From Device".

If the Select Base LUT is selected as default or standard LUT, then adjusting the parameter values in the LUT group to generate LUT and saving the LUT file will save the parameter values together in the file. Reading the file again will restore the saved case.

9.1.2.4. Save LUT

The group contains two widgets: Save To File and Write To Device.

1. When selecting "Save To File", the current LUT data can be saved to the file. The saved file contains two formats: lut and csv, as shown in Figure 9-9:

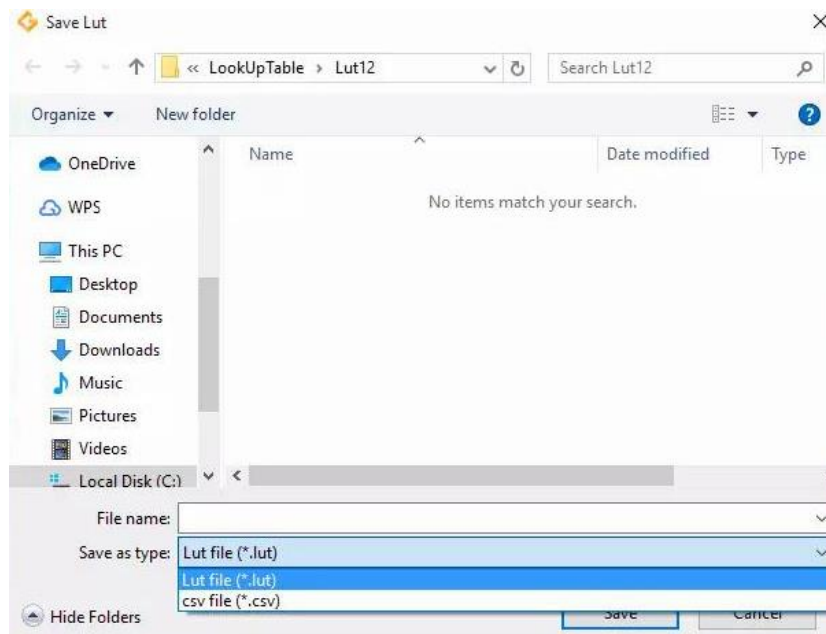


Figure 9-9 Save to file

The save type can be changed when saving the file. The default save path is ".\resource\gxplugins\LookUpTable\LUT12", which is the directory where the GalaxyView.exe is installed.

2. When "Write To Device" is selected, the current LUT data is written to UserSet (the currently selected parameter group in the drop-down box).

i The "Default" parameter group cannot be the parameter group of the object being written to.

9.1.2.5. Read LUT

There are two ways to read the .lut file saved by the plugin and set it into the camera:

1. Using the plugin: After selecting the LUT file, a dialog box for selecting the file will pop up. You can select the lookup table file (xxx.lut). Clicking the "Write To Device" to set the LUT file data into the camera.

2. Using the API interface: Read the .lut file through the ReadLUTFile interface in the GxI API library and DxImageProc library and parse it into lookup table format that can be set to the appropriate camera. The specific steps are as follows:
 - a) Get the length of the lookup table.
 - b) Apply for the lookup table Buffer resource of the corresponding size according to the length of the lookup table.
 - c) Read the lookup table file (xxx.lut), and get the lookup table Buffer data.
 - d) Set the lookup table Buffer data into the camera. (Make sure the LUTEnable is true).
 - e) Save the current lookup table data to UserSet (the currently selected parameter group in the drop-down box). When reading from the device again, the camera will load the lookup table data.

The API interface supports C/C++/C#. For specific about the interface and example programs, please refer to DxReadLutFile of "C SDK Programming Reference Manual", IGXImageSpecialFunction::ReadLutFile of "C++ SDK Programming Reference Manual" and IGXImageSpecialFunction::ReadLutFile of "DotNET SDK Programming Reference Manual".



This software tool is suitable for Euresys frame grabber and GalaxyView to operate the camera. If you use this tool with the Matrox frame grabber, please contact technical support to ask the use of the tool, see Section 2 of the Camera Tool Manual for details.

9.2. Frame Rate Calculation Tool

WidthMax	2448
HeightMax	2048
Width	2448
Height	2048
DecimationHorizontal	1
DecimationVertical	1
ExposureTime(us)	10000
ExposureDelay(us)	0
PixelFormat(R/G/B)	8
SensorBitDepth	10
StreamPacketSizeMax	8192
TriggerMode	0
FramerateABS	235
FramerateAbsEn	0
Connection speed	12.5
Number of connections	1
DeviceLinkThroughputLimitMod	0
DeviceLinkThroughputLimit	1250000000
FPS	99.78

Figure 9-10 Frame rate calculation tool

The frame rate calculation tool is currently provided in the form of Excel. When using it, firstly select the camera model in the table, and then achieve the expected frame rate by modifying the parameter of the camera. There are four major types of influencing factors, including image readout time (image width, image height, pixel format), exposure time, exposure delay, max stream packet size, trigger mode, connection speed, number of connections, acquisition frame rate control, and device link throughput limit.

Table parameter explanation:

- 1) The Width and Height are the set ROI size.
- 2) For more details about DecimationHorizontal and DecimationVertical, please refer to section 8.3.10. These parameters affect the transmission time of the image data.
- 3) The ExposureTime is the exposure time when the camera acquires one frame of image.
- 4) The PixelFormat is the pixel format corresponding to the camera output image, including 8 bits, 10 bits or 12 bits.
- 5) The DeviceLinkThroughputLimit represents the maximum bandwidth of the image transmitted by the camera. Whether the camera transmission bandwidth can reach the set bandwidth value is also affected by other acquisition parameters.
- 6) DeviceLinkThroughputLimitMode indicates whether bandwidth limit is enabled, On means bandwidth limit is enabled, and Off means bandwidth limit is disabled. When bandwidth limit is enabled, the camera acquires and transmits images at a bandwidth no higher than the DeviceLinkThroughputLimit. When bandwidth limit is disabled, the camera acquires images without being affected by the DeviceLinkThroughputLimit. However, the bandwidth of camera acquires and transmits images will not exceed the maximum bandwidth supported by the hardware.
- 7) The FramerateABS represents the maximum value of the frame rate control when the FramerateAbsEn is set to on, and whether the maximum value can be reached depends on whether the camera is affected by other acquisition parameters.
- 8) FramerateAbsEn indicates whether frame rate control is enabled, On means frame rate control is enabled, and Off means frame rate control is disabled. When frame rate control is enabled, the camera acquires images at a frame rate no higher than the FramerateABS. When frame rate control is disabled, the camera acquires images without being affected by the FramerateABS.

When using the frame rate calculation tool, please fill in the above information of the camera into the corresponding table. When the filled value exceeds the range or does not conform to the rules, the calculation tool will report an error. Please modify and fill in the value again according to the prompt information. When all parameters are correctly filled in, the FPS shown in the last column of the table is the theoretical frame rate currently acquired by the camera, and usually the error between this value and the actual frame rate acquired by the camera is no more than 1%.

9.3. Static Defect Correction Plugin

Static Defect Correction Plugin support all series of DAHENG IMAGING industry camera. The plugin is integrated into GalaxyView.exe. After opening the device through GalaxyView, open the Static Defect Correction plugin from the menu bar plugin list. Using the plugin, you can achieve the following functions:

- 1) Analyze the defect pixel in the current images of the device, including Bright dark scene and Actual scene.
- 2) Execute Static Defect Correction on the images.

- 3) Save the defect pixel information to the device.(The camera which support Static Defect Correction)
- 4) Save the defect pixel information to the file

9.3.1. GUI

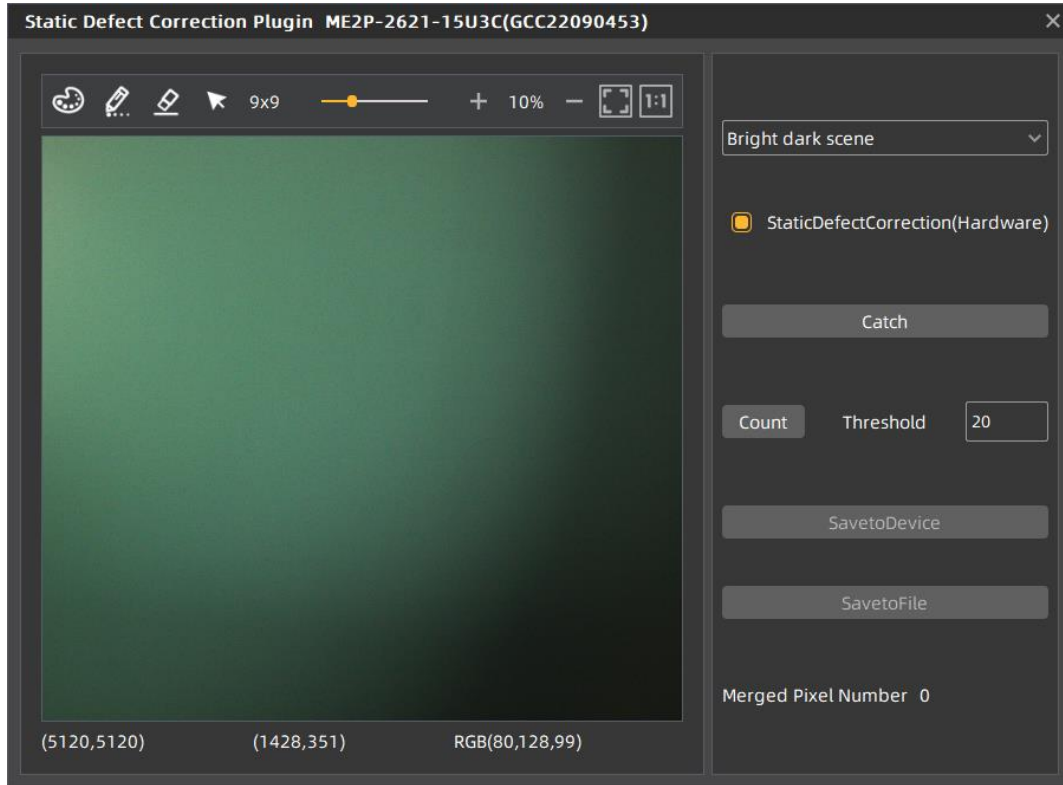


Figure 9-11 Static Defect Correction GUI

After opening the device through GalaxyView.exe and opening the Static Defect Correction plugin, the initial state of the GUI is shown in Figure 9-11. The plugin layout and function description are as follows:

No.	Widget	Function
1	Catch	Acquisition an image to analyze the location of the defect pixels and noise points
2	Threshold	Set the threshold for defect pixels and noise points judgment
3	Bright dark scene	Count the defect pixels
4	Actual scene	Count the noise points
5	Count	Count the location of the defect pixels and noise points
6	StaticDefectCorrection (hardware)	Choose whether to perform Static Defect Correction
7	SavetoDevice	Save the defects information to the device
8	SavetoFile	Save the defects information to a file










9	Image display area	Display the image. After counting the defect pixels and noise points, the location of the defect/noise pixels will be marked on the displayed image
10	Merged pixel number	Display the number of defects
11		Change the color of merged pixels
12		Manually mark the defects on the image
13		Erase the original merged pixels on the image
14		Set mouse gestures as arrow
15		Change the size of merged pixels
16		Zoom in
17		Zoom out
18		Adaptive present image
19		Present image 100%

Table 9-1 Function description of the Static Defect Correction plugin

[Image] Capture an image through the catch button and display it in the white area in the middle of the plugin. The captured image is used to analyze the location of the defect pixels /noise points.

[Defect pixel analysis] User determines the range of defect pixels to be processed by setting the threshold and select the type of defect pixels. After clicking the "Count" button, the plugin will analyze the location of the defect pixels /noise points in the current image, and mark the location of the defect pixels on the image as red. The merged pixel number are display in the status bar.

If the current device supports the function of static defect pixel correction, and the merged pixel number is less than the number 8192 that the device supports. The defect pixel information will be written into the FLASH of the device.

[Operation] The Static Defect Correction can be performed by hardware or software. If the current device supports Static Defect Correction and the merged pixel number is less than 8192, hardware is preferred to perform Static Defect Correction, otherwise it can be executed through software. After the user check the Static Defect Correction box, the image displayed on GalaxyView is the image after performing the Static Defect Correction.

"SavetoDevice" button can save the defect pixel information to the FLASH of the device.

"SavetoFile" button can save the defect pixel information to .dp or .csv file.

[Image display area] Display the image and the location of the defect pixels /noise points.







[Status bar] Show the defect pixels number/noise points number/merged pixel number.


9.3.2. User Guide

9.3.2.1. Static Defect Correction Steps

- 1) Click the "Catch" to capture an image. For details, please see section 9.3.2.2
- 2) Set threshold to determine the range of defect pixels
- 3) Check "Bright dark scene" or "Actual scene" to select the type of defect pixels
- 4) Click "Count" to complete the defect pixel analysis. The location of the defect pixels on the image will be marked and displayed in the status bar
- 5) Check "StaticDefectCorrection" to execute Static Defect Correction
- 6) When the device supports Static Defect Correction and the merged number is less than 8192, the user can through the "Save to Device" to write the statistics of the defect pixel information into the device, and it will still be valid after power off and restart
- 7) The user can click the "Save to File" to save the statistics of defect pixel information to a file. For details, please see section 9.3.2.4

9.3.2.2. Acquisition Images

- 1) When the device is in the stop acquisition mode, click "Catch", the image will be displayed in the GalaxyView acquisition GUI.
- 2) When the device is in the acquisition mode, click "Catch" to complete the image acquisition.
- 3) When counting defect pixels, it is required to acquisition images with uniform gray scale. For example, use bright field images when detecting dark defect pixels, and use dark field images when detecting bright defect pixels.
- 4) When the threshold is fixed, the number of defect pixels will be affected by the exposure time and gain. The greater the value of exposure time and gain, the greater the number of defect pixels.
- 5) The counted defect pixels by the device under the maximum resolution are applicable to any ROI image. The counted defect pixels by the device in the ROI are only applicable to the image in the ROI.
- 6) Click "  " to select the manual mark color.
- 7) Click "  ", set the mouse gestures as pencil to mark the defects on the image.
- 8) Click "  " to erase the original merged pixels on the image.
- 9) Click "  " to zoom in the image.
- 10) Click "  " to zoom out the image.
- 11) Click "  " to adaptive present image.

- 12) Click "  " to present image 100%.
- 13) When performing image scaling operation, the current image scaling ratio will be displayed.
- 14) The current image width and height, pixel coordinates of mouse position and RGB value of mouse position are displayed in the status bar.

9.3.2.3. Static Defect Correction

- 1) "StaticDefectCorrection" is divided into "StaticDefectCorrection (software)" and "StaticDefectCorrection (hardware)"
- 2) When the device perform Static Defect Correction, the plugin will give priority to hardware to implement Static Defect Correction, which will be displayed as "StaticDefectCorrection (hardware)", otherwise it will be displayed as "StaticDefectCorrection (software)"
- 3) The condition for the device to perform Static Defect Correction is that the device supports the Static Defect Correction function and the number of defects is less than 8192.
- 4) When the device is in the acquisition mode, the user can check or uncheck "Static Defect Correction" to check the correction result.



When the device performs Static Dead Pixel Correction, it is temporarily unable to remove the dead pixels at the left and right boundaries. The monochrome camera is 3 pixels from the boundary, and the color camera is 6 pixels from the boundary.

9.3.2.4. How to Use Defect Pixel Data File

- 1) The format of the defect pixel data file is ".dp" and ".csv", and the default save path is under the installation package directory:
`*\Daheng Imaging\GalaxySDK\Demo\Win64\resource\gxplugins\DefectPixelCorrection;`
- 2) When you need to use the SDK to implement the Static Defect Correction function, you can read the saved defect pixel data file and call the function of the image processing library: `DxStaticDefectPixelCorrection` to realize the Static Defect Correction of the image.



This software tool is suitable for Euresys frame grabber and GalaxyView to operate the camera. If you use this tool with the Matrox frame grabber, please contact technical support to ask the use of the tool, see Section 3 of the Camera Tool Manual for details.

10. FAQ

No.	General Question	Answer
1	Use Matrox frame grabber to operate the MER3-514-235X2M/C camera to acquire, and no image acquired.	Use the Matrox 24H2 or above installation package.
2	Use Euresys frame grabber and GalaxyView to read-write property of the camera. If the camera information shows "unknown device", open the camera and report the error "A given address is out of range or invalid".	Please wait for about 10 seconds and enumerate the camera again. Open the camera after enumerated the camera's ModelName (SN).
3	Use Matrox frame grabber and GalaxyView to operate the camera to acquire. Set the camera pixel format to GB8, image acquisition normally. Set the pixel format to GB12, no images after acquisition start.	Please turn off the camera and turn it back on before image acquisition after switching the pixel format.
4	Use Euresys frame grabber and eGrabber Studio to operate the camera to acquire. When the ROI width is 32, the camera acquires only one frame of image.	The camera ROI width needs to be greater than or equal to 64.
5	During the acquisition process, the acquisition suddenly stopped with no image output.	Please read the camera's DeviceTemperatureErrorCount node to determine whether sensor over-temperature protection has occurred. If confirmed, resolve the problem by improving the camera's thermal dissipation.

11. Revision History

No.	Version	Changes	Date
1	V1.0.0	1. Initial release	2025-03-25
2	V1.0.1	1. Add MER3-1250-94X2M/C 2. Add section 8.4.8 Hue, section 8.4.9 Contrast, section 8.4.10 Brightness, section 8.4.11 Sharpness, section 8.7 Over-temperature Protection 3. Update section 7.1 LED Light, section 8.3.8 User Set Control, section 8.3.15 User Data Area, section 8.4.7 Saturation, section 10 FAQ	2025-07-02
3	V1.0.2	1. Add MER3-321-176X2M-SWIR / MER3-321-224X2M-SWIR / MER3-533-134X2M-SWIR / MER3-533-170X2M-SWIR 2. Update section 3.2 Camera Power, 7.3.1I/O Connector Pin Definition, 8.3.14 Remove Parameter Limits	2025-08-18
4	V1.0.3	1. Add MER3-515-131X2M/C	2025-09-25

12. Contact Us

12.1. Contact Sales

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