CP Rev. 2.2/ SE Rev. 1.2

		Image Acquisition									Flashing		Image Adjustments								On-board Image Processing	PixelFormats[1]	Region of Interest	Decimation (FPGA)	Decimation (Sensor)[2]	Binning (FPGA)	Binning (Sensor)[2]	Others					
		Freerun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed		Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)										Chunks	Sequencer	Events (camera-based)	Firmware Update	1st. supported Firmware
U3-300xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	2.20
U3-304xCP Rev. 2.2/ U3-304xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	2.20
U3-306xCP Rev. 2.2 / U3-306xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-		✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-		✓	✓	✓	✓	2.20
U3-307xCP Rev. 2.2 / U3-307xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2		✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	2.20
U3-308xCP Rev. 2.2 / U3-308xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2		✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	2.20
U3-308xCP Rev. 2.2	P	✓	✓	✓	✓	✓	-	-	-		✓	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-		✓	✓	✓	✓	3.1
U3-309xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	2.20
U3-30CxCP Rev. 2.2 / U3-30CxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	2.20
U3-313xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	-	-	✓	✓	Y		Mono8, Mono10, Mono10p	✓	✓	-	✓	-		-	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	✓	-	✓	✓	Y		BayerRG8, BayerRG10p, BayerRG10	✓	✓	-	✓	-		-	✓	✓	✓	3.4
U3-314xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	-	-	✓	✓	Y		Mono8, Mono10, Mono10p	✓	✓	-	✓	-		-	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	✓	-	✓	✓	Y		BayerRG8, BayerRG10p, BayerRG10	✓	✓	-	✓	-		-	✓	✓	✓	3.4
U3-316xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	-	-	✓	✓	Y		Mono8, Mono10p	✓	✓	-	✓	-		-	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	✓	-	✓	✓	Y		BayerRG8, BayerRG10p	✓	✓	-	✓	-		-	✓	✓	✓	3.4
U3-318xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	-	-	✓	✓	Y		Mono8, Mono10p	✓	✓	-	✓	-		-	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-		✓	✓	✓	✓	✓	-	✓	✓	Y		BayerRG8, BayerRG10p	✓	✓	-	✓	-		-	✓	✓	✓	3.4
U3-31AxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-		✓	✓	✓	✓	3.32
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	-		✓	✓	✓	✓	3.32
U3-31CxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	3.32
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	2x2	✓	-		✓	✓	✓	✓	3.32
U3-31FxCP Rev. 2.2 / U3-31FxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	3.6
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	3.6
U3-31JxCP Rev. 2.2 / U3-31JxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	3.6
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	3.6
U3-31LxCP Rev. 2.2 / U3-31LxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	-	-	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2		✓	✓	✓	✓	3.6
	C	✓	✓	✓	✓	✓	✓	✓	-		✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-		✓	✓	✓	✓	3.6

[1] PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.

[2] Increases maximum framerate.

[3] Color binning on monochrome sensor can lead to image artifacts.

[4] Only combined horizontal and vertical binning.

[5] The frame rate does not increase with binning/decimation.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

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CP Rev. 2.2/ SE Rev. 1.2

		Image Acquisition									Flashing			Image Adjustments							On-board Image Processing								Others						
		Freerun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats[1]	Region of Interest	Decimation (FPGA)	Decimation (Sensor)[2]	Binning (FPGA)	Binning (Sensor)[2]	Chunks	Sequencer	Events (camera-based)	Firmware Update	1st supported Firmware
U3-31NxCP Rev. 2.2 / U3-31NxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2[4]	✓	✓	✓	✓	3.31
	C	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	3.31
U3-31RxCP Rev. 2.2 / U3-31RxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2[4]	✓	✓	✓	✓	3.31
	C	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	3.31
U3-320xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-326xCP Rev. 2.2 / U3-326xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-327xCP Rev. 2.2 / U3-327xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-328xCP Rev. 2.2 / U3-328xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-329xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-380xCP Rev. 2.2 / U3-380xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4]	✓	-	✓	✓	2.20
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	-	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.20
U3-386xCP Rev. 2.2 / U3-386xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.20
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.20
U3-388xCP Rev. 2.2 / U3-388xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[2,3,4]	✓	-	✓	✓	2.20
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[2,4]	✓	-	✓	✓	2.20
U3-389xCP Rev. 2.2 / U3-389xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4]	✓	-	✓	✓	2.20
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.20
U3-399xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2[4]	✓	✓	✓	✓	3.20
	C	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	3.20
U3-399xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2[4]	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20

[1] PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.

[2] Increases maximum framerate.

[3] Color binning on monochrome sensor can lead to image artifacts.

[4] Only combined horizontal and vertical binning.

[5] The frame rate does not increase with binning/decimation.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

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CP / SE

		Image Acquisition									Flashing		Image Adjustments								On-board Image Processing						Others				
			Freerun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing		Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats[1]	Region of Interest	Decimation (FPGA)	Decimation (Sensor)[2]	Binning (FPGA)	Binning (Sensor)[2]	Chunks	Sequencer	Events (camera-based)	Firmware Update	1st. supported Firmware
U3-300x SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-304x CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-306x CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-307x CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-308x CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-308x CP	P		✓	✓	✓	✓	✓	-	-	-	✓	✓		-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-309x SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1
U3-30Cx CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.9
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.9
U3-320x SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1
U3-326x CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-327x CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-328x CP/SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0
U3-329x SE	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1
U3-380x CP	M		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4]	✓	-	✓	✓	2.1
	C		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	✓	-	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.1
U3-386x CP/SE	M		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.0
	C		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.0
U3-388x CP/SE	M		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[2,3,4]	✓	-	✓	✓	2.0
	C		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[2,4]	✓	-	✓	✓	2.0
U3-3890 CP	M		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4]	✓	-	✓	✓	2.0
	C		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.0
U3-399x SE	M		✓	✓	✓	✓	✓	✓	-	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[4]	✓	✓	✓	✓	2.5
	C		✓	✓	✓	✓	✓	✓	-	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.5

[1] PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.

[2] Increases maximum framerate.

[3] Color binning on monochrome sensor can lead to image artifacts.

[4] Only combined horizontal and vertical binning.

[5] The frame rate does not increase with binning/decimation.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

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LE Rev. 1.2

		Image Acquisition									Flashing			Image Adjustments							On-board Image Proces.															
		Freerun	Software Trigger	Hardware Trigger[6]	Trigger Controlled Exposure[6]	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed		Flashing[6]	PWM Flashing		Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)		PixelFormats[1]	Region of Interest	Decimation (FPGA)	Decimation (Sensor)[2]	Binning (FPGA)	Binning (Sensor)[2]		Chunks	Sequencer	Events (camera-based)	Firmware Update	1st supported Firmware[7]	
U3-304xLE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	-	2x2		-	-	-	✓	2.20	
	C	✓	✓	✓	✓	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	2x2	-	-		-	-	-	✓	2.20	
U3-327xLE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	-	1x2		-	-	-	✓	2.20	
	C	✓	✓	✓	✓	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	2x2	-	-		-	-	-	✓	2.20	
U3-386xLE Rev. 1.2	M	✓	✓	✓	-	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	-		-	-	-	✓	2.20	
	C	✓	✓	✓	-	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	-	-		-	-	-	✓	2.20	
U3-388xLE Rev. 1.2	M	✓	✓	✓	-	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	2x2[2,3,4]		-	-	-	✓	2.20	
	C	✓	✓	✓	-	✓	✓	-	-		✓	-		-	-	-	-	-	-	X/Y		BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	-	2x2[2,4]		-	-	-	✓	2.20	

[1] PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.

[2] Increases maximum framerate.

[3] Color binning on monochrome sensor can lead to image artifacts.

[4] Only combined horizontal and vertical binning.

[5] The frame rate does not increase with binning/decimation.

[6] Only supported by PCB models as the inputs/outputs are not accessible in the housing versions.

[7] In development. The model is not yet in series production, but will be introduced shortly.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

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XCP / XLE / XLS XC

		Image Acquisition									Flashing		Image Adjustments								On-board Image Proces.	PixelFormats[1]	Others								
		Freerun	Software Trigger	Hardware Trigger[6]	Trigger Controlled Exposure[6]	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing[6]	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)		Region of Interest	Decimation (FPGA)	Decimation (Sensor)[2]	Binning (FPGA)	Binning (Sensor)[2]	Chunks	Sequencer	Events (camera-based)	Firmware Update	1st supported Firmware	
U3-33F0XCP Rev. 1.2 /	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.21	
U3-33FxXLS Rev. 1.2	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerRG8, BayerRG10g40IDS, BayerRG12g24IDS	✓	-	2x2	-	-	-	-	-	✓	3.21	
U3-34E0XCP Rev. 1.2 /	M	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.34	
U3-34ExXLS Rev. 1.2	C	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		BayerRG10g40IDS, BayerRG12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.34	
U3-34F0XCP Rev. 1.2 /	M	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.34	
U3-34FxXLS Rev. 1.2	C	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		BayerRG10g40IDS, BayerRG12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.34	
U3-34L0XCP Rev. 1.2 /	M	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.34	
U3-34LxXLS Rev. 1.2	C	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		BayerRG10g40IDS, BayerRG12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.34	
U3-3560XCP /	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS	✓	-	2;4x2;4	-	$2x2^5$	-	-	-	✓	2.9	
U3-356xXLE Rev. 1.1	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS	✓	-	2;4x2;4	-	$2x2^5$	-	-	-	✓	2.9	
U3-3560XCP Rev. 1.2	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS	✓	-	2;4x2;4	-	$2x2^5$	-	-	-	✓	3.20	
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS	✓	-	2;4x2;4	-	$2x2^5$	-	-	-	✓	3.20	
U3-356xXLE Rev. 1.2 /	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS	✓	-	2;4x2;4	-	$2x2^5$	-	-	-	✓	3.2	
U3-356xXLS Rev. 1.2	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS	✓	-	2;4x2;4	-	$2x2^5$	-	-	-	✓	3.2	
U3-3680XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	2.9	
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	2.9	
	NIR	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	2.11	
U3-368xXLE Rev. 1.1	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	2.6	
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	2.6	
	NIR	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	2.11	
U3-3680XCP Rev. 1.2	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.20	
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.20	
	NIR	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.20	
U3-368xXLE Rev. 1.2	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.1	
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.1	
	NIR	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.1	
U3-368xXLS Rev. 1.2	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.2	
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.2	
	NIR	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	2x2	-	-	-	✓	3.2	
U3-36P0XCP Rev. 1.2 /	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS	✓	-	2x2	-	2x2	-	-	-	✓	3.21	
U3-36PxXLS Rev. 1.2	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS	✓	-	-	-	2x2	-	-	-	✓	3.21	
U3-36P0XLE Rev. 1.2	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		Mono8, Mono10g40IDS	✓	-	2x2	-	2x2	-	-	-	✓	3.38	
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y		BayerGR8, BayerGR10g40IDS	✓	-	-	-	2x2	-	-	-	✓	3.38	
U3-38C0XCP Rev. 1.2 /	M	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.24	
U3-38CxXLS Rev. 1.2	C	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y		BayerRG10g40IDS, BayerRG12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.24	
U3-38J0XCP /	M	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	2.11	
U3-38JxXLE Rev. 1.1	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		BayerRG10g40IDS, BayerGR12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	2.11	
U3-38J0XCP Rev. 1.2	M	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.20	
	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.20	
U3-38JxXLE Rev. 1.2 /	M	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		Mono10g40IDS, Mono12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.2	
U3-38JxXLS Rev. 1.2	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.2	
U3-38L0XCP Rev. 1.2	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.20	
U3-38LxXLS Rev. 1.2	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y		BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	$2x2^4$	-	-	-	✓	3.3	
U3-36L0XC	C	✓	✓	-	-	-	-	-	-	-	-	✓	✓	✓	-	-	-	X/Y		BayerGR8	✓	-	-	-	-	-	-	-	✓	2.12	

[1] PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.

[2] Increases maximum framerate.

[3] Color binning on monochrome sensor can lead to image artifacts.

[4] Only combined horizontal and vertical binning.

[5] The frame rate does not increase with binning/decimation.

[6] uEye+ XLE USB 3: Only supported by PCB models as the inputs/outputs are not accessible in the housing versions.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

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ACP Rev. 1.2

		Image Acquisition									Flashing		Image Adjustments								On-board Image Processing						Others					
			Freerun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing		Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats[1]	Region of Interest	Decimation (FPGA)	Decimation (Sensor)[2]	Binning (FPGA)	Binning (Sensor)[2]	Chunks	Sequencer	Events (camera-based)	Firmware Update	1st supported Firmware
U3-304x ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-306x ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-307x ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-308x ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
	P		✓	✓	✓	✓	✓	✓	-	-	✓	✓		-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-30Cx ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-31Fx ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	3.6
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	3.6
U3-31Jx ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	3.6
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	3.6
U3-31Lx ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	3.6
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	3.6
U3-326x ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-327x ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-328x ACP Rev. 1.2	M		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C		✓	✓	✓	✓	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-380x ACP Rev. 1.2	M		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4]	✓	-	✓	✓	2.20
	C		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	✓	-	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.20
U3-386x ACP Rev. 1.2	M		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.20
	C		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.20
U3-388x ACP Rev. 1.2	M		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4,5]	✓	-	✓	✓	2.20
	C		✓	✓	✓	-	✓	✓	✓	-	✓	✓		✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[2,3,4]	✓	-	✓	✓	2.20
U3-3890 ACP Rev. 1.2	M		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[2,4]	✓	-	✓	✓	2.20
	C		✓	✓	✓	-	✓	✓	-	-	✓	✓		✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.20

[1] PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.

[2] Increases maximum framerate.

[3] Color binning on monochrome sensor can lead to image artifacts.

[4] Only combined horizontal and vertical binning.

[5] The frame rate does not increase with binning/decimation.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

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ACP

		Image Acquisition									Flashing			Image Adjustments							On-board Image Processing						Others				
		Freerun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats[1]	Region of Interest	Decimation (FPGA)	Decimation (Sensor)[2]	Binning (FPGA)	Binning (Sensor)[2]	Chunks	Sequencer	Events (camera-based)	Firmware Update	1st supported Firmware
U3-304x ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2
U3-306x ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-307x ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2
U3-308x ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2
	P	✓	✓	✓	✓	✓	✓	-	-	✓	✓	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-30Cx ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.9
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.9
U3-326x ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-327x ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2
U3-328x ACP	M	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2
U3-380x ACP	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4]	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	-	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.2
U3-386x ACP	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.2
U3-388x ACP	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[2,3,4]	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[2,4]	✓	-	✓	✓	2.2
U3-3890 ACP	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2[3,4]	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2[4]	✓	-	✓	✓	2.2

[1] PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.

[2] Increases maximum framerate.

[3] Color binning on monochrome sensor can lead to image artifacts.

[4] Only combined horizontal and vertical binning.

[5] The frame rate does not increase with binning/decimation.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

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