



Manual FXO series CoaXPress

fxo420, fxo421, fxo487, fxo530, fxo531, fxo532, fxo535, fxo536, fxo537,
fxo540, fxo541, fxo542, fxo545, fxo546, fxo547, fxo990

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1 General information

1.1 Company information

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1.1.1 Standards

This manual is based on the following standards:

- DIN EN 62079
- DIN EN ISO 12100
- ISO Guide 37
- DIN ISO 3864-2
- DIN ISO 3864-4
- DIN ISO 16016:2002-5

1.1.2 Disclaimer

This manual contains important instructions for safe and efficient handling of SVCam products. This manual is part of the product and must be kept accessible in the immediate vicinity of the product for any person working on or with this product .

Read carefully and make sure you understand this manual prior to starting any work with this product. The basic prerequisite for safe work is compliant with all specified safety and handling instructions.

Accident prevention guidelines and general safety regulations should be applied.

Illustrations in this manual are provided for basic understanding and can vary from the actual model of this product. No claims can be derived from the illustrations in this manual.

The product has been produced with care and has been thoroughly tested. In case of any complaint, contact your local SVS-VISTEK distributor. You will find a list of distributors in your area on www.svs-vistek.com

1.1.3 Copyright notice

Forwarding and duplicating of this document, as well as using or revealing its contents are prohibited without written approval. All rights reserved with regard to patent claims or submission of design or utility patent.

1.2 Legal information

Errors and omissions excepted.

These products are designed for industrial applications only. Cameras from SVS-VISTEK are not designed for life support systems where malfunction of the products might result in any risk of personal harm or injury. Customers, integrators and end users of SVS-VISTEK products might sell these products and agree to do so at their own risk, as SVS-VISTEK will not take any liability for any damage from improper use or sale.

1.2.1 USA and Canada



NOTICE

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

This equipment is compliant with Class A of CISPR 32. In a residential environment this equipment may cause radio interference.

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.

It is necessary to use a shielded power supply cable. You can then use the "shield contact" on the connector which has GND contact to the device housing. This is essential for any use. If not done and the device is destroyed due to Radio Magnetic Interference (RMI) WARRANTY is void!

- Power: US/UK and European line adapter can be delivered. Otherwise use filtered and stabilized DC power supply.
- Shock & vibration resistance is tested. For detailed specifications refer to the section on specifications ("[Specifications](#)").

1.2.2 Europe



This device is CE tested, rules of EN 55022:2010+AC2011 and EN61000-6-2:2005 apply.

The product is in compliance with the requirements of the following European directives:

- 2014/30/EU Electromagnetic compatibility (EMC)
- 2011/65/EU Restriction of the use of certain hazardous substances in electrical and electronic equipment (RoHS)

All SVS-VISTEK products comply with the recommendation of the European Union concerning RoHS Rules.

1.3 About this manual

This manual contains helpful information to install and operate the described camera. It has been produced with care. Nevertheless, information might be erroneous or incomplete. My Company Name, LLC cannot be held responsible for any problems resulting from incomplete or erroneous information.

Read this manual carefully.

NOTICE This manual is subject to change without notice.

It is intended for staff with technical qualifications who have been specially trained and have the appropriate knowledge in the field of automation technology, electrical and optical devices.

INFO *Keep this manual for future use.*

1.3.1 Registered trademarks

In this manual the following registered trademarks may be used:

- EoSens®
- GenlCam®
- Microsoft® and Windows®
- Intel®

Throughout the manual, these trademarks are not specifically marked as registered trademarks. This in no way implies that these trademarks can be used in another context without the trademark sign.

1.3.2 Conformity and use

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 requirements are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions given in this guide, 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 have to correct the interference at its own expense.

NOTICE You are herewith cautioned that any changes or modifications not expressly approved in this description could void your authority to operate this equipment.

製造説明

此設備の生産とテストはFCC条例第15条に準拠し、A類電子機器規格に適合しています。製品は商用使用環境での合理的な保護を提供し、使用中に発生する可能性のある損害を防止します。

この機器は電波を放射し、本マニュアルに記載のインストールと使用方法に従って適切に使用しない場合、無線通信機器に干渉する可能性があります。本機器が居住区で干渉を引き起こす場合、ユーザーは自己負担で対応する必要があります。

注：ご注意ください。本マニュアルの使用説明に従って適切に操作せずに機器を修正した場合、本機器の使用権を失う可能性があります。

規制適合宣言とご使用について(米国FCC)

この機器は、FCC規則のパート15に定められたクラスAデジタル装置に関する規制要件に基づいて所定の試験が実施され、その適合が認証されています。これらの規制要件は、商業環境において機器を使用する際に、有害な干渉に対する適切な保護を提供するために設けられています。この機器は、無線周波数エネルギーを生成かつ利用するとともに、放射することもあります。このリファレンスガイドの指示に従って設置および使用が行われない場合は、無線通信に有害な干渉を引き起こす恐れがあります。この機器を住宅地で利用すると有害な干渉を引き起こすこともあり、その場合、ユーザーは自己負担において適切な対策を講じる必要があります。

注意事項：このリファレンスガイドに明示的に承認していない変更や修正を行った場合には、本製品を使用する権利が無効となる場合があります。

1.3.3 Warranty and non-warranty clause

NOTICE The camera does not contain serviceable parts. Do not open the body of the camera. If the camera has been opened, the warranty will be void.

NOTICE The camera has to be used with a supply voltage according to the camera's specification. Connecting a lower or higher supply voltage, AC voltage, reversal polarity or using wrong pins of the power connector may damage the camera. Doing so will void warranty.

Our warranty does not protect against accidental damage, loss, or acts of nature.

INFO My Company Name, LLC cannot be held responsible for the loss of data. We recommend a backup plan.

1.3.4 Supplements

For customers in Canada

This apparatus complies with the Class A limits for radio noise emissions set out in Radio Interference Regulations.

Pour les utilisateurs au Canada

Cet appareil est conforme aux normes Classe A pour bruits radioélectriques, spécifiées dans le Règlement sur le brouillage radioélectrique.

Life support applications

The products described in this manual are not designed for use in life support appliances or devices and systems where malfunction of these products can reasonably be expected to result in personal injury.

NOTICE SVS-Vistek GmbH customers using or selling these products for use in such applications do so at their own risk and agree to fully indemnify SVS-Vistek GmbH for any damages resulting from such improper use or sale.

1.4 Tips and notes

This manual contains notes that help to avoid data loss or camera damage, and tips that provide information to improve handling the camera. They are marked as follows:

Tips

INFO Provides information that may help to improve camera handling or avoid data loss.

Notes

NOTICE Provides information to avoid damage to the system.

1.5 Support

In case of issues with the camera we are happy to help. For being able to help you in a fast and efficient way, we ask you for a description of the issues using camera in your support request.

1. Put your support request to us via the support form: <https://www.svs-vistek.com/en/support/svs-support-request.php>
2. Fill the form with information about the camera model, the frame grabber model, and operating system. Our support team will come back to you.

2 The FXO camera series

The FXO is a camera series designed for high-end machine vision with a C-mount connection. Only Sony image sensors with excellent optical performance and high bandwidth are used in the FXO. Advanced electronic circuitry, an excellent temperature management and low power dissipation make the basis for optimal performance of even the most demanding image sensors. Equipped with the fastest interfaces from the world of image processing, the FXO allows the high bandwidths of modern image sensors to be transferred into the application.

The CoaXPress-12 interface is suitable for applications with extremely stable data rates and high requirements on trigger latency.

2.1 CXP-12 features

CoaXPress-12 (CXP2.0) is the currently the best option regarding high speed high volume data transfer for imaging. However, as opposed to network-ready cameras, the interface requires a frame grabber on the PC side.

The CoaXPress standard includes features like power-over-CoaXPress (PoCXP) already in the standard definition.

The main advantages of CXP-12 are:

- 12.5 Gbit/s transfer rate per line
- Lines can be teamed
- Provides data and power on a single line (PoCXP)
- Thin and flexible 75 Ohm coaxial cables
- 25 m data cable supported
- Low latency times
- Uplink speed 41.6 Mbit/s
- No-latency trigger over CXP (max. 300 kHz)
- DIN μ BNC connector

INFO

When using the 4IO PWM outputs to drive your lights, you need an external power supply as PoCXP is unable to deliver the high currents requested by the lights.

2.2 4I/O adds light and functionality

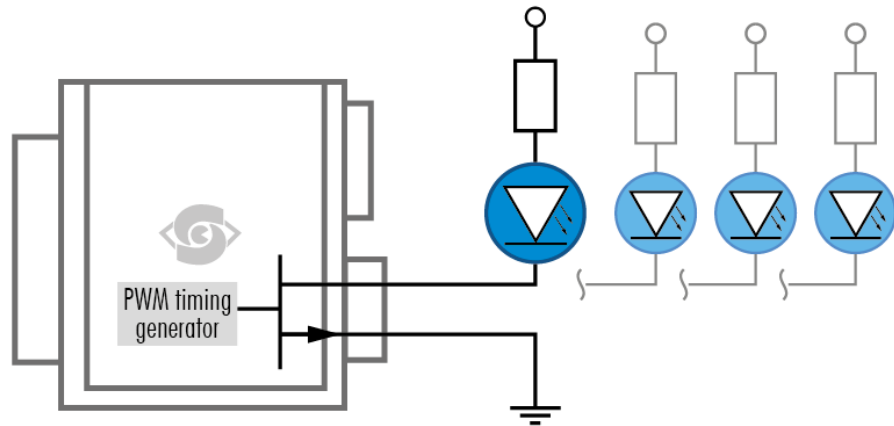


Fig. 2-1: Illustration of 4I/O concept of switching LEDs

Your SVS-VISTEK camera is equipped with the innovative 4I/O-interface allowing full light control, replacing external strobe controllers. Each of the outputs can be individually configured and managed using pulse width modulation. With its high current output, the camera is able to drive LED lights directly without external light controller.

The integrated sequencer allows multiple exposures with settings to be programmed, creating new and cost effective options. Logical functions like AND / OR are supported.

- Up to 4 x open drain high power OUT
- Up to 4 x high voltage IN – TTL up to 25 Volts
- Power MOSFET transistors
- PWM strobe control
- Sequencer for various configurations
- PLC functionality with AND, OR and timers
- Safe Trigger (debouncer, prescaler, high low trigger)

INFO

Find an example how to operate light control in the section on sequencer ("[Sequencer](#)" on page 70).

2.3 Lens control

Various SVCam models are supporting adjustable lenses. Focus and iris of the lens can be controlled from within the camera GenICam tree. A special Y-cable might be required, contact sales@svs-vistek.com.

The following variable lens types are supported:

- MFT (Micro Four Thirds) lenses (in Tracer series) have full support of lens focus, iris and zoom. Only available in Tracer models no options selectable in GenlCam tree.
- Birger mount
Ask sales@svs-vistek.com for information of usability and restrictions of the Birger adapter.
- Varioptic liquid lens
Control of extremely fast focus cycles. Make sure sensor diameter is covered by lens.
- Canon EF/EF-S lens
Focus and iris control is supported. Use Canon lenses with machine vision applications. The SVCam-EF lens adapter can be acquired from SVS-VISTEK.

INFO

Lens control (except MFT) will make use of the serial ports of the Hirose connector.

2.3.1 Use of Varioptic liquid lenses

We are supporting Varioptic liquid lenses. The liquid lens support does variable focus only, zoom and aperture control are not existing with the Varioptic liquid lens. You need a special serial cable with Hirose for connecting the lens to the camera, please ask your dealer. Being extremely fast and robust, the liquid lens is best choice as long as variable focus is sufficient in the application and you do not need a full lens control with aperture control and zoom functionality. In case of full lens control requirement, please refer to the TRACER series.

The lens is powered and controlled by the camera. The lens can be controlled via SDK functions or more easily via GenlCam property.

Liquid lenses do have some advantages and disadvantages compared to glass optics:

- Advantages of liquid lenses
 - Extremely robust to mechanical shock (best choice for fast moving robotics) and acceleration
 - Fast focus (often significantly faster than 10 ms under common conditions)
- Disadvantages of liquid lenses
 - Limited resolution
 - High chromatic aberration
 - Any acceleration (gravitational as well as acceleration from movement) might increase spherical aberration as long as the force is working (will disappear if force has ceased within several 10 ms)

2.3.2 Use of Canon lenses

We are supporting Canon EF lenses. The SVCam-EF lens adapter gives you the possibility to mount Canon EF lenses with full control of focus and iris. Canon lenses are well known for their optical excellence and combine perfectly to high resolution machine vision cameras.

This camera series does have the firmware support already included in the GenICam tree and provides you with Canon lens control in all GenICam based software packages.

3 Connectors

Cameras from SVS-VISTEK feature a combined I/O and power supply connector (Hirose) and a data connector.

3.1 CoaXPress-12

The cameras support an extended CoaXPress-12 (or CoaXPress 2.0) interface with connectors and a bandwidth of up to 12.5 Gbit/s per line.

The connectors are μ BNC connectors. For cables, an impedance of 75 Ohm, RG187 is recommended. SVS-Vistek GmbH uses connectors according to J11A standard.

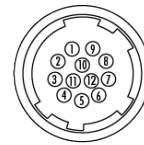
The CoaXPress standard supports camera control and power over CoaXPress (PoCXP).

INFO

It is recommended to use the frame grabber power supply over CoaXPress (PoCXP).

3.2 Hirose I/O connector

The Hirose™ connector provides power, input and output signal access. Max power out is 2 Amperes peak.



Hirose Pinout

Pin	Signal ECO, ECO2, EVO, HR (CL medium, GigE only)	Signal EXO, FXO, HR (CL De., CXP), SHR	Signal 4 I/O for option ECO
1	V IN- (GND)	V IN- (GND)	V IN- (GND)
2	V IN+ (10 – 25V)	V IN+ (10 – 25V)	V IN+ (10 – 25V)
3	RxD (RS232) not available for PoE versions	IN 4 RxD (RS232)	not connected
4	TxD (RS232) not available for PoE versions	OUT 4 TxD (RS232)	not connected
5	IN 1 (0 – 24 V)	IN 1 (0 – 24 V)	IN 1 (0 – 24 V)
6	IN 2 (0 – 24 V)	IN 2 (0 – 24 V)	IN 2 (0 – 24 V)
7	OUT 1 (open drain)	OUT 1 (open drain)	OUT 1 (open drain)
8	OUT 2 (open drain)	OUT 2 (open drain)	OUT 2 (open drain)
9	IN 3+ (RS422)	IN 3+ (opto IN +)	IN 3 (0 – 24 V)
10	IN 3 – (RS422)	IN 3 – (opto IN –)	IN 4 (0 – 24 V)
11	OUT 3+ (RS422)	OUT 3 (open drain)	OUT 3 (open drain)
12	OUT 3 – (RS422)	OUT 0 (open drain)	OUT 4 (open drain)
	Shielding	Shielding	Shielding

Fig. 3-1: I/O Hirose connector layout

Inputs and outputs connect via [4I/O-matrix](#) in the GenICam software tree to the appropriate actions.

For detailed information about switching lights with the power outputs via GenICam, refer to ["LED strobe control" on page 67](#).

Type	HR10A-10R-12P
Matching connector	HR10A-10P-12S

Table: 3-1: Hirose connector types

INFO

PoE (Power over Ethernet) models do not support RS232 on pins 3 & 4.

4 Getting started

4.1 Support

In case of issues with the camera we are happy to help. For being able to help you in a fast and efficient way, we ask you for a description of the issues using camera in your support request.

1. Put your support request to us via the support form: <https://www.svs-vistek.com/en/support/svs-support-request.php>
2. Fill the form with information about the camera model, the frame grabber model, and operating system. Our support team will come back to you.

4.2 Find camera specs

Our website does have all technical data of all our cameras online. Go to <https://www.svs-vistek.com/en/industrial-cameras/svs-cameras.php> for getting technical data sheets.

Cameras can be found by searching with series and model name or by using the SVCam camera finder. Having found the requested camera, the details/download section provides you with manuals, drawings, soft- and firmware for your camera.

4.3 Power supply

4.3.1 Power safety

The camera does not have a power switch. The camera is powered on as soon power is available to the camera. This might happen via the Hirose connector or (in case of USB or CoaXPress) through the interface cables.

For making sure the camera is not connected to power

- Disconnect Hirose (or M12) plug from camera
- If the camera interface is USB or CoaXPress, disconnect interface connector from the camera
- Disconnect power plug from power AC wall outlet to disable the DC power supply as well.

The power supply must be easily accessible at all times! For Power specs, refer to the data sheet of your model.

Before connecting your camera to power, make sure your data cable is connected properly. Always connect data cable before power.

4.3.2 Connect the camera

The camera is powered on by connecting power to the camera.

- Connect the power supply with the Hirose connector.

INFO

When using your own power supply (voltage range 10 -25 V DC), see also Hirose 12-pin layout of the power connector. For power input specifications refer to specifications.

Generally external power supply for USB3 Vision, CoaXPress (if PoCXP enabled) or PoE cameras is not needed. Nonetheless, you might want to use a separate power on the Hirose connector to reduce load on the data port. The external power on the Hirose connector is the preferred power source.

The power up is defined as follows:

- Power over USB3, CoaXPress port or GigE port (with PoE) or on the Hirose connector will power on the camera.
- If power is found on the Hirose connector, camera power supply will switch to the Hirose connector.
- If Hirose power supply is cut, camera power supply will switch back to power over USB3, PoE or power over CXP supply.

INFO

Camera power supply is not powering 4I/O LED lights.

4.4 Camera status LED codes

Latest SVCam CoaXPress cameras provides status information per CXP line. A LED is located close to each CXP connector and will indicate the current status for the appropriate CXP line. The LEDs will change color and rhythm.

The meaning of the CXP line blinking codes is depending whether PoCXP is used and translates as follows:

LED status code	PoCXP	Indication
	yes	system booting
	yes / no	nothing connected
	yes	connection detection
	no	connection detection
	yes	device / host incompatible
	no	device / host incompatible
	yes	PoCXP overcurrent
	yes / no	connected, no data
	yes / no	connected, waiting for event
	yes / no	connected, data transfer
	yes / no	data transfer error (e.g. CRC)
	yes / no	connection test packages
	yes / no	compliance test mode enabled
	yes / no	system error

Fig. 4-1: Camera status LED codes

5 Feature description

This chapter covers features of SVCam cameras. Not every feature might be supported by your specific camera model. For information about the features of your specific model, refer to the specifications area of our website with your exact model.

<https://www.svs-vistek.com/en/industrial-cameras/svs-svcam-searchresult.php>

5.1 Basic features

5.1.1 Gain

Setting gain above 0 dB (default) is a way to boost the signal coming from the sensor. Especially useful for low light conditions. Setting gain amplifies the signal of individual or binned pixels before the ADC. Referring to photography adding gain corresponds to increasing ISO. Increasing gain will increase noise as well.

add 6 dB	double ISO value
6 dB	400 ISO
12 dB	800 ISO
18 dB	1600 ISO
24 dB	3200 ISO

Table: 5-1: Table of dB and corresponding ISO value

NOTICE Gain also amplifies the sensor's noise. Therefore, gain should be last choice for increasing image brightness. Modifying gain will not change the camera's dynamic range.



Fig. 5-1: Noise caused by too much gain

Auto gain

For automatic adjustment of gain refer to auto exposure (see ["Auto exposure" on page 35](#)).

When using auto-gain with steps of gain the noncontinuous gain adjustment might be visible in final image. Depending on your application it might be preferable to use fixed gain values instead and modify exposure with exposure time.

5.1.2 Resolution

As mentioned in the specifications, there is a difference between the numerical sensor resolution and the camera resolution. Some pixels towards the borders of the sensor will be used only internally to calibrate sensor values ("Dark pixels"). The amount of dark current in these areas is used to adjust the offset (see ["Offset" below](#)).

For calculating image sizes, the maximum camera resolution is determining maximum image resolution, refer to the specifications of the camera model).

5.1.3 Offset

For physical reasons the output of a sensor will never be zero, even the camera is placed in total darkness or simply closed. Always there will be noise or randomly appearing electrons that will be detected as a signal (dark noise: noise generated without light exposure).

To avoid this dark noise to be interpreted as a valuable signal, an offset will be set.

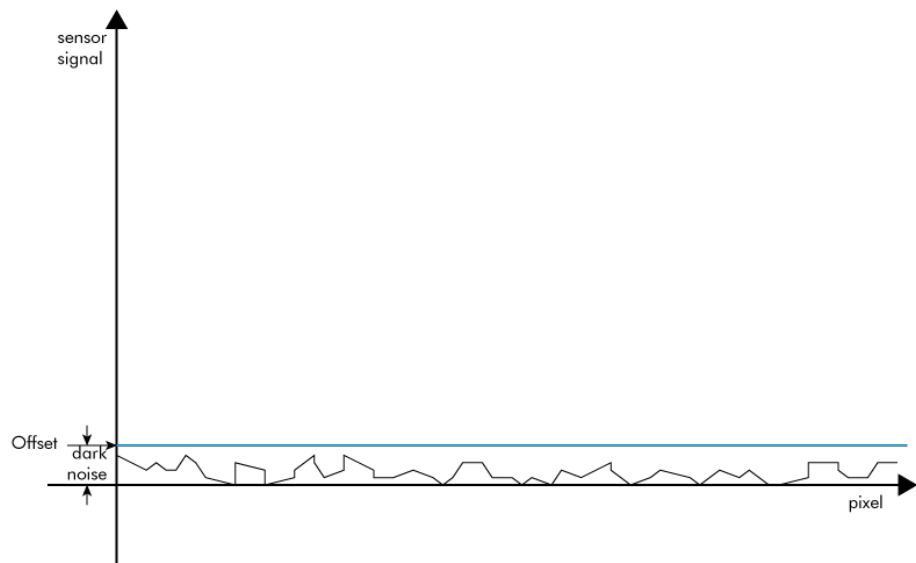


Fig. 5-2: Dark noise cut off by the offset

Most noise is proportional to temperature. To spare you regulating the offset every time the temperature changes. A precedent offset is set by the camera itself. It references certain pixels that never were exposed to light as black. So the offset will be set dynamically and conditioned to external influences.

The offset can be limited by a maximum bit value. If higher values are needed, try to set a look up table.

INFO

For multi-tap CCD sensors, the offset can be altered for each tap separately.

5.1.4 Color

Color cameras are identical to the monochrome versions. The color pixels are transferred in sequence from the camera, in the same manner as the monochrome, but considered as "raw"-format.

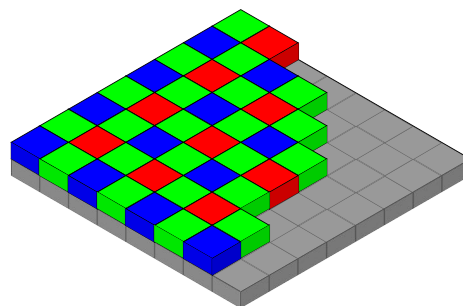


Fig. 5-3: Example of Bayer pattern (source: wikipedia)

The camera sensor has a color mosaic filter called "Bayer" filter pattern. The pattern alternates as follows:

- First line: GRGRGR... (R=red, B=blue, G=green)
- Second line: BGBGBG...

Note that about half of the pixels are green, a quarter red and a quarter blue. This is due to the maximum sensitivity of the human eye at about 550 nm (green). De-Bayering is not done in the camera, it must be done in the client software. Not all sensors have the same sequence of color. The GenICam property **PixelColorFilter** indicates the sequence of the color pixels when reading color images.

Using color information from the neighboring pixels the RG and B values of each pixel is interpolated by software, e.g. the red pixel does not have information of green and blue components. The performance of the image depends on the software used. Due to this, physical resolution of color cameras is always lower than resolution of monochrome cameras.

Camera Link frame grabbers need information of the sequence order of the colors. The order depends on sensor type. USB3 and GigE cameras provide this in their XML file.

INFO

It is recommended to use an IR cut filter for color applications

INFO

Industrial vision cameras are not intended to display colors according to human perception.

White balance

The human eye adapts to the definition of white depending on the lighting conditions. The human brain will define a surface as white, e.g. a sheet of paper, even when it is illuminated with a bluish light.

White balance of a camera does the same. It defines white or removes influences of a color-based on a non-white illumination.

- **Continuous:** Auto white balance will analyze the taken images and adjust exposure per color accordingly as long as the camera is taking images. Different colors of the same object in a sequence might be the result depending on the other objects in the image
- **Once:** Auto white balance will adjust white balance as soon it is started and will stop modifying parameters as soon white balance is finished.

Color calibration

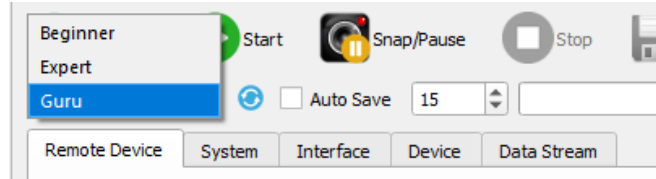
INFO

The color cameras are delivered without color calibration.

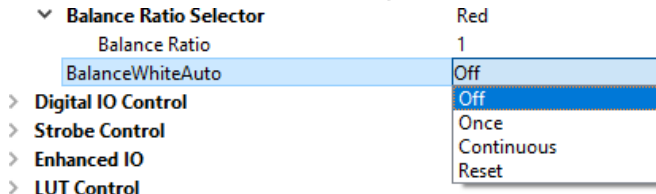
If a color calibration is necessary e.g., because the image has a green cast, the color can be adjusted with a white balance.

The feature "White Balance" is part of the camera firmware and can be operated with a GenICam compliant software.

1. When using SVCapture 2, select **Guru** as **Feature Mode**.



2. Select **BalanceWhiteAuto** in **Analog Control** in the GenICam feature tree.



The White Balance "Continuous" mode is only recommended in a slow triggered mode. Usually, it is sufficient to perform a white balance once with the given lighting.

3. Use a white, not too dark, but not overexposed surface (white wall or paper) as image. Only then the white balance algorithm can calibrate the color optimally.
4. If unsuccessful, adjust the RGB values manually e.g., by adjusting the green value downwards.
5. After calibration, save the settings in the camera (User Set Save) so that the color correction is preserved after a camera restart.
6. Use a white, not too dark, but not overexposed surface (white wall or paper) as image. Only then the white balance algorithm can calibrate the color optimally.
7. If unsuccessful, adjust the RGB values manually e.g., by adjusting the green value downwards.
8. After calibration, save the settings in the camera (User Set Save) so that the color correction is preserved after a camera restart.

5.1.5 Image flipping

Images can be mirrored horizontally or vertically. Image flip is done inside the memory of the camera, therefore not increasing the CPU load of the PC.

Image flipping is referred to in the GenICam specifications and hence in the software as follows:

- Reverse X: Flips the image along the Y axis horizontally, hence "Horizontal flipping" (see "[Feature Binning Horizontal](#)")
- Reverse Y: Flips the image along the X axis vertically, hence "Vertical flipping" (see "[Feature Binning Vertical](#)")



Fig. 5-4: Original image



Fig. 5-5: Horizontal flip



Fig. 5-6: Vertical flip

5.1.6 Binning

Binning provides a way to enhance dynamic range, but at the cost of lower resolution. Binning combines electron charges from neighboring pixels directly on the chip, before readout.

INFO

Binning is only used with monochrome CCD sensors.

On CMOS sensors, binning will not affect image quality. In any case, binning will reduce the amount of pixel data to be transferred.

The selected binning value describes the number of combined photosensitive cells, where the following value settings apply:

- Value 1 equals the value *Binning Off* from previous versions.
- Value 2 equals the previous value *Binning On* (combination of 2 cells).
- Additionally, value 4 combines four cells horizontally or vertically.

INFO

Binning is now solely executed in the image processing chain of the FPGA and never in the sensor.

Furthermore, it is possible to set the binning mode between *Average* or *Sum*:

- *Average*: The response from the combined cells will be the average value (Value: 0)
- *Sum*: The response from the combined cells will be added (Value: 1)

Vertical binning

Accumulates vertical pixels.

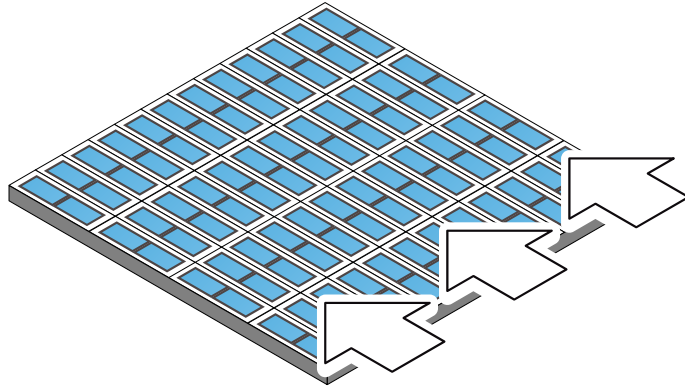


Fig. 5-7: Vertical binning

Horizontal binning

Accumulates horizontal pixels.

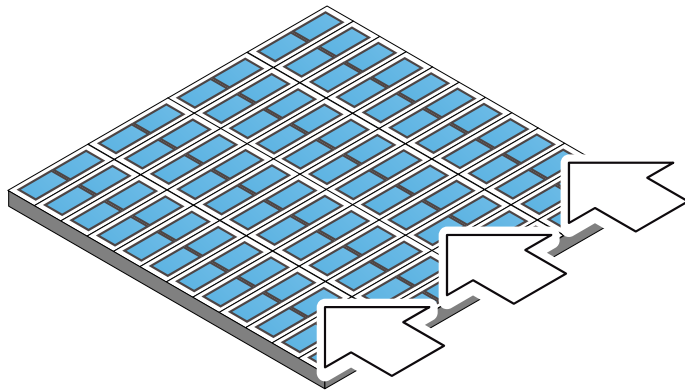


Fig. 5-8: Horizontal binning

2×2 Binning

A combination of horizontal and vertical binning.

When DVAL signal is enabled only every third pixel in horizontal direction is grabbed.

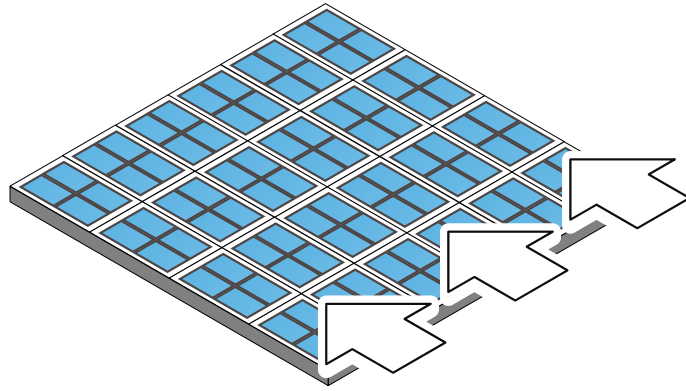


Fig. 5-9: 2x2 binning

Vertical binning

Accumulates vertical pixels.

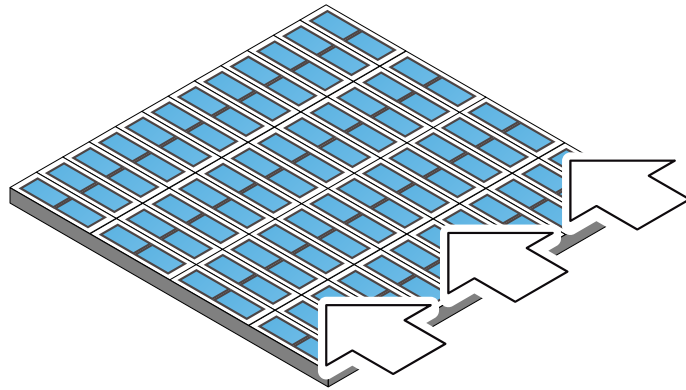


Fig. 5-10: Vertical binning

Horizontal binning

Accumulates horizontal pixels.

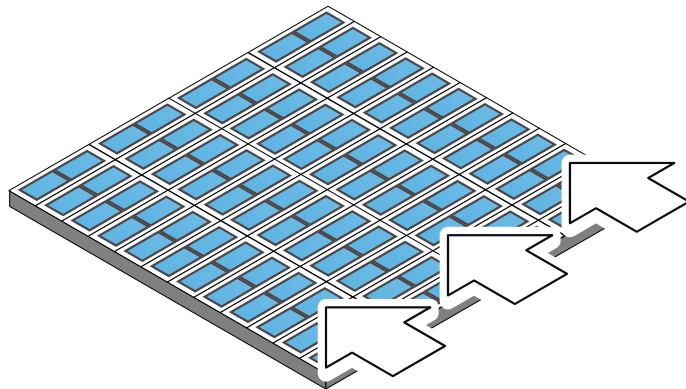


Fig. 5-11: Horizontal binning

2×2 Binning

A combination of horizontal and vertical binning.

When DVAL signal is enabled only every third pixel in horizontal direction is grabbed.

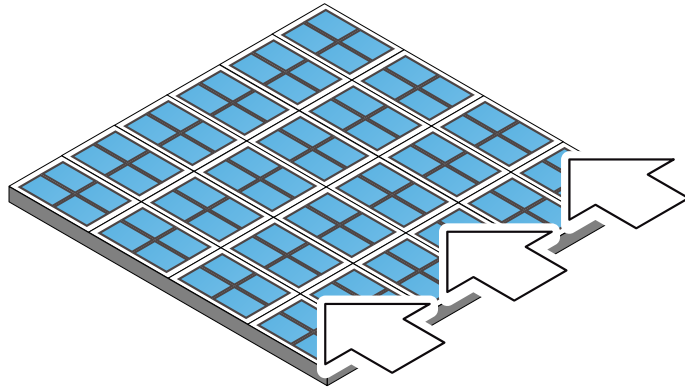


Fig. 5-12: 2x2 binning

5.1.7 Decimation

For reducing width or height of an image, decimation can be used. Columns or rows can be ignored.

INFO

Refer to "[ROI / AOI](#)" on page 49 for reducing data rate by reducing the region you are interested in.



Fig. 5-13: Horizontal decimation



Fig. 5-14: Vertical decimation

5.1.8 GenICam

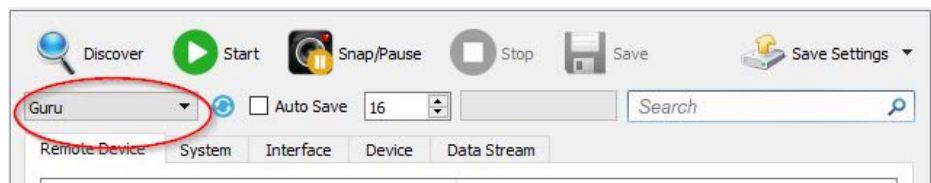
The GenICam standard provides a generic programming interface to control all kinds of cameras and devices. Regardless of the interface technology (GigE Vision, USB 3 Vision, CoaXPress, Camera Link, etc.) or implemented feature, the application programming interface (API) will always be the same. The SNFC makes sure the feature names are similar throughout the manufacturers, making it more easy to switch camera models.

The GenICam™ standard consists of multiple modules according to the main tasks to be solved:

- GenApi: configuring the camera
- SNFC: Standard Feature Naming Convention, a catalog of standardized names and types for common device features
- GenTL: transport layer interface, grabbing images
- GenCP: generic GenICam control protocol
- GenTL SFNC: recommended names and types for transport layer interface.

The GenICam properties are organized as a tree. Manufacturers can add more features.

With your SVCam, the GenICam tree does have some hardware related extensions, especially in the I/O sector. See the Quick guide install for a short introduction into the SVS-VISTEK GenICam tree.



The GenICam properties are organized in views. The recommended way to view and adjust is by using SVCapture. If you want to have a full view of all adjustable GenICam items, activate the Guru mode. Beginner mode will show only most common attributes.

NOTICE All modifications in the GenICam tree will have immediate effect.

5.1.9 Trigger modes

To start capturing images, the camera has to receive a trigger signal. This trigger signal can be a software trigger, it might be an electric signal on the hardware I/O or it can be a timed trigger (sequence of images or "Precision Time Protocol").

Software trigger

The camera exposure can be started via software. With some interface types like GigE and USB3 it is impossible to have a 100% precise software trigger. CoaXPress and Camera Link permit relatively precise triggering of the camera. If you need to have a precise trigger, usage of "External hardware trigger" below is recommended.

External hardware trigger

External trigger with programmable exposure time. In this mode the camera is waiting for an external trigger pulse that starts integration, whereas exposure time is programmable via the serial interface and calculated by the internal microcontroller of the camera.

INFO

Default input for trigger is Input1.

At the rising edge of the trigger the camera will initiate the exposure.

The software provided by SVS-VISTEK allows the user to set exposure time e.g. from 60 μ s to 60 sec (camera type dependent).

Exposure time of the next image can overlap with the frame readout of the current image (trigger pulse occurs when FVAL is high). When this happens, the start of exposure time is synchronized to the negative edge of the LVAL signal (see figure)

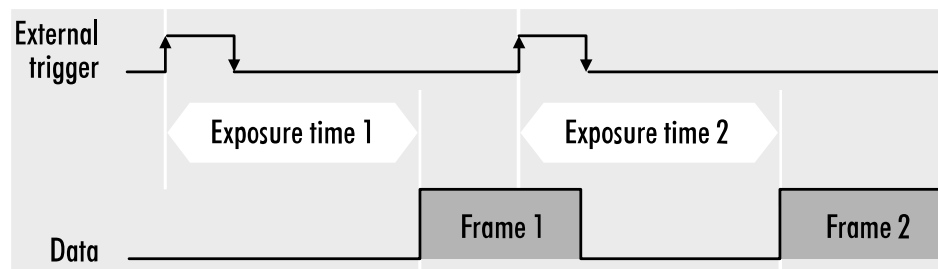


Fig. 5-15: Mode 2: External trigger with programmable exposure time (overlap)

When the rising edge of trigger signal occurs after frame readout has ended (FVAL is low), the start of exposure time is not synchronized to LVAL and exposure time starts after a short and persistent delay.

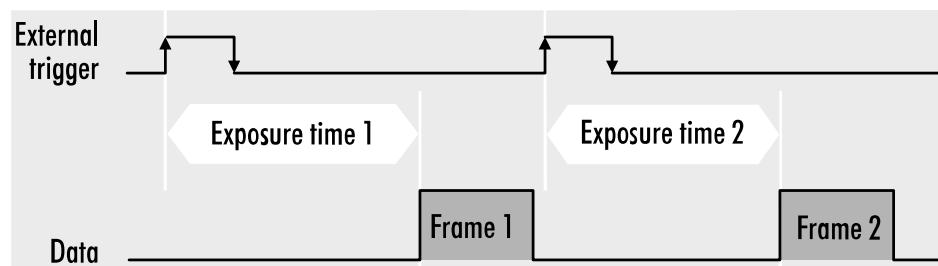


Fig. 5-16: Mode 2: External trigger with programmable exposure time (non overlap)

Exposure time can be changed during operation. No frame is distorted during switching time. If the configuration is saved to the EEPROM, the set exposure time will remain also when power is removed.

Detailed info of external trigger mode

INFO

The diagrams below are identical for CCD and CMOS technique.

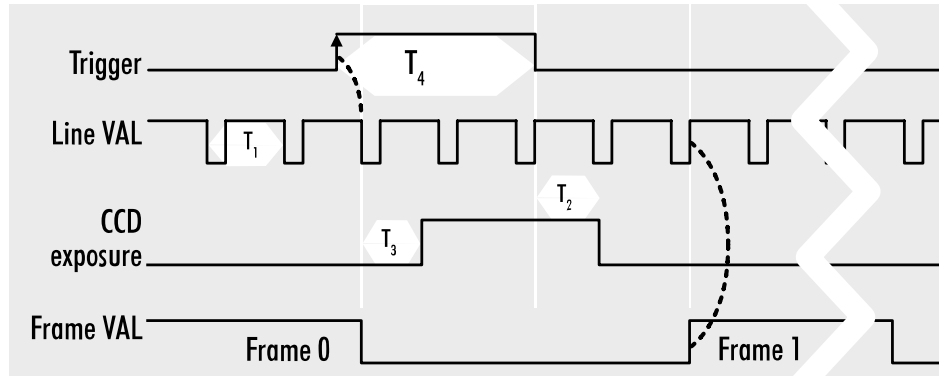


Fig. 5-17: Mode 1: External trigger with pulse width exposure control (overlap)

T_1	Line duration	T_2	Transfer delay
T_3	Exposure delay	T_4	Min. trigger pulse width

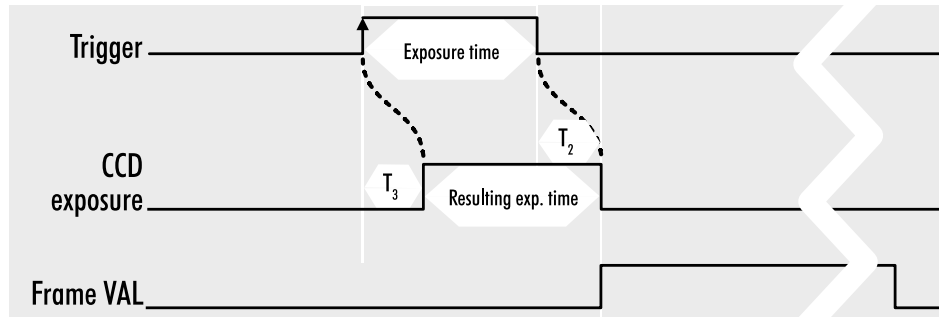


Fig. 5-18: Mode 1: External trigger with pulse width exposure control (non-overlap)

T_2	Transfer delay	T_3	Exposure delay
-------	----------------	-------	----------------

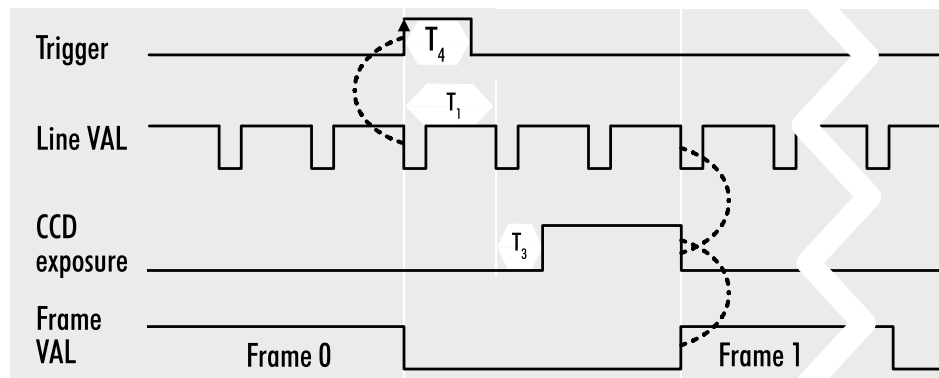


Fig. 5-19: Mode 1: External trigger with programmable exposure time (overlap)

T_1	Line duration	T_3	Exposure delay
T_4	Min. trigger pulse width		

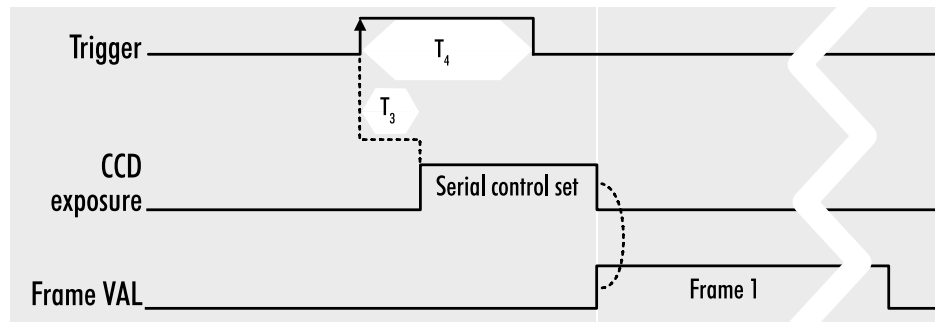


Fig. 5-20: Mode 1: External trigger with programmable exposure time (non-overlap)

T_3	Exposure delay	T_4	Min. trigger pulse width
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5.1.10 Shutter modes

CCD and CMOS area cameras consist of pixels, ordered in lines and columns. All pixel are exposed to light and then read out to camera electronics. There is a difference of reading out the sensor between global and rolling shutter. Especially flashing and moving objects might need more attention with rolling shutter.

There are 3 modes to operate a camera area sensor:

Global shutter mode

- Global reset of all pixels
- All pixels start light integration at the same time
- All pixels stop integration at same time
- Readout line by line after exposure of whole frame is completed

Global reset release mode

INFO

Global reset release is a image sensor feature. The sensor being used in the hr120 cameras does not provide global reset release.

Global reset release mode is a special mode to operate rolling shutter sensors. With the exception of the hr120, all rolling shutter cameras from SVS-Vistek GmbH can be operated in Global Reset Release mode. Global reset release shows advantages when operating light sources in non-constant light situations.

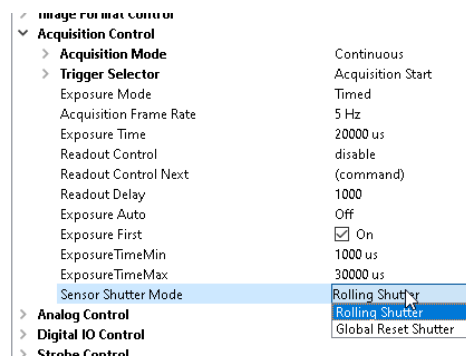


Fig. 5-21: setup of global reset release mode in GenICam tree

Benefits

- All pixel reset all lines same time
- **Light integration starts with same point of time for each line**
- All lines stop integration at different time
- Readout line by line

Limitations

ROI limitations apply similar to rolling shutter.

- Next integration has to wait for finished readout of last active line
- No external exposure control (expose while trigger signal active)
- not useful with constant object illumination

Artifacts

- Different amount of blur on moving objects (more blur the later the readout)
- Deformed image of moving objects (see rolling shutter)
- brighter exposure the later the readout

Global reset mode with flash

The disadvantage of global reset release mode is lines at the end of readout are exposed to light longer than the lines at readout start, brightness is different. Using a strobe controller with flashed light will get rid of the issue.

Global reset release mode setup

- make sure of no external (constant) light source
- use flash only for object illumination
- set camera to global reset release mode
- start exposure time together with flash (flash strobe in darkness)

When flashing in global reset mode, the flash time will define the exposure time. Thus, an very time-stable flash control is essential.

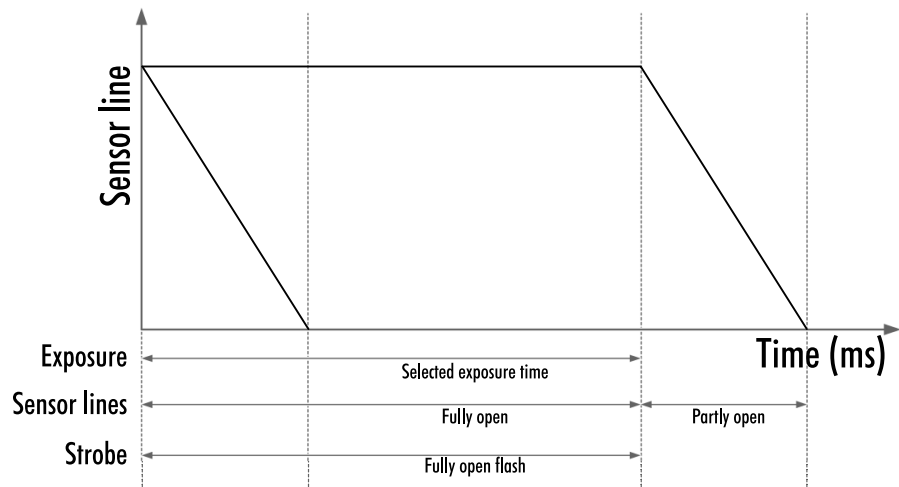


Fig. 5-22: Flash control with global reset release

In Global Reset Mode flash is starting together with exposure, all CMOS lines are sensitive to light. Flash time has to be shorter than exposure time. Exposure time is determined by flash time.

INFO

Strobe control jitter might be visible in the image as structures or as brightness instabilities.

We recommend using the integrated I/O flash control for light control. Precision is about 1 tic or 15ns.

5.1.11 Exposure

- For various exposure and timing modes in chapter, see "[Basic capture modes](#)" on page 49.
- For combining various exposure timings with PWM LED illumination, refer to "[Sequencer](#)" on page 70.

Setting exposure time

Exposure time can be set by width of the external or internal triggers or programmed by a given value.

5.1.12 Exposure speed

Frames per second, or frame rate describes the number of frames output per second (1 / frame time). Especially GigE and USB cameras cannot guarantee predictable maximum frame rates with heavy interface bus load.

Maximum frame rate might depend on:

- Pixel clock
- Image size
- Tap structure
- Data transport limitation
- Processing time

5.1.13 Auto exposure

Auto Luminance or auto exposure automatically calculates and adjusts exposure time and gain, frame-by-frame.

The auto exposure or automatic luminance control of the camera signal is a combination of an automatic adjustment of the camera exposure time (electronic shutter) and the gain.

The first priority is to adjust the exposure time and if the exposure time range is not sufficient, gain adjustment is applied. It is possible to predefine the range (min / max-values) of exposure time and of gain.

The condition to use this function is to set a targeted averaged brightness of the camera image. The algorithm computes a gain and exposure for each image to reach this target brightness in the next image (control loop). Enabling this functionality uses always both – gain and exposure time.

Limitations

As this feature is based on a control loop, the result is only useful in an averaged, continuous stream of images. Strong variations in brightness from one image to next image will result in a swing of the control loop. Therefore it is not recommended to use the auto-luminance function in such cases.

5.1.14 Acquisition and processing time

The camera has to read the sensor, process the data to a valid image and transfer this to the host computer. Some of these tasks are done in parallel. This implies the data transfer does not end immediately after end of exposure, as the image has to be processed and transferred after exposure.

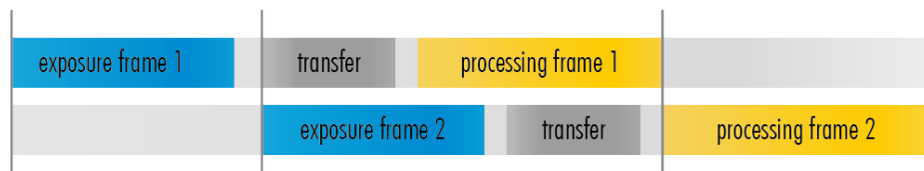


Fig. 5-23: Acquisition and processing time

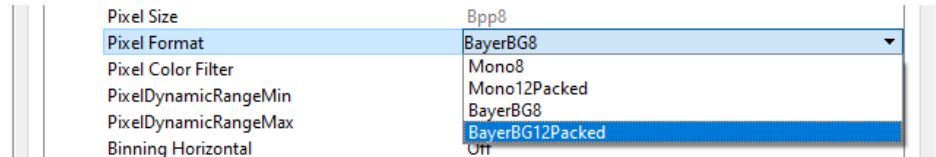
On the other hand, while processing and transferring the image the sensor might capture already the next frame.

5.1.15 Bit depth

Values of brightness are internally represented by numbers. The number of bits for brightness representation is limiting the number of color values that can be represented. Bit depth defines the maximum unique colors or gray levels in an image.

No of gray values = $2^{\text{bit depth}}$

All SVCam models support 8-bit format. In most cases, the sensor itself is limiting maximum bit depth. Refer to specifications whether your model is supporting higher bit depth.



INFO

Depending on camera model, different bit depths are supported.

Packed format

Some camera models support “packed” bitformats. Instead of using 16 bit per pixel (and transferring a lot of zeroes), 2 bytes contain more information than only 1 pixel.

For example, in the image above, “Mono12Packed” is supported. Every pixel has a bit depth of 12 bit. Information transfer has to be in 8-bit steps (8, 16, 24 etc). By packing, 2 pixel can be transferred in 3 bytes (24 bit) instead of 2 x 16 bit (4 bytes). This increases bandwidth by 25%. This packing does not affect image quality, but the image needs to be unpacked (with an SVCam SDK function, very fast) after image acquisition before the image can be processed.

NOTICE

Unpacking has to be done manually, this is not a GenTL function. Thus, image acquisition in packed formats won't be supported by most 3rd party software products.

Separated bit depth of sensor and camera

Some camera models are supporting separated bit depth adjustment of sensor readout and camera readout. Thus you can read in an image e.g. in 12 bit from the sensor, apply a 12-to-8 bit look-up table and read from the camera as an 8 bit image.



By default, sensor pixel size is "SensorBppAuto" and should follow the adjustment of pixel size.

The final bit depth exported by the camera (camera readout) is adjusted with pixel size.

Bit depth and brightness with Sony Gen 4 sensors

The FXO series (XGE / CXP) shows different brightness when switching between 8-bit and 12-bit mode (SensorPixelSize). If you read sensor 8-bit, the upper 4 bits of the sensor range are cut off.

8-bit mode sensor pixel size is 50 % faster, but the (bit-cut-off) reduced full well capacity also results in a higher noise percentage. To use the full dynamic range of the sensor, the sensor must be read out 12-bit, the transmission can then be done with (reduced) 8- or 12-bit, as required.

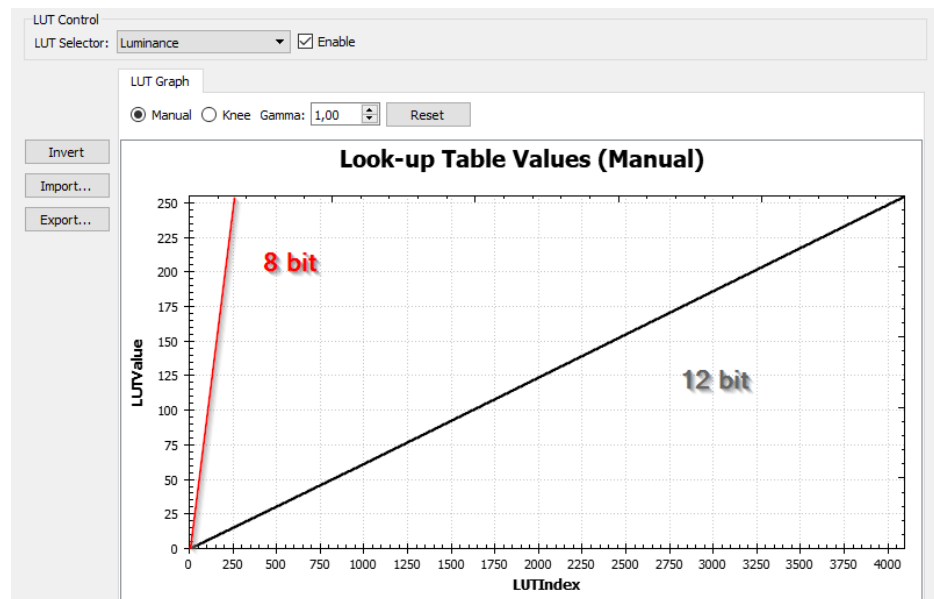


Fig. 5-24: Bit depth and brightness with Sony Gen 4 sensors

The red 8-bit curve above is the result of the sensor 12-bit capacity with the used 8-bit range. The black 12 bit curve is an applied linear 12-to-8 bit look-up table.

5.2 Camera features

The camera features of the FXO series CoaXPress are defined by the combination of its electronics and firmware features. Firmware features can be upgraded with new firmware releases.

5.2.1 Glass filter

The camera is equipped with a glass filter for sensor protection reasons (dust). Optical length of the glass filter is included in the mount specifications.

5.2.2 Shading correction

Overview

The interactions between objects, illumination, and the camera lens might lead to a non-uniform flat-field in brightness. Shading describes the non-uniformity of brightness from one edge to the other or center towards edge(s).

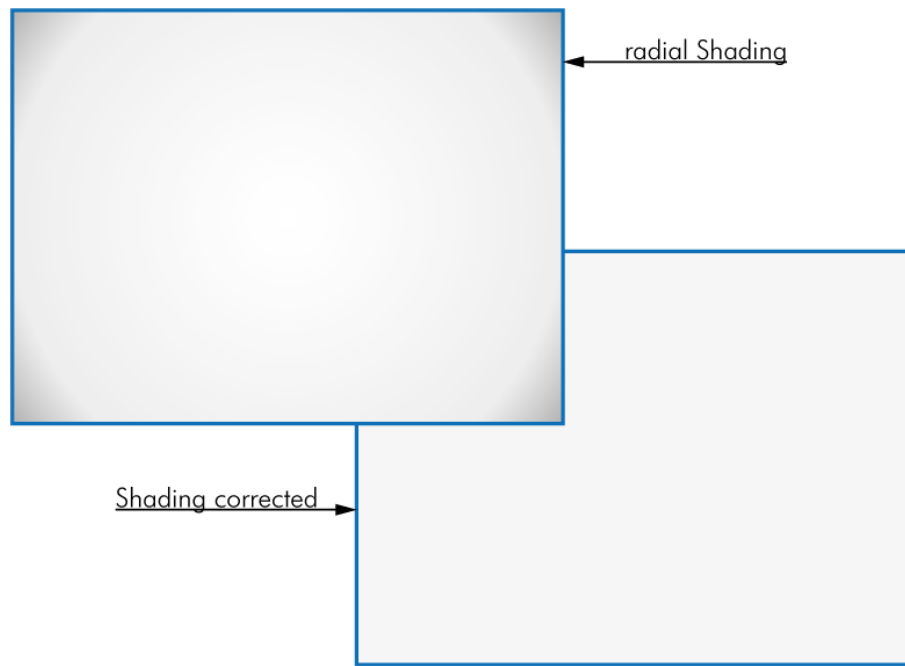


Fig. 5-25: Original and shading corrected image

This shading can be caused by non-uniform illumination, non-uniform camera sensitivity, vignetting of the lens, or even dirt and dust on glass surfaces (lens).

Shading correction is a procedure to create a flat-field image out of a non-uniform image regardless of the reasons of the non-uniformity. Before doing shading correction, make sure your lens is clean and in perfect condition. If the lens is not clean or the lighting not uniform, the algorithm tries to compensate these as well, resulting in a wrong shading table and visible artifacts, loss of details, or local noise in the final image.

In theory, there are several locations of shading

- In the host computer: significant loss of dynamic range
- In the camera, digital: better (smoother) shading than on computer, still loss of dynamic range
- In the camera, analog: set gain / offset locally direct on sensor to get optimum shading correction with only small changes in dynamic range

INFO

Shading correction might reduce the dynamic range of the images. By using different gains and offsets on the sensor local noise might be less uniform. Structures in the reference image might lead to visible shading artifacts.

How it works

The tool will divide the image into squares of 16x16 pixel. Out of every 16x16 pixel cluster a set of shading values consisting of specific gain and offset per cluster is calculated. The resulting map can be uploaded into the camera and will compensate for any shading, lens-based or based on illumination.

Creating a shading map

Shading maps are test files containing a description for the camera how to balance shading control. Shading maps can be created and uploaded to the camera with SVCapture. The shading map creation process takes any image with any illumination and creates a shading map out of it. This shading map will be uploaded into the camera afterward.

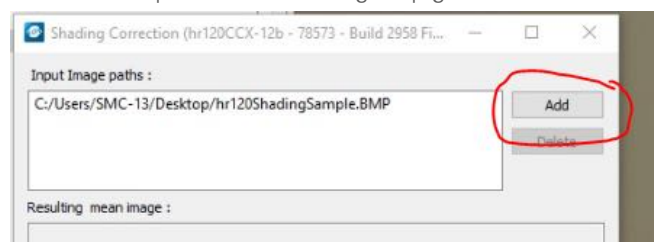
1. Connect the camera to the PC and open it with SVCapture2.
2. Make a picture in which you can see the vignetting (shading).

Check that the image is not overexposed and AOI and Binning is disabled.

3. Take a picture with the grabber software and save it to the computer, this will be needed in the next steps in SVCapture.
4. Check if the picture you are taking in the grabber software has the maximum resolution supported by the camera.
5. In **Shading Correction > Control**, enable or disable shading correction.
6. In **Shading > Shading Map Selector** select a shading map.



7. Open **Assistant > Shading Correction** and select **Generate Map...**
8. Add the *.bmp file to the shading map generator.



9. Select **Generate map**. The map is saved in the background.
10. After the map is successfully created, upload the map in the camera by selecting **Upload map to camera**.
11. Select **Yes** for saving the map in the user set.

NOTICE

Shading correction is possible with certain models only. See camera specs whether your model does support this. In case your camera is not supporting, the assistant will not be selectable.

First, shading reference images have to be taken with shading correction disabled (use 16 images minimum). Save it on disk. Use std .bmp files here, if possible with more than 8 bit.

1. Run shading assistant->Generate Map

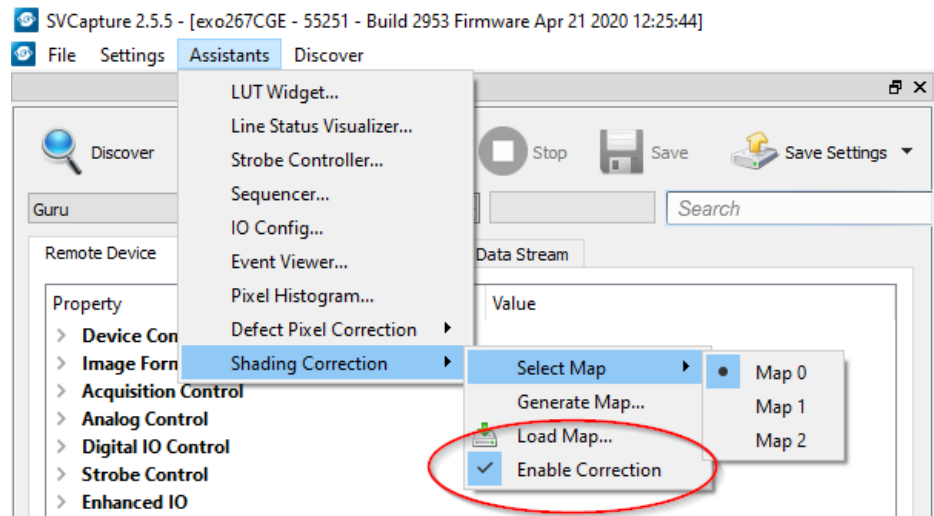
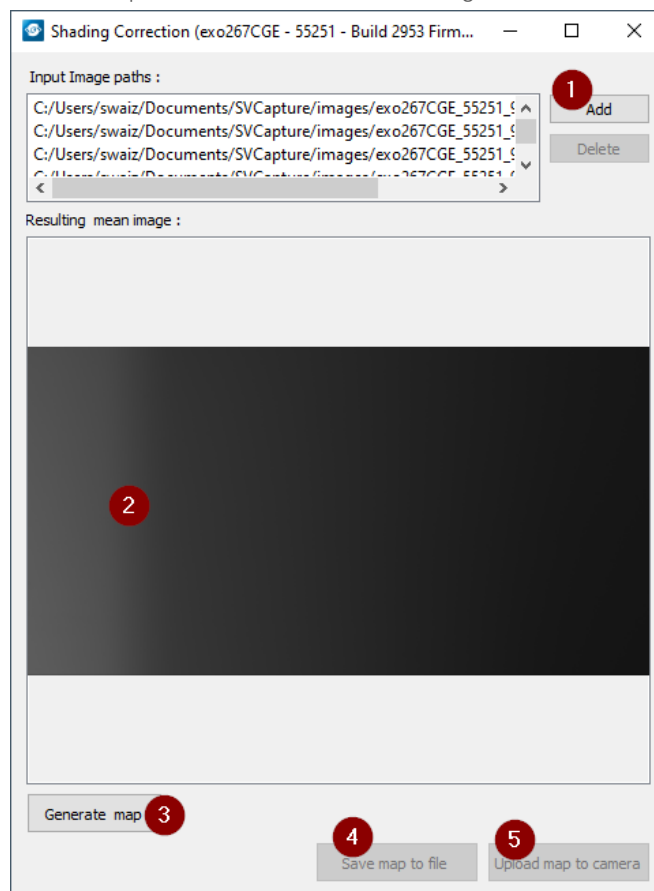


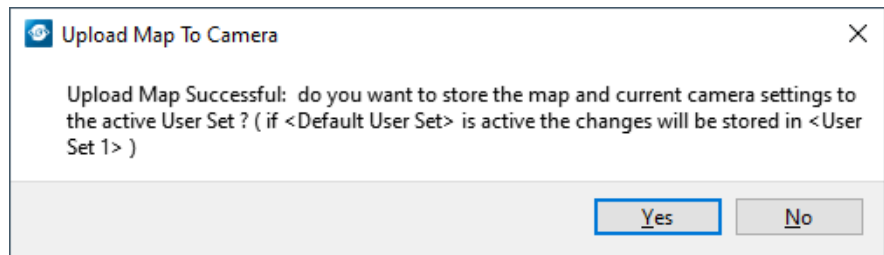
Fig. 5-26: Shading control disabled

2. With SVCapture load these reference images.

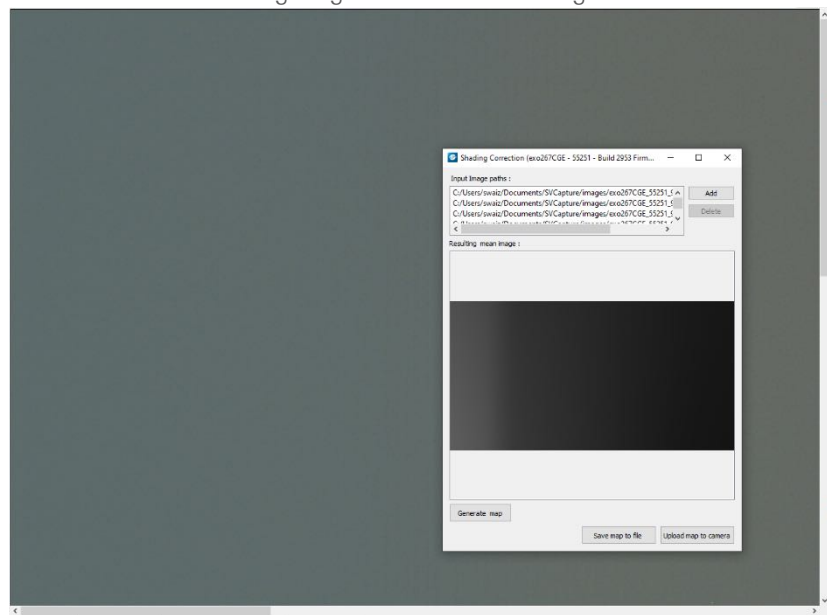


3. See shading in the preview
4. Generate the shading map

5. Save map to disk. This file can be used in programmed environments via SDK as well.
6. Upload it to the camera and see the result. If lighting did not change from start of procedure, you should see a uniform image with enabled shading control.



7. Run camera with same lighting to see corrected image.



5.2.3 Defect pixel correction

All image sensor have defect pixels in a lesser or greater extent. Type and number of defects determine the quality grade (quality classification) of the sensor.

Defect Pixel Correction is using information from neighboring pixels to compensate for defect pixels or defect pixel clusters (cluster may have up to five defect pixels).

Defect Pixels either be dark pixels, i.e. that don't collect any light, or bright pixels (hot pixel) that always are outputting a bright signal.

The amount of hot pixels is proportional to exposure time and temperature of the sensor.

By default, all known defect pixels or clusters are corrected by SVS-VISTEK as a factory default.

Under challenging conditions or high temperature environments defect pixel behavior might change. This can be corrected.

- A factory created defect map (SVS map), defying known defects, is stored in the camera.
- A custom defect map can be created by the user. A simple *.txt file with coordinates must be created. The user must locate the pixel defects manually.
- The *.txt file can be uploaded into the camera. Beware of possible Offset!
- Defect maps can be switched off to show all default defects, and switched back on to improve image quality.

Unlike shading correction, defect pixel correction suppresses single pixels or clusters and reconstructs the expected value by interpolating neighboring pixel values. The standard interpolation algorithm uses the pixel to the left or to the right of the defect.

This simple algorithm prevents high run-time losses.

More sophisticated algorithms can be used by software.

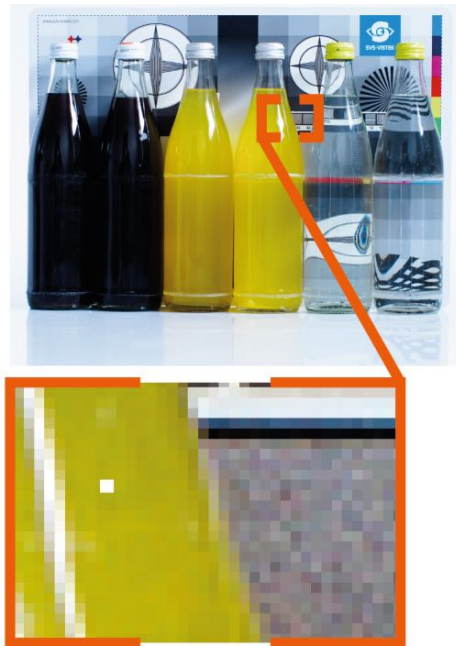
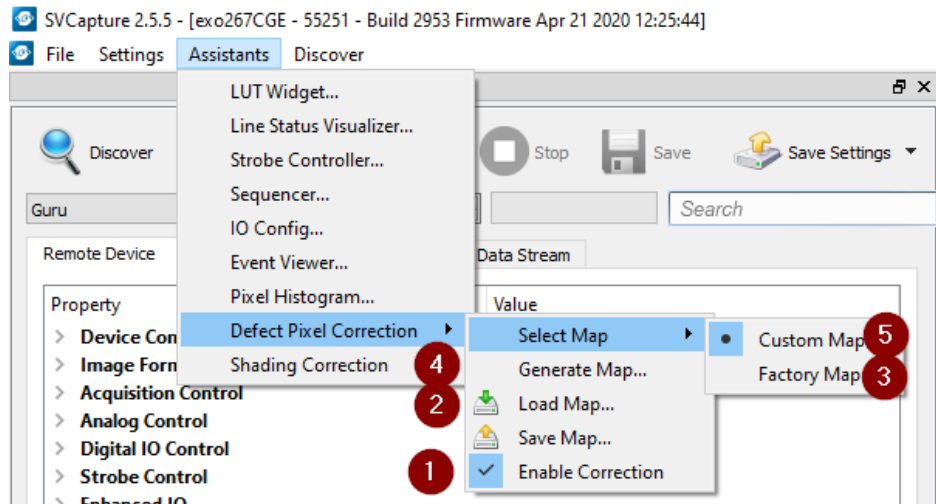


Fig. 5-27: Illustration of a defect pixel

Procedure of pixel correction

SVCapture is the tool to generate pixel correction maps. The pixel correction assistant provides everything to create, load, enable and restore defect pixel creation maps.

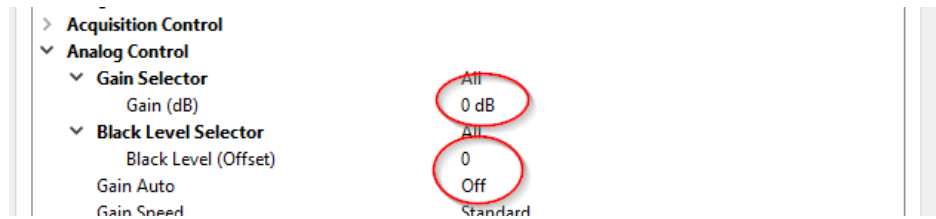
Defect pixel correction is possible with certain models only. See camera specs whether your model does support this. In case your camera is not supporting, the assistant will not be selectable.



- For easy image processing, it is recommended to have pixel correction activated
- Pixel correction maps can be saved and loaded
- The std factory map can be selected any time
- Generate your own custom map
- Select your own defect pixel map

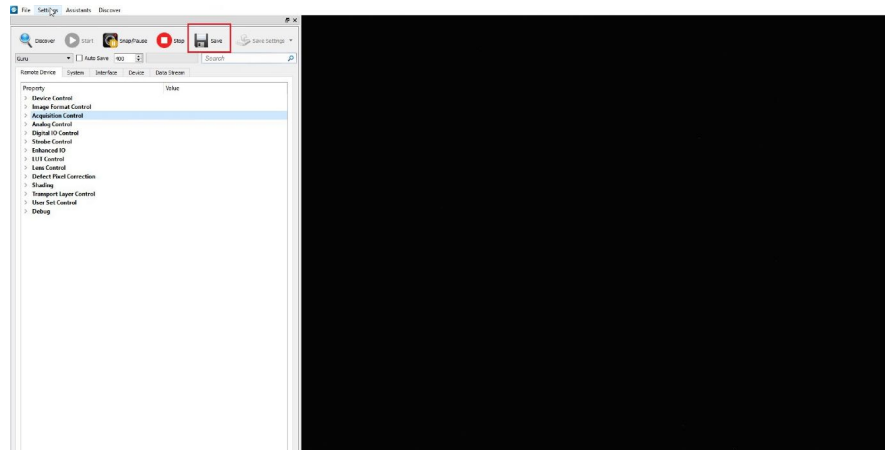
The procedure to create a std map is pretty straight forward. Before starting generating the map, in the GenICam tree do following:

- Set gain to 0 dB
- Disable autogain
- Set offset to 0
- Record a set of dark images (put lens cap on)

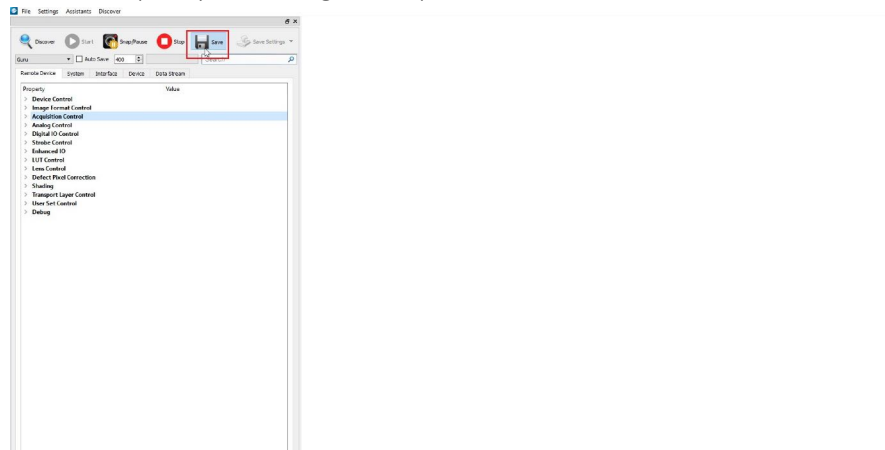


Defect pixel map generation

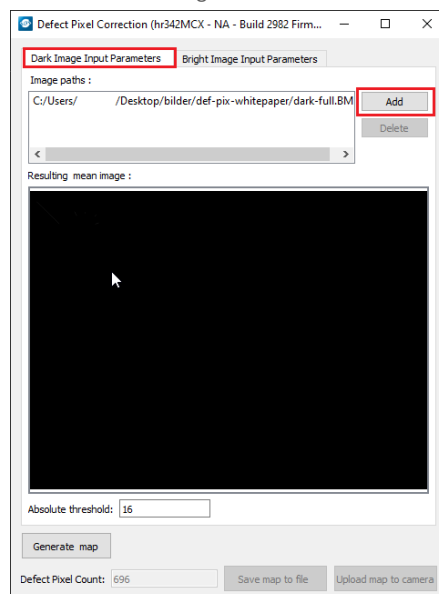
1. Save a completely dark image as bmp file.



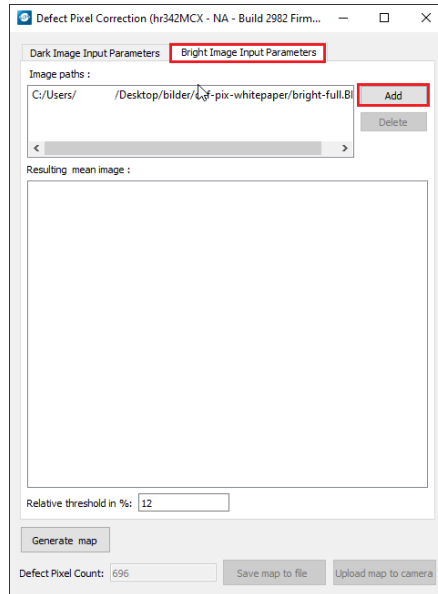
2. Save a completely white image as bmp file.



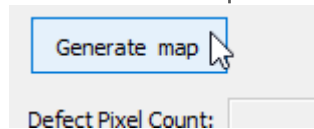
3. Open Assistant > Defect Pixel Correction > Select Map > Custom Map.
4. Select **Generate Map...**
5. Add a "Dark Image".



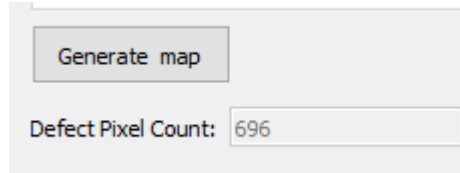
6. Add a "Bright Image".



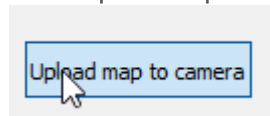
7. Select **Generate map**.



8. Observe how many defect pixel were detected in the "Defect Pixel Count".



9. Select **Upload map to camera**.



5.2.4 Look-up table

The look-up table feature (LUT) lets the user define certain values to every bit value that comes from the ADC. To visualize a LUT a curve diagram can be used, similar to the diagrams used in photo editing software.

The shown custom curve indicates a contrast increase by applying an S-shaped curve. The maximum resolution is shifted to the mid-range. Contrasts in this illumination range is increased while black values will be interpreted more black and more of the bright pixels will be displayed as 100 % white.

INFO

For further Information about curves and their impact on the image refer to our homepage: [Knowledge Base – LUT](#).

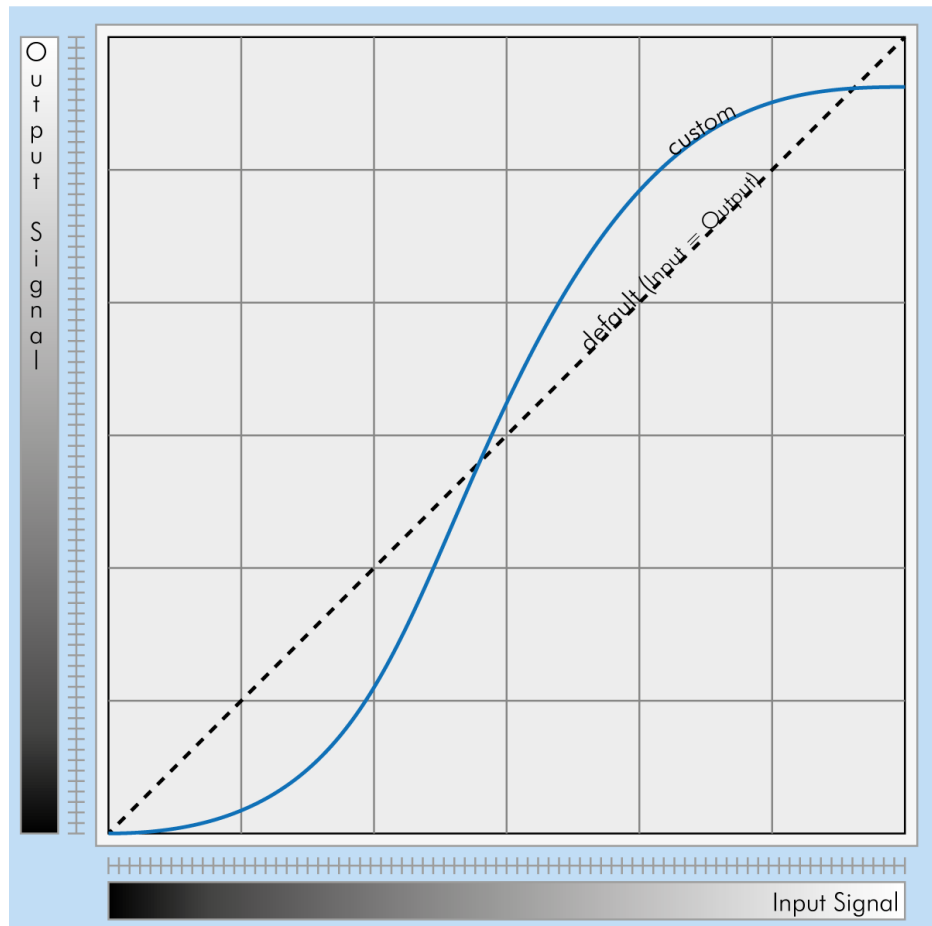


Fig. 5-28: Custom LUT adding contrast to the mid-tones

INFO

LUT implementation reduces bit depth from 12 bit to 8 bit on the output.

Gamma correction

Using the look-up table makes it also possible to implement a logarithmic correction. This is commonly called “gamma correction”.

Historically gamma correction was used to correct the illumination behavior of CRT displays, by compensating brightness-to-voltage with a gamma value between 1,8 up to 2,55.

The gamma algorithms for correction can simplify resolution shifting as shown seen below.

- Input & output signal range from 0 to 1
- Output-signal = Input-signal^{Gamma}

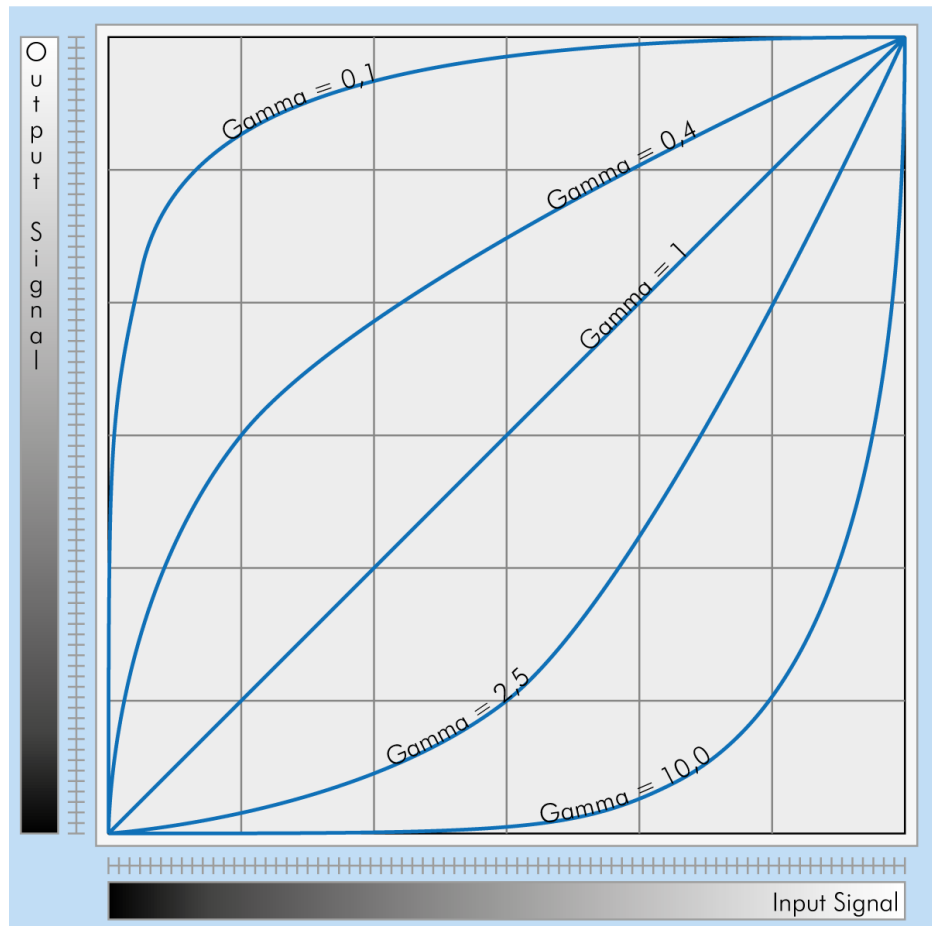


Fig. 5-29: Several gamma curves comparable to a LUT

- Gamma values less than 1.0 map darker image values into a wider ranger.
- Gamma values greater than 1.0 do the same for brighter values.

INFO

Gamma algorithm is just a way to generate a LUT. It is not implemented in the camera directly.

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The gamma algorithms for correction can simplify resolution shifting as shown seen below.

- Input & output signal range from 0 to 1
- $\text{Output-signal} = \text{Input-signal}^{\text{Gamma}}$

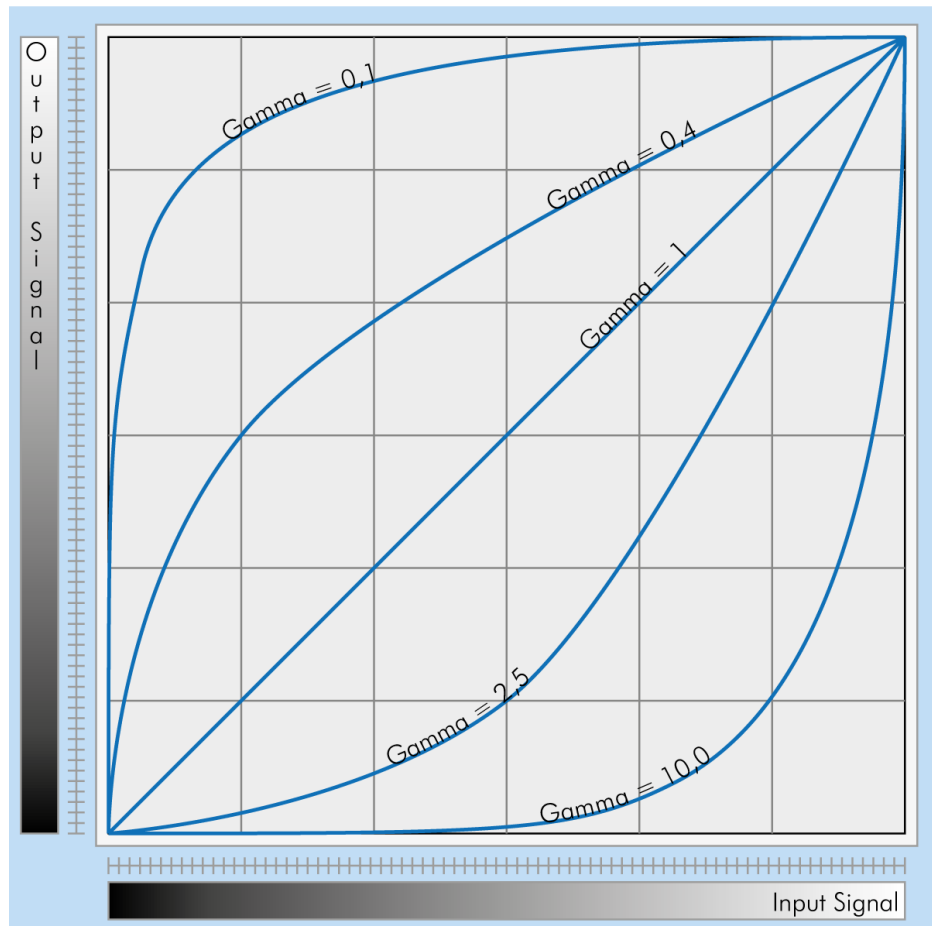


Fig. 5-30: Several gamma curves comparable to a LUT

- Gamma values less than 1.0 map darker image values into a wider ranger.
- Gamma values greater than 1.0 do the same for brighter values.

INFO

Gamma algorithm is just a way to generate a LUT. It is not implemented in the camera directly.

5.2.5 ROI / AOI

In partial scan mode or Area-Of-Interest (AOI) mode (or Region-Of-Interest (ROI) mode) only a certain region of the sensor will be read.

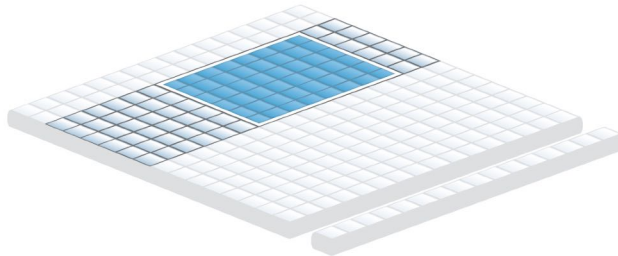


Fig. 5-31: AOI on area sensor

Selecting an AOI will reduce the number of horizontal lines being read. This will reduce the amount of data to be transferred, thus increasing the maximum speed in terms of frames per second.

With CCD sensors, setting an AOI on the left or right side does not affect the frame rate, as lines must be read out completely.

With CMOS Sensors, AOI is sensor dependent. Some CMOS sensors require the camera to read full horizontal sensor lines internally. Reducing horizontal size with AOI might result in limited frame rate gain.

5.2.6 Basic capture modes

The camera has 2 basic operation modes.

- Free run (timed) run: The camera will expose and deliver images on a fixed schedule.
- Triggered: The camera will wait for an external signal and start exposure after receiving the external trigger signal.

Free running

Free running (fixed frequency) with programmable exposure time. Frames are read continuously and valid data is indicated by LVAL for each line and FVAL for the entire frame.

There is no need to trigger the camera in order to get data. The exposure time is set via the serial interface and calculated by the internal logic of the camera.

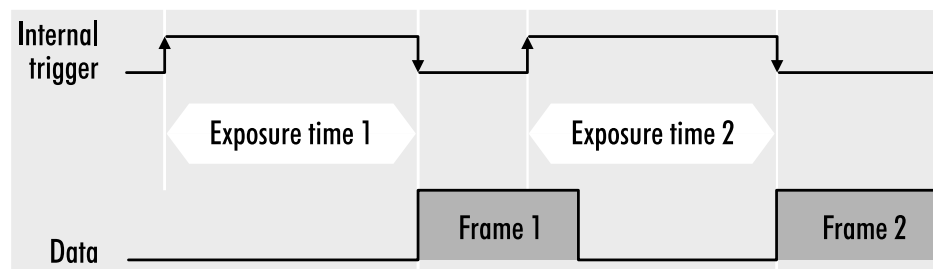


Fig. 5-32: Mode 0 - Free running with programmable exposure time

The fundamental signals are:

- Line Valid: LVAL
- Frame Valid: FVAL
- For triggered modes: trigger input

Triggered mode (pulse width)

External trigger and pulse-width controlled exposure time. In this mode the camera is waiting for an external trigger, which starts integration and readout. Exposure time can be varied using the length of the trigger pulse (rising edge starts integration time, falling edge terminates the integration time and starts frame read out). This mode is useful in applications where the light level of the scene changes during operation. Change of exposure time is possible from one frame to the next.

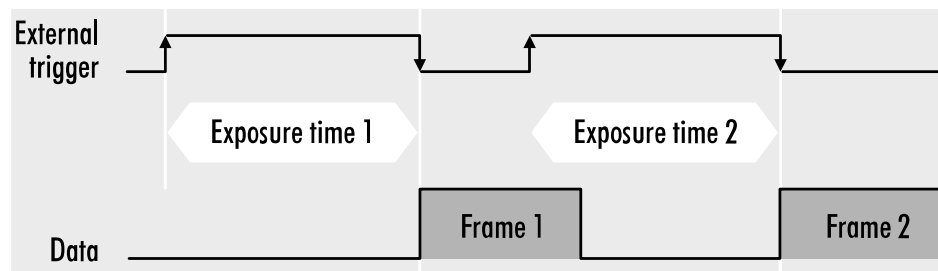


Fig. 5-33: Mode 1: External Trigger with Pulse Width Exposure Control (overlap)

Exposure time of the next image can overlap with the frame readout of the current image (rising edge of trigger pulse occurs when FVAL is high). When this happens: the start of exposure time is synchronized to the falling edge of the LVAL signal.

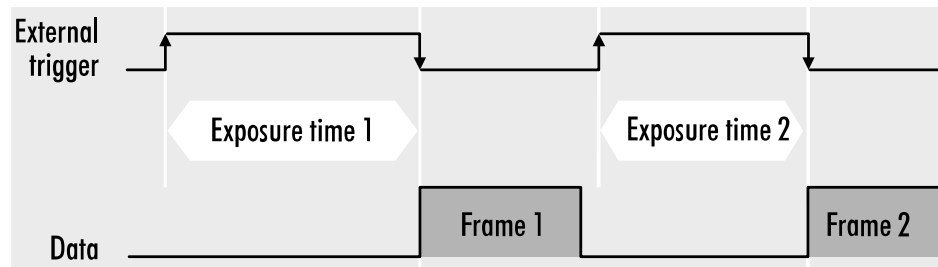


Fig. 5-34: Basic capture modes - triggered mode (pulse width without overlap)

When the rising edge of trigger signal occurs after frame readout has ended (FVAL is low) the start of exposure time is not synchronized to LVAL and exposure time starts after a short and persistent delay.

The falling edge of the trigger signal must always occur after readout of the previous frame has ended (FVAL is low).

Software trigger

Trigger can also be initiated by software or serial interface.

INFO

Software trigger can be influenced by jitter. Avoid software trigger when using time sensitive applications.

5.2.7 Read-out control

Read-out control defines a delay between exposure and data transfer. Read-out control is used to program a delay value (time) for the readout from the sensor.

With more than one camera connected to a single computer, image acquisition and rendering can cause conflicts for data transfer, on CPU or bus system.

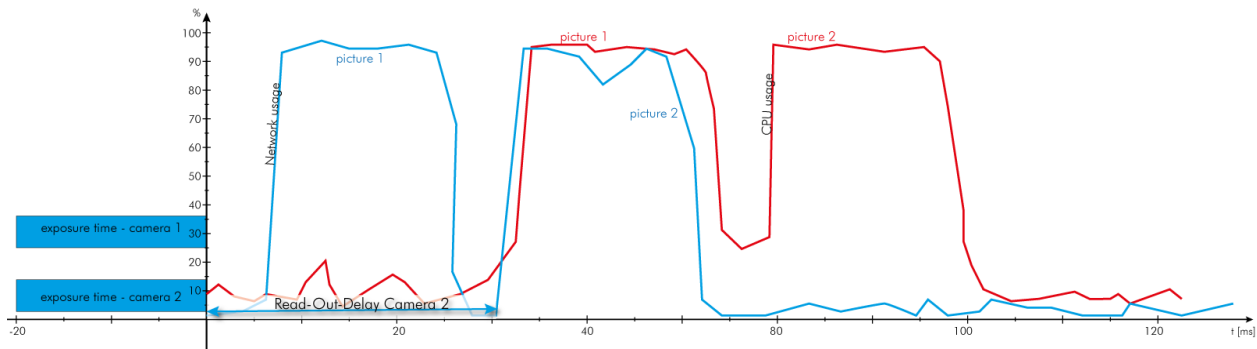


Fig. 5-35: Illustration of physical data stream in time

5.2.8 Temperature sensor

A temperature sensor is installed on the main board of the camera. To avoid overheating, the temperature is constantly monitored and read. Besides software monitoring, the camera indicates high temperature by a red flashing LED (see flashing LED codes).

5.2.9 System clock frequency

Default system clock frequency in almost every SVCam is set to 66.6 MHz. To validate your system frequency refer to: specifications.

Using the system clock as reference of time, time settings can only be made in steps. In this example, the transfer rate is 66.7 MHz, thus resulting in steps of 15 ns.

$$t = \frac{1}{66.6 \text{ MHz}} = \frac{1}{66\,666\,666.6 \frac{1}{s}} = 15 \cdot 10^{-9} \text{ s} = 15 \text{ ns}$$

INFO

Use multiples of 15 ns to write durations into camera memory.

5.2.10 Predefined configurations (user sets)

The camera starts with default values for all features when turned on. Settings made during operation will expire when the camera is turned off.

All preset adjustments are located in the GenICam tree in the "User Set Control" property. It is possible to save up to 8 user sets. Each of these setups consists of a complete configuration set including exposure time, delays, I/O configuration for the camera. These user sets can be loaded at run-time. In addition, you can specify which setup is loaded as default when the camera is switched on.

Load a user set

With UserSetSelector a user set can be selected. Select the desired user set and press UserSetLoad (command) twice to load the user set. The following example loads user set 2.

▼ User Set Control	
▼ UserSetSelector	User Set 2
UserSetLoad	(command)
UserSetSave	(command)
User Set Default	User Set 5

Save user sets

Select the user set to be saved in the UserSetSelector and save it with the UserSetSave command.

▼ User Set Control	
▼ UserSetSelector	User Set 2
UserSetLoad	(command)
UserSetSave	(command)
User Set Default	User Set 5

Set a user set as default

Use User Set Default to select the user set that is to be loaded when the camera is started. Save this setting with UserSetSave (In the example below, user set 5 is saved as default).

▼ UserSetSelector	User Set 2
UserSetLoad	(command)
2 UserSetSave	(command)
1 User Set Default	User Set 5

Reset to factory default

User sets can be reset to factory settings. This is a two-step process. First, the factory settings must be loaded:

▼ User Set Control	
1 ▼ UserSetSelector	Default User Set
2 UserSetLoad	(command)
UserSetSave	(command)
User Set Default	Default User Set

Afterwards this factory default user set must be saved again as user set (in the example below, user set 2 is overwritten with the factory settings).

▾ User Set Control	
▾ UserSetSelector	User Set 2
UserSetLoad	(command)
UserSetSave	(command)
User Set Default	User Set 5

5.2.11 Colour transformation control

INFO

The colour transformation control feature is available only for colour cameras. Use your model specification whether your model is covered with the latest firmware.

INFO

See also chapter "Color" on page 21 for basic colour functionalities and chapters "Gain" on page 19 and "Offset" on page 20 for understanding gain and offset. In most cases colour transformation will replace white balance, see "White balance".

In the world of industrial image processing, image sensors are built to reproduce brightness values as precisely as possible, with sensitivity, size and dynamic range being decisive criteria. A colour representation according to the colour perception of the human eye is not a design requirement of these image sensors. The colour transformation feature generates an image representation similar to the human colour perception by transforming the colours. The decisive factors here are the selected light temperature of the illumination and the design of the sensor pixel. The colour transformation feature provides ready-to-use conversion matrices for the standardized light temperatures D50, D65, TL84, and A. Furthermore, it is possible to define the conversion matrix yourself and thus adapt the colour rendering to your own lighting situation.

Result of the colour conversion

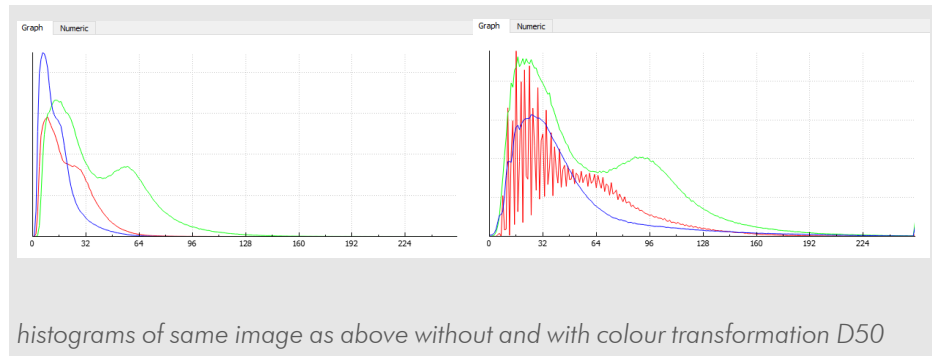
The following images (with identical illumination, cloudy daylight) illustrate the effect of the conversion. As an industrial-vision sensor, the sensor has a clear emphasis of the green channel. The granite stone in the foreground is grey.



Fig. 5-36: Colour transformation OFF, D50, D65, TL84, A

INFO

The mathematical conversion of the colour values leads to an colour-reproduction reflecting the human eye perception, but reduces the number of displayable colours due to the limited bit depth. As an example the histograms of the above images without colour correction and with D50 correction enabled. Despite the larger value variations in the channels, the human eye perceives the D50 correction as more colour-correct. The conversion due to the different gain values can result in increased noise and colour noise.



The colour matrix

The conversion of each pixel is done using a matrix of gain values and a 1x3 offset matrix O . The offset matrix is an integer matrix.

$$(O) = \begin{pmatrix} Off_R \\ Off_G \\ Off_B \end{pmatrix}$$

All gain values are float type values. The nomenclature is "Gain L(ine)C(olumn)" like "Gain 00". Generally, the conversion is done for each pixel by a matrix operation with M being the 3x3 gain matrix:

$$\begin{pmatrix} R_{new} \\ G_{new} \\ B_{new} \end{pmatrix} = (M) * \begin{pmatrix} R \\ G \\ B \end{pmatrix}$$

Below some examples of colour correction matrices:

Gain	0	1	2
0	2.82	-1.08	0.34
1	-0.23	2.61	-1.13
2	0.21	-1.27	5.7
Offset	1.07	2.88	0.44

Table: 5-2: Colour matrix fxo540, light D50

Light temperature D65 is more blue, values deviate significantly to get a correct colour representation:

Gain	0	1	2
0	3.52	-1.08	0.15

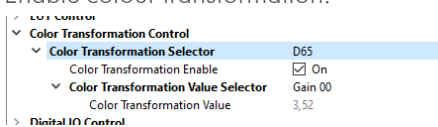
	Gain	0	1	2
1		-0.34	2.53	-0.83
2		0.17	-1.18	4.35
	Offset	2.32	2.91	1.24

Table: 5-3: color matrix fxo540, light D65

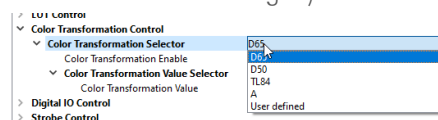
Using the colour transformation control feature

As the colour transformation is done in the camera FPGA, the adjustment is done in the GenlCam tree:

1. Enable colour transformation.



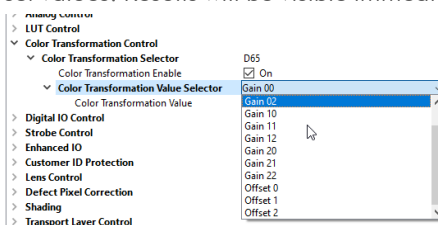
2. Specify the desired light temperature with the colour transformation selector (the values for D50, D65, LT84, A are optimized for the sensor of the respective camera and cannot be changed)



Custom colour transformation

If a conversion with the pre-set light temperatures is not sufficient for the specific application (no standardized light source), it is possible to define your own conversion matrices.

1. Set the colour transformation selector to "user defined".
2. Select Colour Transformation Value and enter the corresponding colour transformation value. This must be done for all 9 gain values as well as for the 3 offset values. Results will be visible immediately in the image.



3. Select the custom colour transformation values.

5.2.12 Fan control

The camera has a built-in fan that is set to automatic mode by default. The fan directs the airflow externally past the camera to avoid contamination inside the camera. The

fan offers the following advantages:

- Small camera footprint (due to lack of large heat sinks) ensures easy integration
- Large temperature range in standalone operation
- Heat dissipation mainly through the thermo-mechanical connection of the housing
- Fan can be switched off if necessary. Ensure a good thermal connection to the camera housing.
- The fan activity mode can be set in the GenICam Tree.

property	value
Device Control	
Vendor Name	SVS-VISTEK GmbH
Model Name	fxo540CXGE
Manufacturer Info	Build 3004 SVN 2965 May 25 2021 19:25:06
Device Version	1.7.2
Device ID	96789
Device User ID	
Device Scan Type	Area Scan
> Device Temperature Selector	Mainboard
> Device Clock Selector	Sensor
Device Reset	(command)
Device Link Throughput Limit Mode	Off
Device Link Throughput Limit	1000000000
Maximum Packets Resend	4095
LED Intensity	64
Fan Control	Auto
Fan Control Threshold	60 C

In the Fan Control area, the threshold value allows you to define the sensor temperature at which the fan becomes active in Auto mode (60 °C default).

Device Control	
Vendor Name	SVS-VISTEK GmbH
Model Name	fxo540CXGE
Manufacturer Info	Build 3004 SVN 2965 May 25 2021 19:25:06
Device Version	1.7.2
Device ID	96789
Device User ID	
Device Scan Type	Area Scan
> Device Temperature Selector	Mainboard
> Device Clock Selector	Sensor
Device Reset	(command)
Device Link Throughput Limit Mode	Off
Device Link Throughput Limit	1000000000
Maximum Packets Resend	4095
LED Intensity	64
Fan Control	Auto
Fan Control Threshold	Off
> Image Format Control	On
	Auto

5.2.13 Particle Image Velocimetry

Cameras operated in Particle Image Velocimetry (PIV) mode will generate 2 consecutive images with ultra-short gap between 2 exposures. PIV mode uses specific sensor modes and has to be activated in the GenICam tree.

Acquisition Control	
Acquisition Mode	Continuous
Acquisition Start	(command)
Acquisition Stop	(command)
> Trigger Selector	Acquisition Start
Trigger Mode	Off
Generate Software Trigger	(command)
Trigger Source	Trigger Software
Trigger Activation	Rising Edge
Trigger Delay	0 us
Sensor Trigger Mode	PIV
Sensor Shutter Mode	TriggerOverlap
Exposure Mode	PIV

Sony IMX Pregius S sensors minimum gap is approx. 1-2 μs . 1st image exposure time has to be adjusted like in normal camera operation, with restrictions depending on resolution and bit depth. 2nd image exposure time is readout time for 1st image and cannot be adjusted.

On trigger signal, first image is exposed. The sensor itself will trigger 2nd exposure right after finishing 1st exposure, the gap is not adjustable. Finally, you will get 2 images.

Particle Image Velocimetry (PIV) Mode Readout

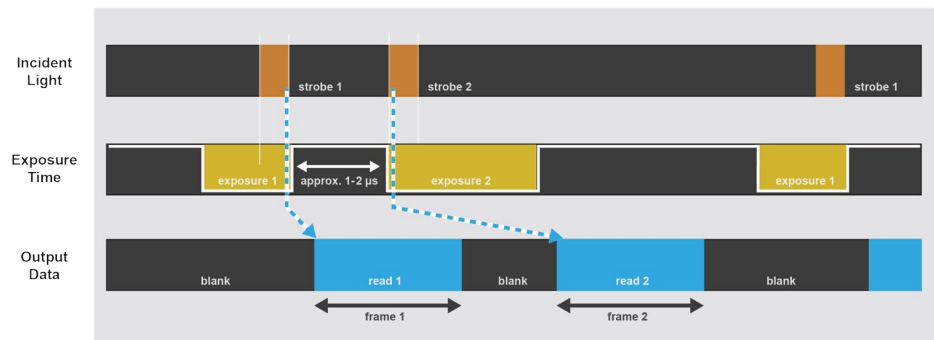


Fig. 5-37: Sequence of exposure in PIV mode

For avoiding different image brightness as a result of different exposure times of both images, it is recommended to work in darkness and control image brightness via strobe light intensity and strobe duration.

Gap adjustment is done by positioning strobe in the exposure windows. For getting ultra-short exposure gaps, 1st strobe is at the end of 1st exposure time and 2nd strobe is at beginning of second exposure.

Readout of 1st frame is while 2nd frame being exposed.

5.3 I/O Features

The SVCam cameras are equipped with several inputs and outputs, providing state-of-the-art control regarding input and output channels. All I/O functions are realized as modules. These functions can be connected in the GenlCam tree.

5.3.1 Assigning I/O Lines - IOMUX

The IOMUX is best described as a switch matrix. It connects inputs, and outputs with the various functions of SVCam I/O. It also allows combining inputs with Boolean arguments.

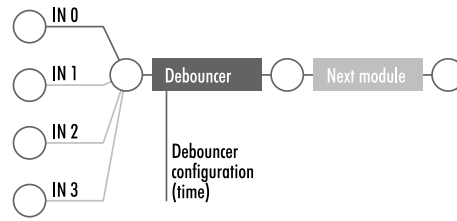


Fig. 5-38: "IN 0" connected to "debouncer"

Now the debounced signal can be taken from debouncer (line 8) in the next module as source.

LineSelector	Translation
Line0	Output0
Line1	Output1
Line2	Output2
Line3	Output3
Line3	Output4
Line5	Uart In
Line6	Trigger
Line7	Sequencer
Line8	Debouncer
Line9	Prescaler
Line10	Input0
Line11	Input1
Line12	Input2
Line13	Input3
Line14	Input4
Line15	LogicA
Line16	LogicB
Line17	LensTXD
Line18	Pulse0
Line19	Pulse1
Line20	Pulse2
Line21	Pulse3
Line22	Uart2 In

The input and output lines for strobe and trigger impulses can be arbitrarily assigned to actual data lines. Individual assignments can be stored persistently to the EPROM. Default setting can be restored from within the camera.

INFO

Refer to pin-out in input / output connectors when physically wiring.

Input vector to switch matrix

No.	Name	Description
0	io_in(0)	trigger input 0 – 24 Volt / RS-232 / opto *
1	io_in(1)	trigger input 0 – 24 Volt / RS-232 / opto *
2	io_in(2)	trigger input 0 – 24 Volt / RS-232 / opto *
3	io_in(3)	trigger input 0 – 24 Volt / RS-232 / opto *
4	io_rxd input	
5	txd_from_uart1	input
6	strobe(0)	output from module iomux_pulseloop_0
7	strobe(1)	output from module iomux_pulseloop_1
8	rr_pwm_out_a	output from module iomux_sequenzer_0
9	rr_pwm_out_b	output from module iomux_sequenzer_0
10	expose input	
11	readout input	
12	r_sequenzer_pulse_a	output from module iomux_sequenzer_0 (pulse)
13	rr_pwm_out_c	output from module iomux_sequenzer_0
14	rr_pwm_out_d	output from module iomux_sequenzer_0
15	r_sequenzer_active	output from module iomux_sequenzer_0
16	r_debouncer	output from module iomux_dfilter_0
17	r_prescaler	output from module iomux_prescaler_0
18	r_sequenzer_pulse_b	output from module iomux_sequenzer_0 (pwm mask)
19	r_logic	output from module iomux_logic_0
20	strobe(2)	output from module iomux_pulseloop_2
21	strobe(3)	output from module iomux_pulseloop_3
22	mft_rxd input	
23	trigger_feedback	input
24	txd_from_uart2	input

* refer to pinout or specifications

Output vector from switch matrix

No.	Name / register	Description
0	io_out(0)	output open drain
1	io_out(1)	output open drain
2	io_out(2)	output open drain *
3	io_out(3)	output open drain *
4	io_txd	output, when debug='0'
5	rx_d_to_uart1	output (uart_in)
6	trigger	output
7	sequenzer_hw_trigger	input to module iomux_sequenzer_0
8	debounce input	input to module iomux_dfilter_0
9	prescale input	input to module iomux_prescaler_0
10	logic inputa	input to module iomux_logic_0
11	logic inputb	input to module iomux_logic_0
12	mft_txd	output
13	pulse-loop hw_trigger	input to module iomux_pulseloop_0
14	pulse-loop hw_trigger	input to module iomux_pulseloop_1
15	pulse-loop hw_trigger	input to module iomux_pulseloop_2
16	pulse-loop hw_trigger	input to module iomux_pulseloop_3
17	rx_d_to_uart2	output (uart2_in)

INFO

For physical number of open drain outputs refer to pinout or specifications.

Example of an IOMUX configuration

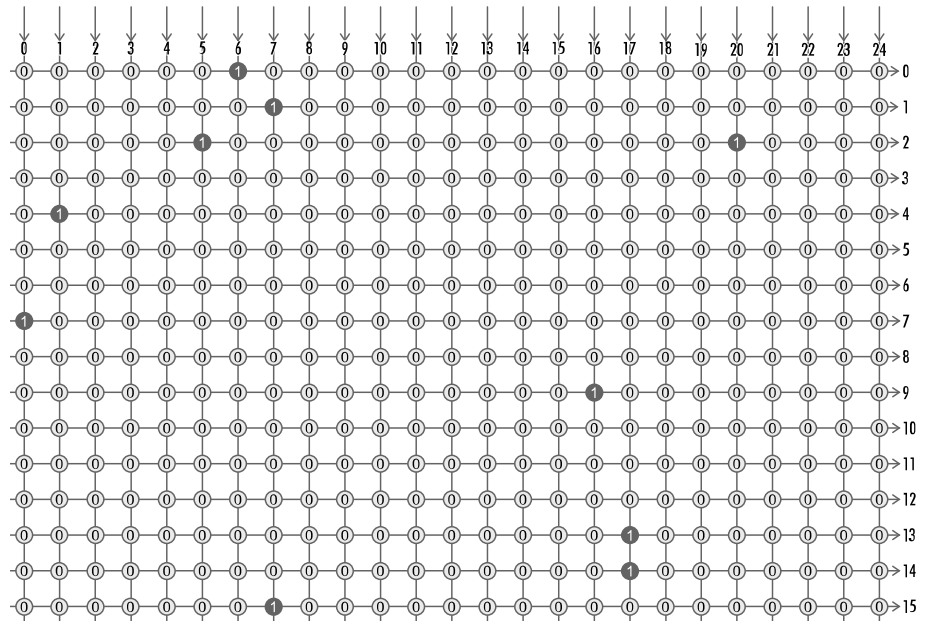


Fig. 5-39: Example of an IOMUX configuration

- The trigger signal comes in on line 0
 - Debounce it.
connect line 0 to 8:
100000000000000000000000
 - signal appears again on line 15 – debouncer out
- Use the prescaler to act only on every second pulse.
connect line 16 to 9.
0000000000000000000010000000
- signal appears again on line 17 – debouncer out
- Configure a strobe illumination with pulse-loop module 0
connect line 17 to 13
signal from pulse loop module 0 appears on line 6
connect line 6 to 0 (output 0)
- Set an exposure signal with pulse-loop module 1.
connect line 17 to 6
- Tell another component that the camera is exposing the sensor.
connect line 17 to 14
signal from pulse loop module 1 appears on line 7
connect line 7 to 1 (output 1)
- Turn of a light that was ON during the time between two pictures.
connect line 17 to 15
invert signal from pulse loop module 2
it appears on line 20
connect line 20 to 2 (output 2)

Inverter

The inverter enabled at a certain line provides the reverse signal to or from a module.



Set to "1"

With set to "1" enabled in a certain line, this line will provide a high signal no matter what signal was connected to the line before.

Set to "1" – inverse

The inverse of a set to "1" line will occur as a low signal, regardless of the actual signal that enters the inverter module.

Overview with the I/O assistant

For an overview of current I/O connections use the I/O assistant of SVCapture. Every function or module has a source.

Mode	Line	Inv	Source	Status
Output	Output 0 - Line0	<input type="checkbox"/>	Off	
Output	Output 1 - Line1	<input type="checkbox"/>	Strobe 0	
Output	Output 2 - Line2	<input type="checkbox"/>	Off	
Output	Output 3 - Line3	<input type="checkbox"/>	Off	
Output	Output 4 - Line4	<input type="checkbox"/>	Off	
Output	Uart In - Line5	<input type="checkbox"/>	Off	
Output	Trigger - Line6	<input type="checkbox"/>	Logic	
Output	Sequencer - Line7	<input type="checkbox"/>	Off	
Output	Debouncer - Line8	<input type="checkbox"/>	Input 1	
Output	Prescaler - Line9	<input type="checkbox"/>	Off	
Output	Logic A - Line15	<input type="checkbox"/>	Debouncer	
Output	Logic B - Line16	<input type="checkbox"/>	Input 2	
Output	Lens TXD - Line17	<input type="checkbox"/>	Off	
Output	Pulse 0 - Line18	<input type="checkbox"/>	Triggerfeedback	
Output	Pulse 1 - Line19	<input type="checkbox"/>	Triggerfeedback	

Fig. 5-40: I/O assistant of SVCapture with activated debouncer and logic input

With the example above

- Input 1 will be debounced at first
- Then input 1 is combined via logic module with the logic value of input 2
- The logic result signal finally is the input for trigger.

NOTICE This assistant view is showing the module connection only. The properties of each module are visible in std GenlCam view only (e.g. what kind of logic operation)

5.3.2 Pulse width modulation

During pulse width modulation (PWM), a duty cycle is modulated by a fixed frequency square wave. This describes the ratio of ON to OFF as duty factor or duty ratio.

Why PWM?

Pulse width modulation is an extremely efficient way (in terms of power dissipation) to provide or regulate electrical power to consumers as long as they do not need uninterrupted supply (such as diodes or LEDs). The interruption times might be as short as nano seconds.

LED characteristics

Since LEDs have a bounded workspace, the PWM ensures a variable intensity of illumination at a constant current on the diodes. The constant current guarantees a linear light emission response curve of the LED from 0-100% PWM intensity. Running LED lighting in flash mode will increase LED lifetime because of reduced LED heat dissipation.

Implementation of PWM

The basic frequency of the modulation is defined by the cycle duration "T".

$$T_{PWM} = \frac{1}{f_{PWM}}$$

Duty cycle "T" is written into the registry by multiple of the inverse of camera frequency in 15 ns steps.

$$T_{PWM} = \frac{1}{66,6 MHz} \cdot PWMMax [SeqSelector] = 15 ns \cdot PWMMax [SeqSelector]$$

The intensity of a PWM

The duty ratio is calculated as: $\Delta \% = t / T$. It is written above the value of "t" as PWMChange0-3[SeqSelector] per sequence into the registry.

PWMChange0-3[SeqSelector] unit is percentage value.

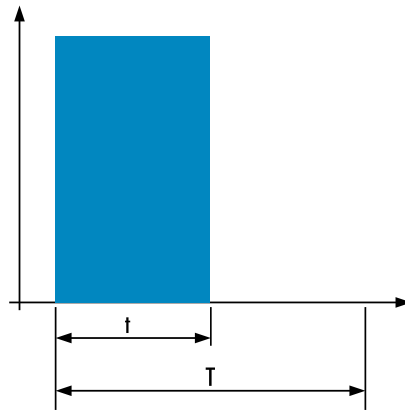


Fig. 5-41: PWM intensity

Examples of PWMs

The integrals over both periods T_A and T_B are equal.

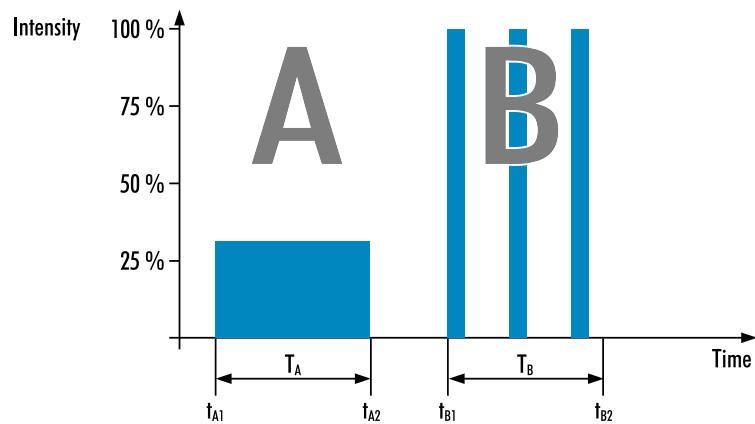
$$\int_{t_{A1}}^{t_{A2}} \mathbf{A} = \int_{t_{B1}}^{t_{B2}} \mathbf{B}$$

An equal amount of Photons will be emitted. The intensity of light is the same.

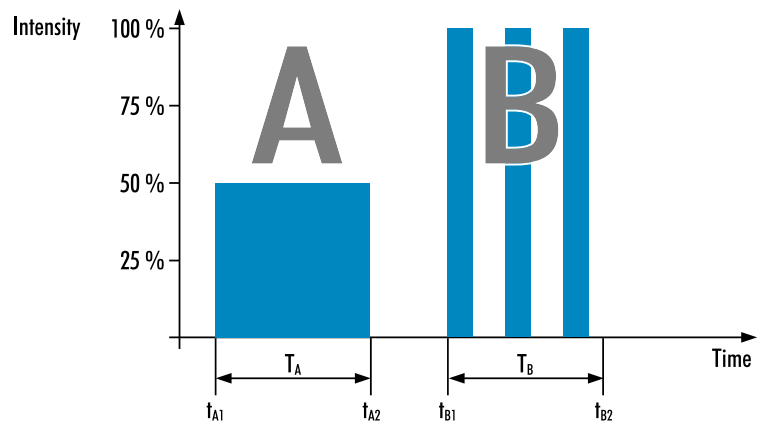
$$t_{A2} - t_{A1} = t_{B2} - t_{B1}$$

The periods T_A and T_B are equal in length.

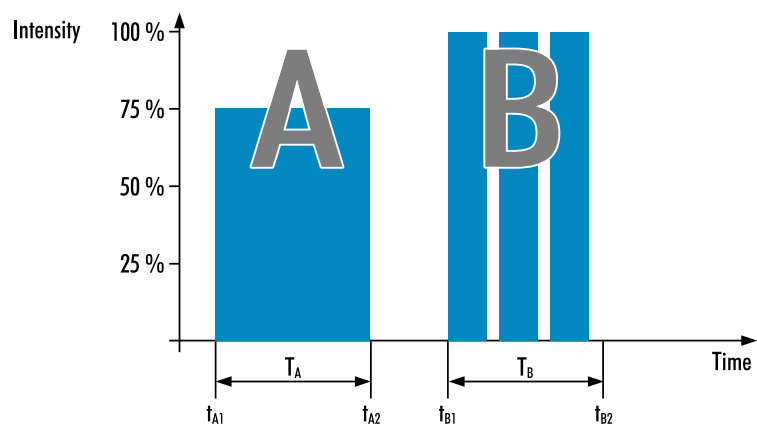
Example: 25% PWM load



Example: 50% PWM load



Example: 75% PWM load



The PWM module

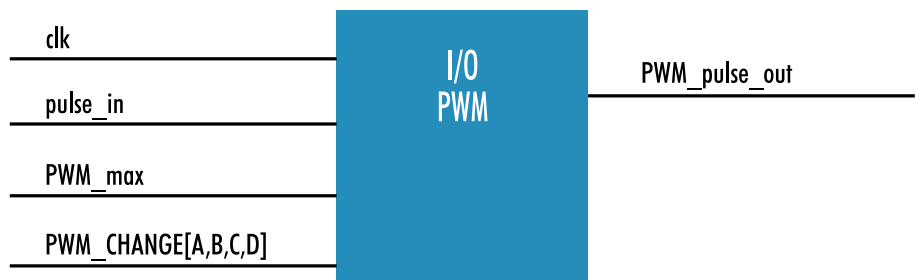


Fig. 5-42: The PWM module

The intensity of a PWM

The duty ratio is calculated as: $\Delta \% = t / T$. It is written above the value of "t" as PWMChange0-3[SeqSelector] per sequence into the registry.

PWMChange0-3[SeqSelector] unit is percentage value.

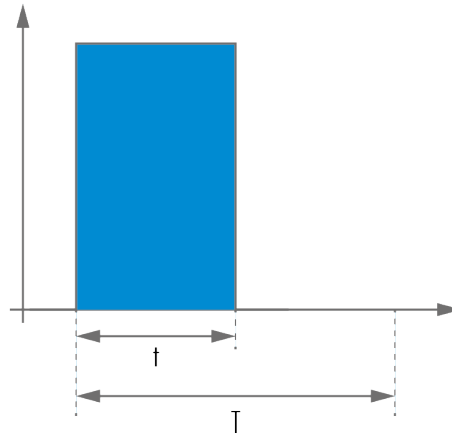


Fig. 5-43: PWM intensity

Examples of PWMs

The integrals over both periods T_A and T_B are equal.

$$\int_{t_{A1}}^{t_{A2}} \mathbf{A} = \int_{t_{B1}}^{t_{B2}} \mathbf{B}$$

An equal amount of Photons will be emitted. The intensity of light is the same.

$$t_{A2} - t_{A1} = t_{B2} - t_{B1}$$

The periods T_A and T_B are equal in length.

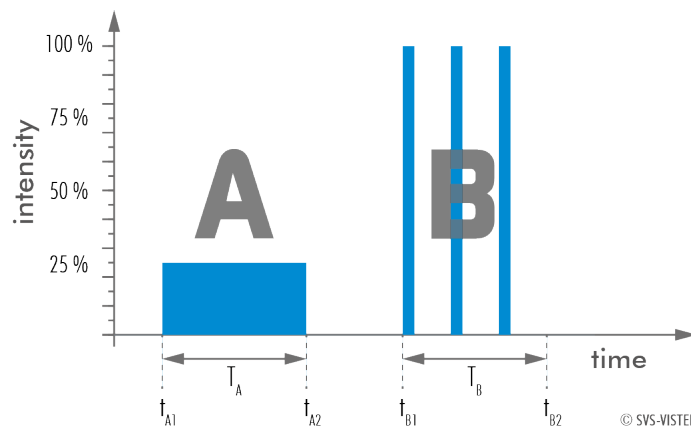


Fig. 5-44: Example: 25% PWM load

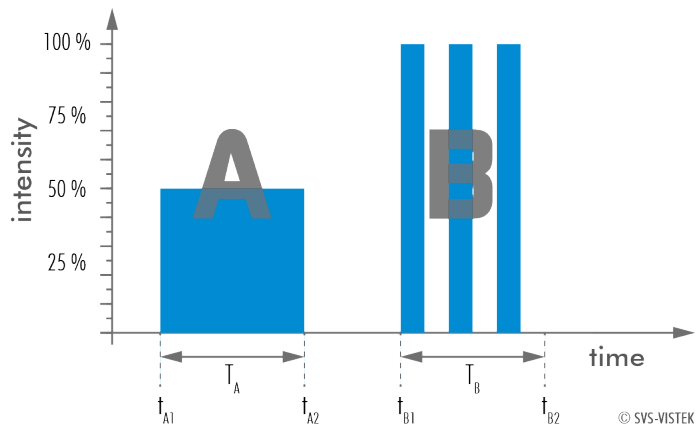


Fig. 5-45: Example: 50% PWM load

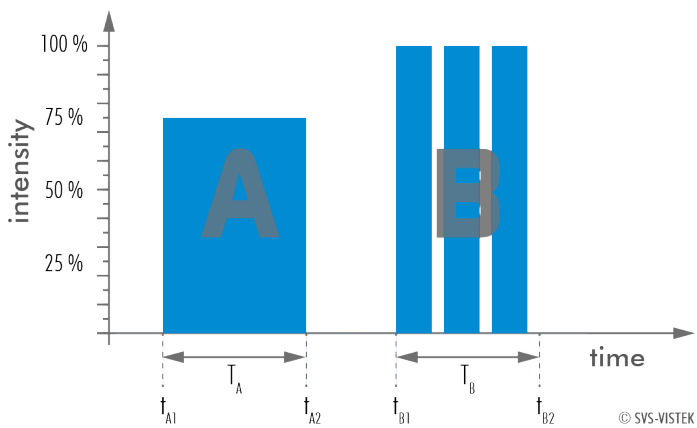


Fig. 5-46: Example: 75% PWM load

5.3.3 LED strobe control

The SVCam 4I/O concept contains an integrated strobe controller. Its controls are integrated into the GenICam tree. With LED lights attached to the outputs, this enables the user to control the light without external devices. Being controlled via GenICam, any GenICam-compliant 3rd party software is able to control the light as well. Maximum ON-time is 100 ms. Depending on the camera model, up to four (see specifications) independent channels are supported with a max current of 3A@40 ms per 1 s (or 4 %). Maximum continuous current is 0.3 A. Despite internal protections, higher current peaks might be able to damage the camera.

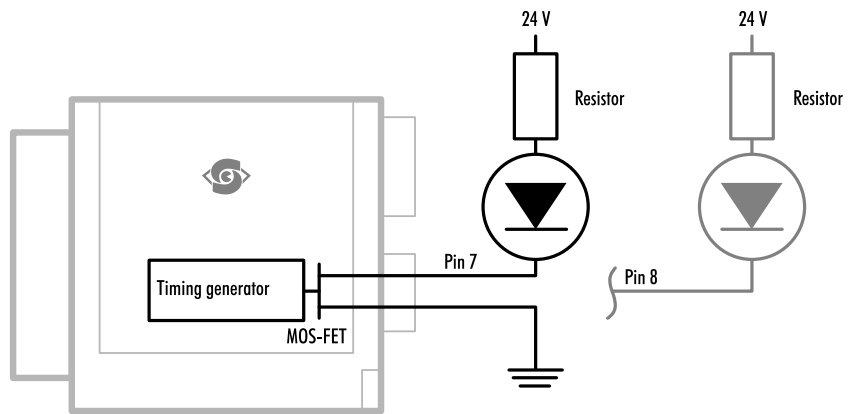


Fig. 5-47: Attach LED lights to camera outputs

NOTICE To avoid destruction of your LED light or camera, make sure to use the right dimension of shunt resistor.

Strobe polarity

Positive or negative polarity of the hardware strobe output can be selected.

Strobe duration

The exposure time of LED lights can be set in tics. The min duration is 1 μ s. The longest time is 1 second.

Strobe delay

The delay between the (logical) positive edge of trigger pulse and strobe pulse output.

Exposure delay

A tic value, representing the time between the (logical) positive edge of trigger pulse and start of integration time.

Calculate LED shunt resistors

Shunt resistors are used to limit the LED current. Make sure, neither shunt nor LED run above specs.

LEDs in continuous mode

Voltage drop at 5 LEDs, 2,2V per LED (see spec. of LED)	11 V
Max. continuous current (see spec. of LED)	250 mA
Voltage supply	24 V
Voltage drop at resistor (24 V – 11 V)	13 V
Pull up Resistor $R = \frac{13 V}{250 mA}$	52 Ω

Table: 5-4: LEDs in continuous mode

Total power ($P = U \times I$)	6 W
Power at LEDs ($11 V \times 250 mA$)	2,75 W
Power loss at resistor ($13 V \times 250 mA$)	3,25 W

Table: 5-5: Example Calculation “No Flash” (CW Mode)

LEDs in flash mode

Most LED lights can cope with currents higher than specs. This gives you higher light output when light is ON. Refer to your LED specs if LED overdrive is permitted.

By controlling the duty cycle the intensity of light and current can be controlled. See sequencer example how to adjust the values in the GenICam tree for strobe control.

INFO

The shorter the „time on“ – the higher current can be used when driving LEDs with current higher than spec

NOTICE

Make sure your PWM lighting frequency is at least double or triple the bit-depth of your image (e.g. 8 bit image = 256, this means your PWM has to be switched at least $256 \times 2 = 512$ times) while exposing. If exposure time is 5 ms, the required minimum PWM freq = $5 \text{ ms} / 512 \sim 10 \mu\text{s} \sim 100 \text{ kHz}$.

Strobe vocabulary

For an example how to enable and adjust the integrated strobe controller refer to sequencer (see "[Sequencer](#)" on the next page). Times and frequencies are set in tics. 1 tic = 15 ns.

Exposure delay

A tic value, representing the time between the (logical) positive edge of trigger pulse and start of integration time.

Strobe polarity

Positive or negative polarity of the hardware strobe output can be selected.

Strobe duration

The exposure time of LED lights can be set in tics. The min duration is 1 μ s. The longest time is 1 second.

Strobe delay

The delay between the (logical) positive edge of trigger pulse and strobe pulse output.

5.3.4 Sequencer

The sequencer is used when different exposure settings and illuminations are needed in a row.

Values to set	Description
Sequencer interval	Duration of the interval
Exposure start	Exposure delay after interval start
Exposure stop	Exposure stop related to interval Start
Strobe start	Strobe delay after interval start
Strobe stop	Strobe stop related to interval Start
PWM frequency	Basic duty cycle (1 / Hz) for PWM
PWM change	Demodulation results

In the current GenICam implementation, all values have to be entered in tic values.

$$1 \text{ tic} = 15 \text{ ns}$$

Every adjustment (times, frequencies) has to be recalculated into tics and done in tics. See the example below.

When setting "Exposure Start" and "Stop" consider 'read-out-time' of the sensor. It has to be within the Sequencer interval.

For physical input and output connections refer to pin-out or specifications or see example below. After trigger signal all programmed intervals will start. Up to 16 intervals can be programmed.

Sequencer settings can be saved to camera EEPROM.

Example

Scenario

An object should be inspected with a monochrome camera. For accentuating different aspects of the image, 4 images should be taken in a row with 4 different colors of light: red, green, blue, white. White light should be generated from the RGB lights being activated at the same time. Basis is a dark environment without other light sources.

Camera wiring

- 3 LED lights are physically connected to the camera on out 0-2 (red, green, blue)
- Out 3 is not used

I/O matrix

- 4 images to be taken (RGBW) result in 4 sequences
- RGB PWM change with different intensities (duty cycle) taking care for differences in spectral response of the camera sensor
- PWM change 0-2 is connected to out 0-2
- Seq pulse A is driving the exposure (trigger)
- Seq pulse B is driving the strobe
- Seq pulse B in WHITE sequence is reduced down to 33% as light intensities of 3 lights (RGB) will add up

Notes

- Different exposure / strobe timings are used for illustration. In most cases they will show values same as exposure
- The resulting exposure time shows the period of sensor light exposure. ("masking" of exposure time by creating strobe light impulses shorter than exposure time). This value is not adjustable at the camera
- PWM change is shown with reduced height for demonstrating reduced intensity. In reality though, PWM change will be full height (full voltage, shunt resistor might be necessary) with the adjusted duty cycle
- Use a PWM frequency high enough not to interfere with your timings (here: 1000 Hz)

Scenario values	Interval 0 (RED)	Interval 1 (GREEN)	Interval 2 (BLUE)	Interval 3 (WHITE)
Sequencer Interval	1 000 ms	1 000 ms	1 000 ms	1 000 ms
Seq pulse A start	0 ms	0 ms	100 ms	0 ms
Seq pulse A stop	100 ms	300 ms	300 ms	100 ms

Scenario values	Interval 0 (RED)	Interval 1 (GREEN)	Interval 2 (BLUE)	Interval 3 (WHITE)
Seq pulse B start	0 ms	100 ms	200 ms	0 ms
Seq pulse B stop	100 ms	200 ms	300 ms	33 ms
PWM Frequency f	1000 Hz	1000 Hz	1000 Hz	1000 Hz
PWM change 0 (RED)	100%	0%	0%	100%
PWM change 1 (GREEN)	0%	70%	0%	70%
PWM change 2 (BLUE)	0%	0%	80%	80%
PWM change 3	-	-	-	-

As stated before, all these values have to be entered into the camera's GenICam tree as tic values.

The timing values translate like this into tics:

Values to set in GenICam properties	Interval 0 (RED)	Interval 1 (GREEN)	Interval 2 (BLUE)	Interval 3 (WHITE)
Sequencer Interval	66666667 tic (1000 ms)	66666667 tic (1000 ms)	66666667 tic (1000 ms)	66666667 tic (1000 ms)
Seq pulse A start	0 tic (0 ms)	0 tic (0 ms)	6666667 tic (100 ms)	0 tic (0 ms)
Seq pulse A stop	6666667 tic (100 ms)	20000000 tic (300 ms)	20000000 tic (300 ms)	6666667 tic (100 ms)
Seq pulse B start	0 tic (0 ms)	6666667 tic (100 ms)	13333333 tic (200 ms)	0 tic (0 ms)
Seq pulse B stop	6666667 tic (100 ms)	13333333 tic (200 ms)	20000000 tic (300 ms)	2200000 tic (33 ms)
Effective exposure time	100 ms	100 ms	100 ms	33 ms
PWM Frequency f	66667 tic (1000 Hz)	66667 tic (1000 Hz)	66667 tic (1000 Hz)	66667 tic (1000 Hz)
PWM change 0 (RED)	66667 tic (100% of 1000 Hz)	0 tic	0 tic	66667 tic (100% of 1000 Hz)

Values to set in GenICam properties	Interval 0 (RED)	Interval 1 (GREEN)	Interval 2 (BLUE)	Interval 3 (WHITE)
PWM change 1 (GREEN)	0 tic	46667 tic (70% of 1000 Hz)	0 tic	46667 tic (70% of 1000 Hz)
PWM change 2 (BLUE)	0 tic	0 tic	53333 tic (80% of 1000 Hz)	53333 tic (80% of 1000 Hz)
PWM change 3	-	-	-	-

In a timings diagram, the sequence values above will look like the following diagram:

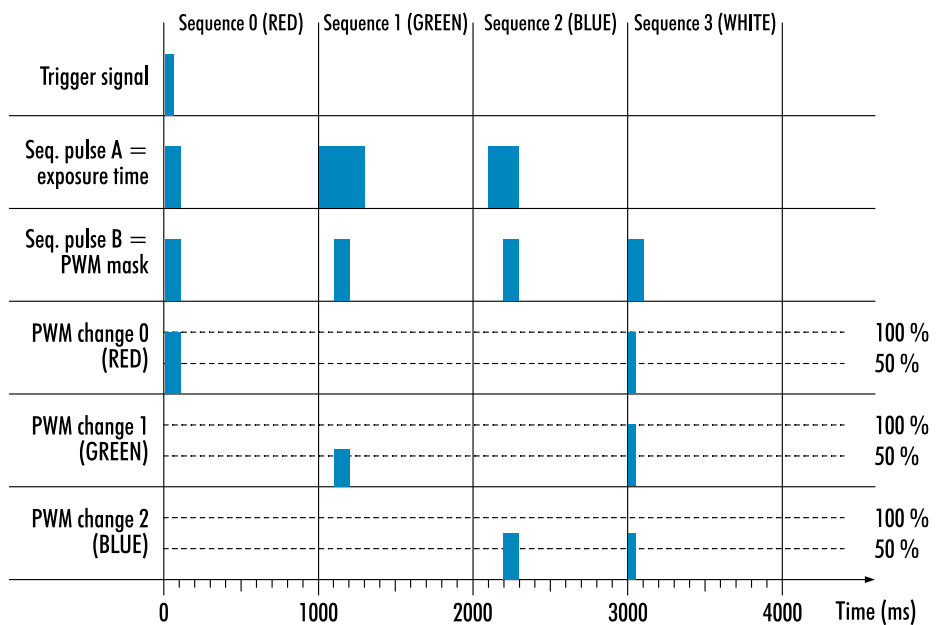


Fig. 5-48: Sequencer timing diagram

5.3.5 Optical input

In many trigger signals you find noise, transients and voltage spikes. These are able to damage components in the camera and trigger signal interpretation might be difficult.

An optical input separates the electrical trigger and camera circuits. The benefit of such an optical input is to avoid all these kinds of interaction from power sources or switches. The disadvantage of an optical input is that it is slower in terms of signal transmission and slew rate than a direct electrical connection.

If you need super fast response from the camera, direct electrical access is your choice. If your camera trigger is in the ms range or slower, we recommend to use the optical input.

An optical input needs some current for operation. The SVS-VISTEK optical input is specified to 5-24 V, 8 mA.

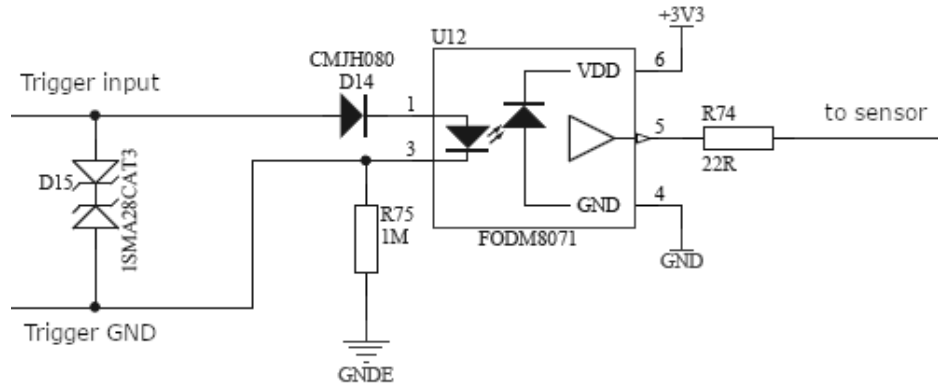


Fig. 5-49: Optical input

The optocoupler galvanically separates electrical circuits by emitting light on one side and interpreting light in the other. There is no direct electric interaction between both electrical circuits.

5.3.6 PLC / Logical operation on inputs

The logic input combines trigger signals with Boolean algorithms. The camera provides AND, NAND, OR, NOR, XOR, XNOR as below. You might combine combine true or false states of the inputs to determine camera actions. The result can be connected to a camera trigger signal or it may be source for the next logical operation with another input. It is possible to connect it to an OUT line as well.

GenICam tree setting

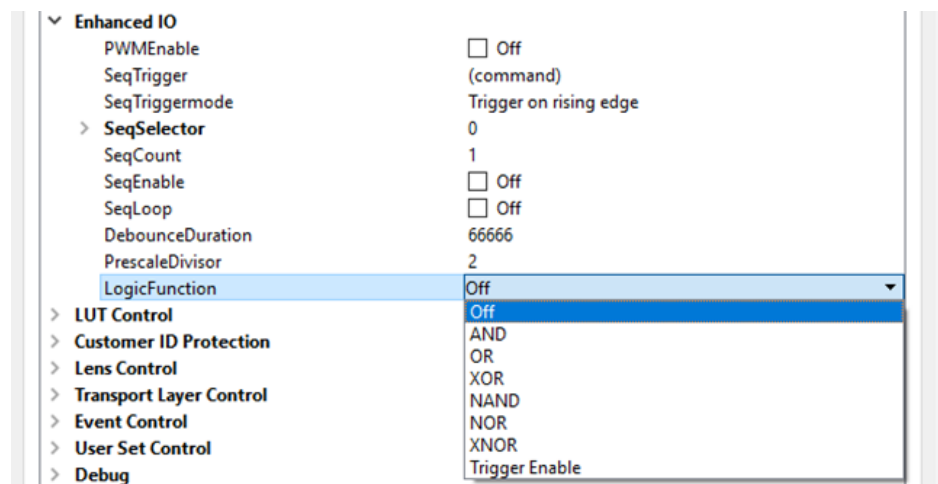


Fig. 5-50: GenICam tree setting

The logic function always combines the values of Digital IO InputA / LogicA and InputB / LogicB. In case of the trigger enabled logic function, LogicB is the trigger enable signal and will be combined with LogicA value.

AND	NAND	OR	NOR	XOR	XNOR
A BY	A BY	A BY	A BY	A BY	A BY
0 0 0	0 0 1	0 0 0	0 0 1	0 0 0	0 0 1
0 1 0	0 1 1	0 1 1	0 1 0	0 1 1	0 1 0
1 0 0	1 0 1	1 0 1	1 0 0	1 0 1	1 0 0
1 1 1	1 1 0	1 1 1	1 1 0	1 1 0	1 1 1

Table: 5-6: Truth table of logic function

NOTICE Expert view of the GenICam tree has to be activated to see logic functions.

5.3.7 Serial data interfaces

(ANSI EIA/) TIA-232-F

RS-232 and RS-422 (from EIA, read as Radio Sector or commonly as Recommended Standard) are technical standards to specify electrical characteristics of digital signaling circuits. Serial connection might be used to control SVCams. These signals are used to send low-power data signals to control exposure, light or lenses (MFT). Usage scenario is a control possibility without network. Be aware of low connection speed.

Serial interface parameter	RS-232	RS-422
Maximum open-circuit voltage	±25 V	±6 V
Max differential voltage	25 V	10 V
Min. signal range	±3 V	2 V
Max. signal range	±15V	10 V

Table: 5-7: Serial interface parameters – RS-232 and RS-422

INFO See your camera data sheet regarding its serial capabilities.

Data transport is always asynchronous. Synchronization is implemented by first and last bit of a package. Data rate (bits per second) must be defined before transmission.

RS232

RS232 is split into 2 lines receiving and transferring data.

- RXD: receive data
- TXD: transmit data

Signal voltage values are:

- Low: -3 ... -15 V
- High: +3 ... +15 V

INFO

For restrictions, refer to table of serial interface parameter above.

Packaging data into containers (adding start and stop bits) is implemented by the UART (Universal Asynchronous Receiver Transmitter).

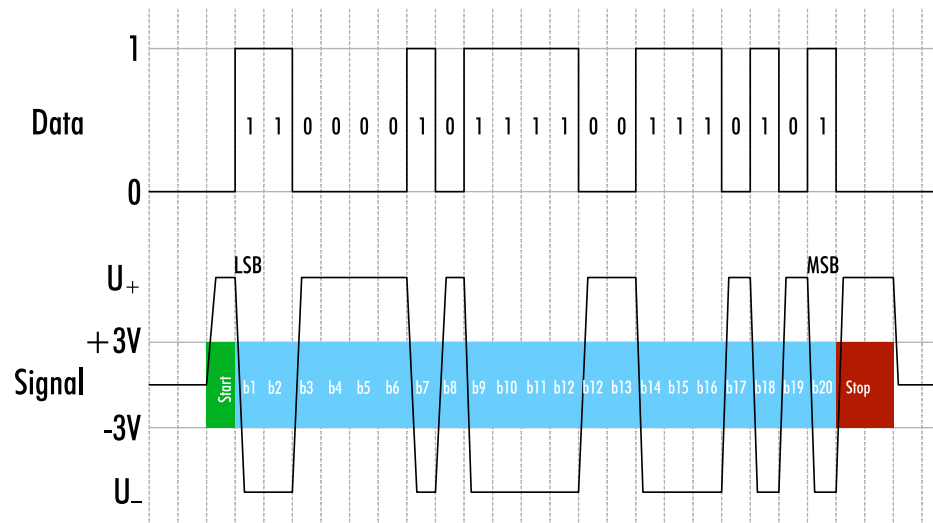


Fig. 5-51: UART encoding of a data stream

5.3.8 Trigger-edge sensitivity

Trigger-edge sensitivity is implemented by a “Schmitt trigger”. Instead of triggering to a certain value, the Schmitt trigger provides a threshold.

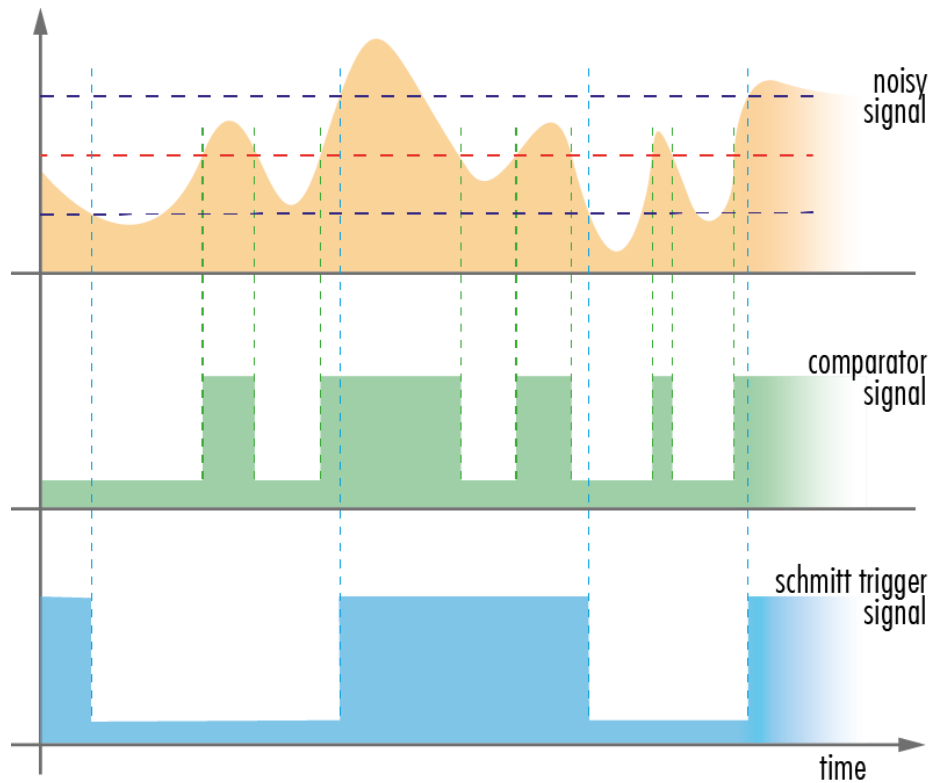


Fig. 5-52: Schmitt trigger noise suppression

5.3.9 Debouncing trigger signals

Bounces or glitches caused by a switch can be avoided by software within SVCam.

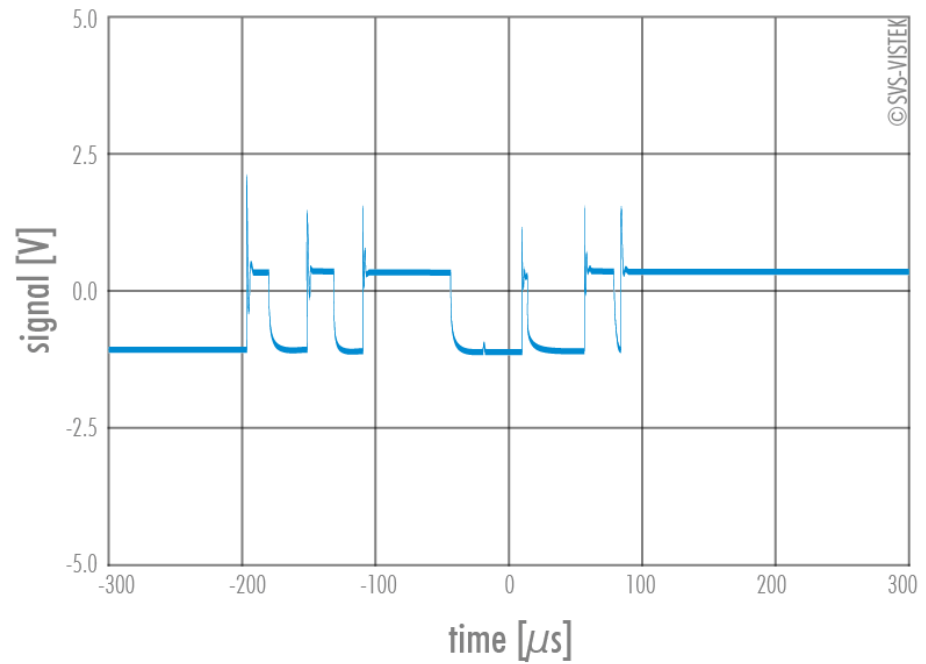


Fig. 5-53: Bounces or glitches caused by a switch

Therefore the signal will not be accepted until it lasts at least a certain time.

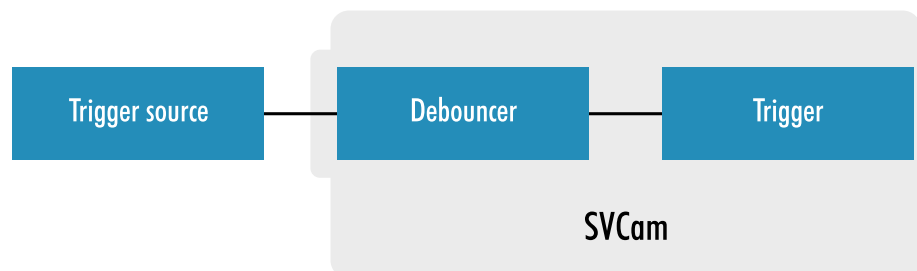


Fig. 5-54: Debouncer between the trigger source and trigger

> Analog Control	
> Digital IO Control	
> LineSelector	Debouncer - Line8
LineMode	Output
LineInverter	<input type="checkbox"/> Off
LineStatus	<input type="checkbox"/> Off
LineSource	Input 1
LineStatusAll	0x1400039000000000
> UserOutputSelector	UserOutput 0
UserOutputValueAll	0
UserOutputValueAllMask	31
UseroutputStatusLevel	CamStatus_undefined
UseroutputStatusMask	0
> Strobe Control	
> Enhanced IO	
PWMEnable	<input type="checkbox"/> Off
SeqTrigger	(command)
SeqTriggermode	Trigger on rising edge
> SeqSelector	0
SeqCount	1
SeqEnable	<input type="checkbox"/> Off
SeqLoop	<input type="checkbox"/> Off
DebounceDuration	66666
PrescaleDivisor	2
LogicFunction	AND
> LUT Control	
> Customer ID Protection	

1. Use the IO Assignment tool to place and enable the debouncer module in between the "trigger" (Schmitt trigger) and the input source (e.g.: line 1).
2. Set the register "DebounceDuration" in multiples of 15 ns (implementation of system clock), e.g. 66 666 \approx 1 ms.



Fig. 5-55: The debouncer module

5.3.10 Prescale

The prescale function can be used for masking off input pulses by applying a divisor with a 4-bit word, resulting in 16 unique settings.

- Reducing count of interpreted trigger signal
- Use the prescale function to ignore a certain count of trigger signals.
- Divide the amount of trigger signals by setting a divisor.
- Maximum value for prescale divisor: is 16 (4 bit)

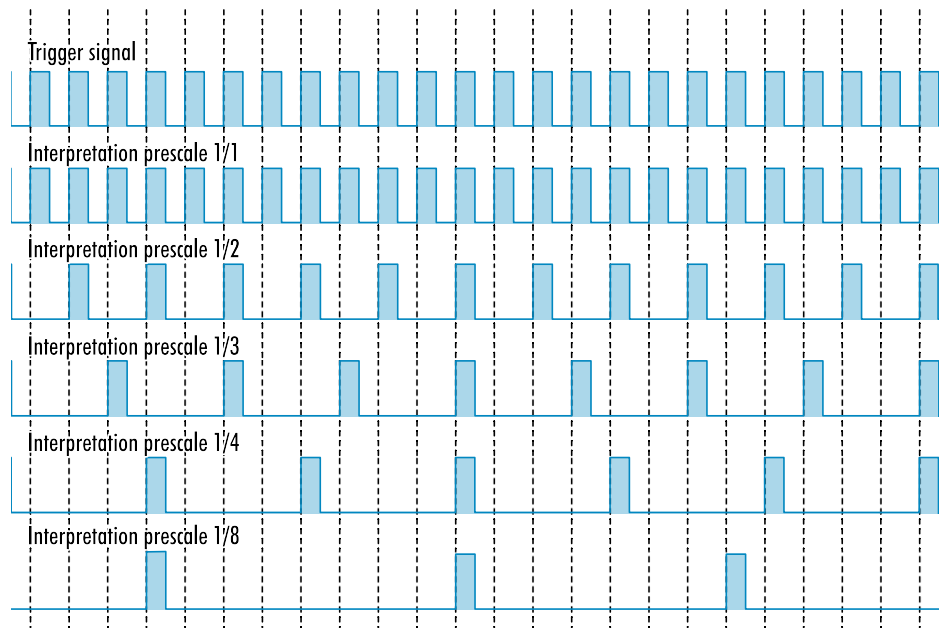


Fig. 5-56: Prescale values and their result on trigger signal

The prescale module



Fig. 5-57: The prescale module

6 Dimensions

INFO

All length units in mm.

Find the technical drawings in the web download area at

<https://www.svs-vistek.com/en/support/svs-support-download-center.php>

CAD step files available with valid login at SVS-VISTEK.com

6.1 C-mount

C-mount back focus distance from sensor to lens is 17.526 mm. The camera is fitted with a standard C-mount threading.

- Diameter: 1 inch
- Screw threading: 1/32 inch

C-mount cameras only accept C mount lenses as the flange to sensor distance does not allow a CS mount lens close enough to the Sensor to achieve a focused image.

Optical path length is calculated including IR or dust protection glass. Removing the glass will affect optical path length.

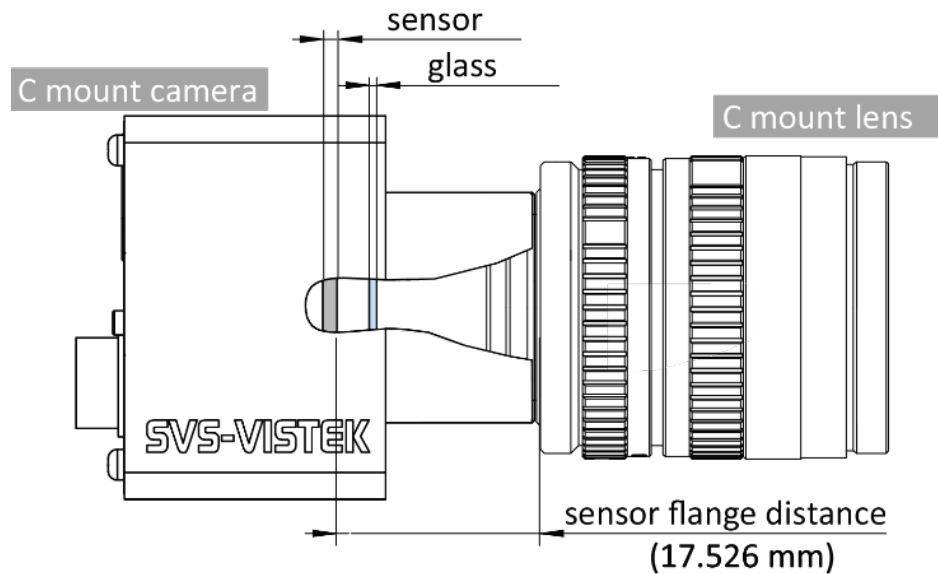
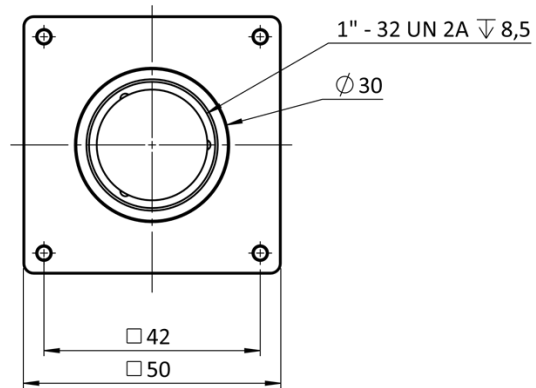


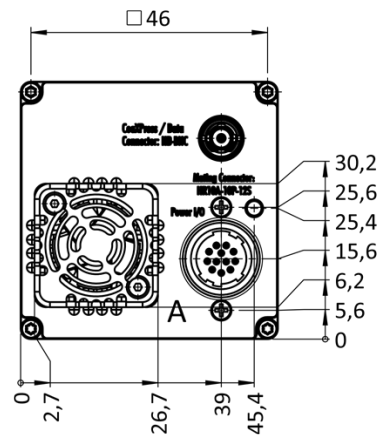
Fig. 6-1: C-mount

6.2 fxo487, fxo540, fxo541, fxo542, fxo545, fxo546, fxo547

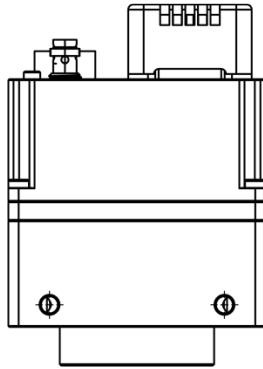
front



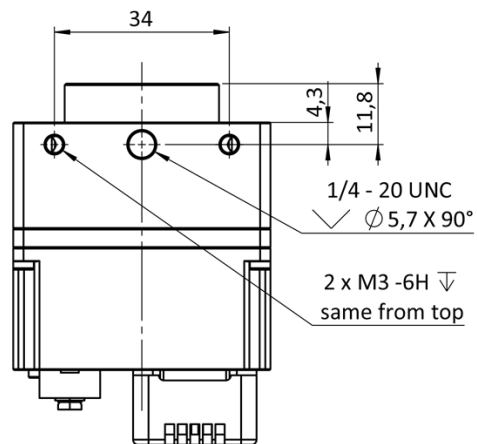
back



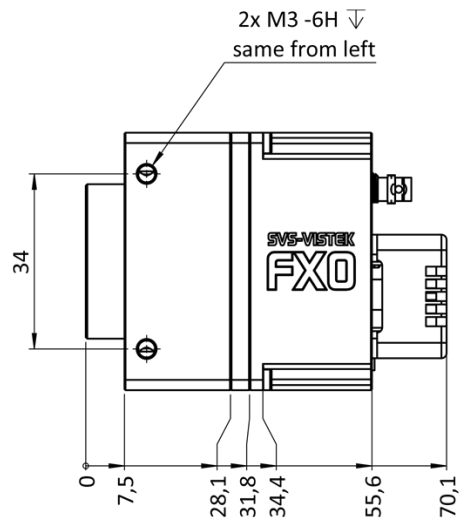
top



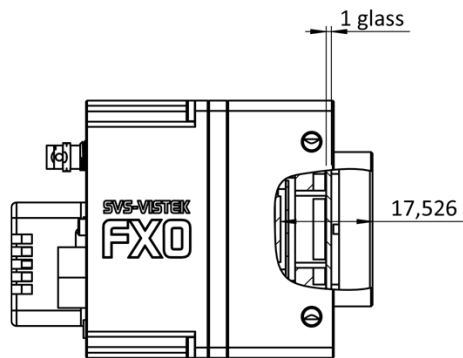
bottom



right side

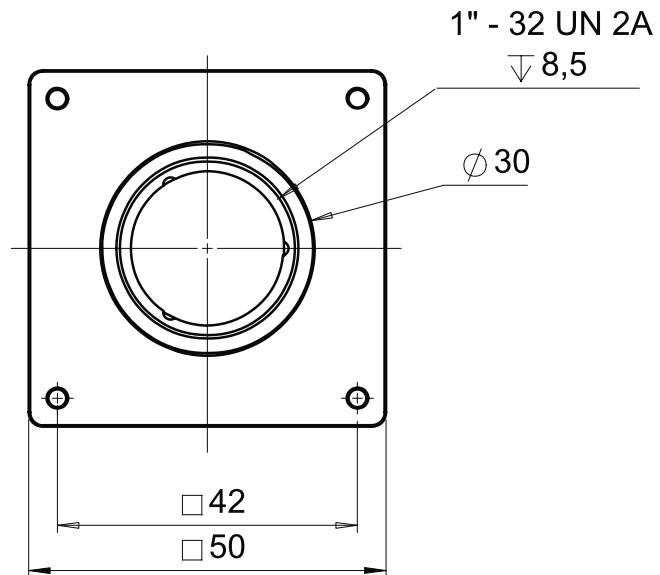


cross section

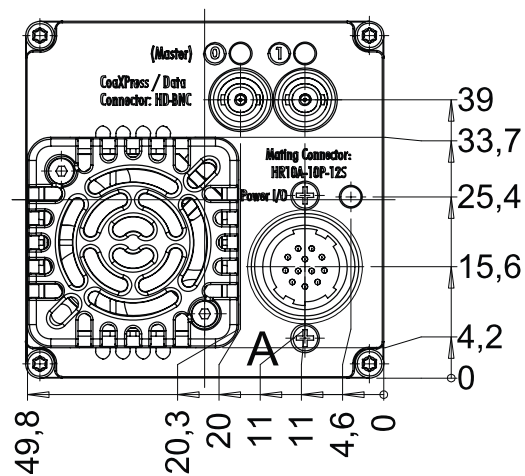


6.3 fxo487, fxo530, fxo531, fxo532, fxo535, fxo536, fxo537

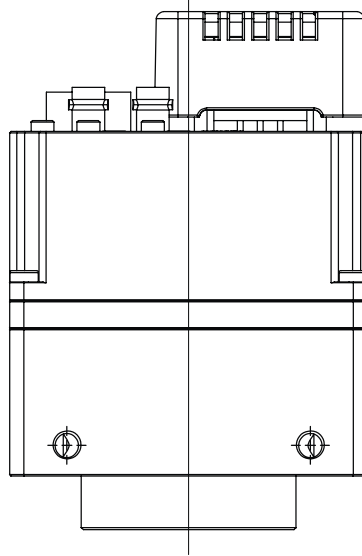
front



back



top



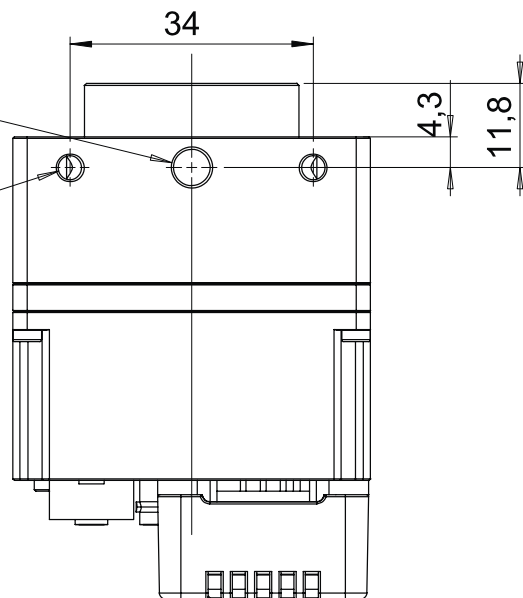
bottom

1/4 - 20 UNC

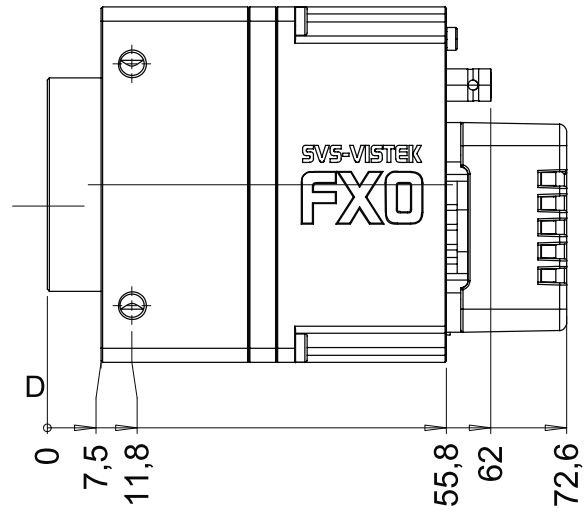
▽ 5,0

8 x M4 - 6H

▽ 5

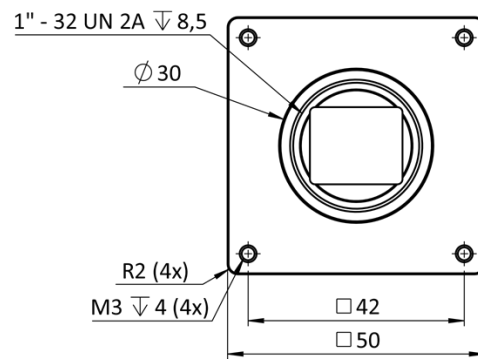


right side

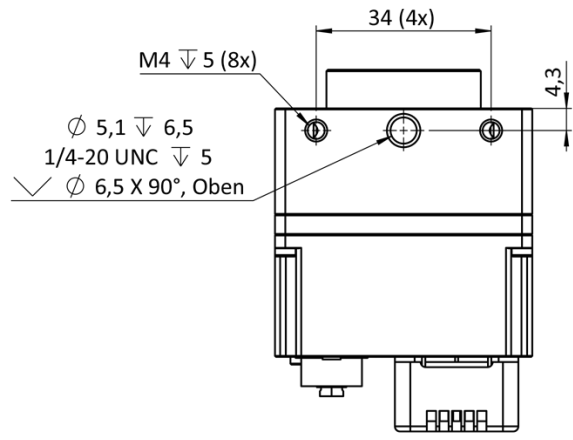


6.4 fxo990

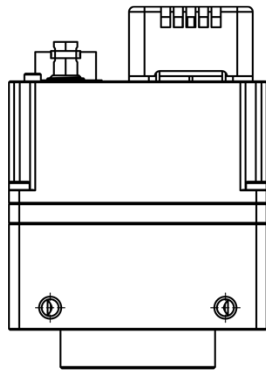
front



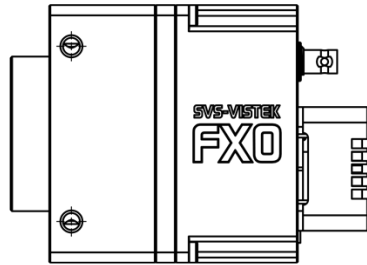
bottom



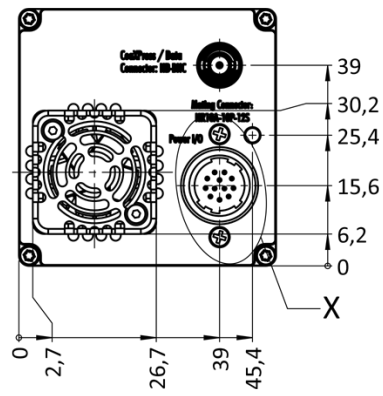
top



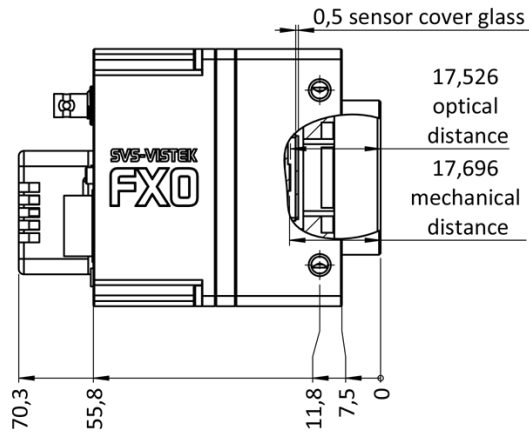
right side



back



cross section



7 Annex

7.1 Dimensions

INFO

All length units in mm.

Find the technical drawings in the web download area at

<https://www.svs-vistek.com/en/support/svs-support-download-center.php>

CAD step files available with valid login at [SVS-VISTEK.com](https://www.svs-vistek.com)

7.2 I/O driver circuit schematics

Camera power supply and power supply for PWM out is 25V max. Power for PWM out has to be supplied via Hirose connector. The open drain outputs are ledged to ground, that means you connect your LED on the positive side to your (light-)power source, the negative LED connector goes to the camera out. This setup requires common ground.

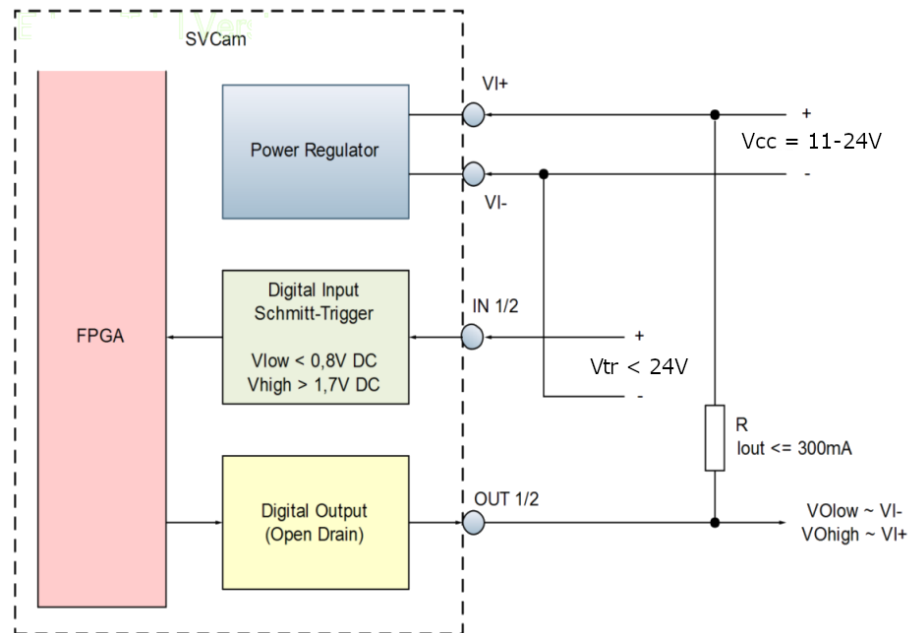


Fig. 7-1: I/O driver circuit schematics

7.3 Action commands

Action commands are dedicated Ethernet packets used as external so called "Trigger over Ethernet" (ToE). The trigger can be sent to one camera as unicast or to a all cameras as broadcast.

Each action command contains the following values:

- **DeviceKey** to authorize the action on this device.
- **GroupKey** to define a group of devices on which actions have to be executed.
- **GroupMask** to be used to filter out some of these devices from the group.

All these values can be set here:

```

> Ptp Control
  v Action Control
    Action Device Key          0
    v Action Selector
      Action Group Key         0
      Action Group Mask        0
  > Event Control
  
```

Fig. 7-2: Action control

INFO

To fire a trigger in the camera, the DeviceKey and the GroupKey have to match and at least one bit in the GroupMask has to match.

Here are some examples of the GroupMask:

Sent GroupMask	Camera GroupMask	Camera reaction
0x7FFF FFFF	0x0000 0001	YES
0x0000 000E	0x0000 0001	NO
0x0000 FFFF	0x0000 005F	YES
0x0000 FFFF	0x0000 0800	YES
0x0000 FFFF	0x0f11 0000	NO

Table: 7-1: Examples of GroupMask

Here are some examples of action commands "ActionCMD" and the reaction of three cameras receiving these commands:

	ActionCMD	Device0		Device1		Device2
DeviceKey	0xaffe	0xaffe		0xaffe		0xaffe
GroupKey	0x1234	0x1	0x1234	0x1234	0x1	0x1234
GroupMask	0x0002	0x0001	0x0002	0x0003	0xffff	0x0001
		invalid	valid	valid	invalid	invalid
DeviceKey	0xaffe	0xaffe		0xaffe		0xaffe
GroupKey	0x0001	0x1	0x1234	0x1234	0x1	0x1234
GroupMask	1-65535	0xffff	0xffff	0xffff	0xffff	0xffff
		valid	invalid	invalid	valid	invalid

Table: 7-2: Example of action command

A short Python program example to generate an action command. The IP address of "server.bind" shall be adapted to the IP address of the local network card.

```

1 import socket import time
2 from struct import *
3 server = socket.socket(socket.AF_INET, socket.SOCK_DGRAM, socket.
  et.IPPROTO_UDP) server.setsockopt(socket.SOL_SOCKET, socket.SO_
  REUSEADDR, 1)
4 # Enable broadcasting mode server.setsockopt(socket.SOL_SOCKET,
  socket.SO_BROADCAST, 1) server.settimeout(0.2)
5 # use local address to bind socket server.bind(("169.254.191.50",
  44444))
6 #message = b"your very important message" # net8 id;
7 #net8 flag; #net16 command; #net16 length; #net16 req_id; #net32
  device_key; #net32 group_key; #net32 group_mask;
8 # gv_cmd_action;
9 # action ack request
10 # id flag command length req_id device_key group_key
11 group_mask
12 message = pack("!BBhhlll", 0x42, 0x01, 0x0100, 12, 5, 1, 1, 1)
13 # without action ack request
14 #message = pack("!BBhhlll", 0x42, 0x00, 0x0100, 12, 5, 1, 1, 1)
15 while True:
16 server.sendto(message, ('<broadcast>', 3956))
17 #server.sendto(message, ("169.254.185.58", 3956))
18 print(".") time.sleep(1/40)

```

Generating an action command

INFO

The time between receiving an action command and releasing the trigger was measured with maximum load and values between 25605 ns and 50130 ns.

7.4 FAQ

INFO

For questions and issues, refer to the FAQ page on our website: <https://www.svs-vistek.com/de/support/svs-svcam-faq.php>

7.5 Glossary

Term	Definition
Aberration	Spherical aberration occurs when light rays enter near the edge of the lens; chromatic aberration is caused by different refractive indexes of different wavelengths of the light. (Blue is more refractive than red)
ADC	Analogue-to-Digital Converter, also known as A/D converter
Aperture	In optics, aperture defines a hole or an opening through which light travels. In optical system the aperture determines the cone angle of a bundle of rays that come to a focus in the image plane. The aperture can be limited by an iris, but it is not solely reliant on the iris. The diameter of the lens has a larger influence on the capability of the optical system.

Term	Definition
Bayer Pattern	A Bayer filter mosaic or pattern is a color filter array (CFA) deposited onto the surface of a CCD or CMOS sensor for capturing RGB color images. The filter mosaic has a defined sequence of red, green and blue pixels such that the captured image can be transported as a monochrome image to the host (using less bandwidth), after which the RGB information is recombined in a computer algorithm.
Binning	Binning combines the charge from two (or more) pixels to achieve higher dynamics while sacrificing resolution.
Bit-Depth	Bit-depth is the number of digital bits available at the output of the Analog-to-Digital Converter (ADC) indicating the distribution of the darkest to the brightest value of a single pixel.
Camera Link	Camera Link is a multiple-pair serial communication protocol standard [1] designed for computer vision applications based on the National Semiconductor interface Channel-link. It was designed for the purpose of standardizing scientific and industrial video products including cameras, cables and frame grabbers.
CCD	Charge Coupled Device. Commonly used technology used for camera sensors used to detect & quantify light, i.e. for capturing images in an electronic manner.
CMOS	Complementary Metal–Oxide–Semiconductor. A more recently adopted technology used for camera sensors with in-pixel amplifiers used to detect & quantify light, i.e. capturing images in an electronic manner.
CPU	Central processing unit of a computer. Also referred to as the processor chip.
dB	Decibel (dB) is a logarithmic unit used to express the ratio between two values of a physical quantity.
Decimation	For reducing width or height of an image, decimation can be used (CMOS sensors only). Columns or rows can be ignored. Image readout time is thereby reduced.
Defect map	Identifies the location of defect pixels unique for every sensor. A factory generated defect map is delivered and implemented with each camera.
Defect map	Identifies the location of defect pixels unique for every sensor. A factory generated defect map is delivered and implemented with each camera.
EPROM	Erasable Programmable Read Only Memory is a type of memory chip that retains its data when its power supply is switched off.
Gain	In electronics, gain is a measure of the ability of a two-port circuit

Term	Definition
	(often an amplifier) to increase the power or amplitude of a signal from the input to the output port by adding energy to the signal.
Gamma	Gamma correction is a nonlinear operation used to code and decode luminance values in video or still image systems.
GenICam	Provides a generic programming interface for all kinds of cameras and devices. Regardless what interface technology is used (GigE Vision, USB3 Vision, CoaXPress, Camera Link, etc.) or which features are implemented, the application programming interface (API) will always be the same.
GigE Vision	GigE Vision is an interface standard introduced in 2006 for high-performance industrial cameras. It provides a framework for transmitting high-speed video and related control data over Gigabit Ethernet networks.
GPU	Graphics Processing Unit of a computer.
Hirose	Cable connectors commonly used for power, triggers, I/Os and strobe lights
ISO	see "Gain" on the previous page
Jumbo frames	In computer networking, jumbo frames are Ethernet frames with more than 1500 bytes of payload. Conventionally, jumbo frames can carry up to 9000 bytes of payload. Some Gigabit Ethernet switches and Gigabit Ethernet network interface cards do not support jumbo frames.
Mount	Mechanical interface / connection for attaching lenses to the camera.
Multicast	Multicast (one-to-many or many-to-many distribution) is an Ethernet group communication where information is addressed to a group of destination computers simultaneously. Multicast should not be confused with physical layer point-to-multipoint communication.
Partial Scan	A method for reading out fewer lines from the sensor, but "skipping" lines above and below the desired area. Typically applied to CCD sensors. In most CMOS image sensors an AOI (area of interest) or ROI (region of interest) can be defined by selecting the area to be read. This leads to increased frame rate.
Pixel clock	The base clock (beat) that operates the sensor chip is. It is typically also the clock with which pixels are presented at the output node of the image sensor.
PWM	Pulse width modulation. Keeping voltage at the same level while limiting current flow by switching on an off at a very high frequency.

Term	Definition
RAW	A camera RAW image file contains minimally processed data from the image sensor. It is referred as "raw". SVS-VISTEK plays out RAW only.
Read-Out-Control	Read-Out control defines a delay between exposure and image readout. It allows the user to program a delay value (time) for the readout from the sensor. It is useful for preventing CPU overload when handling very large images or managing several cameras on a limited Ethernet connection.
Shading	Shading manifests itself a decreasing brightness towards the edges of the image or a brightness variation from one side of the image to the other. Shading can be caused by non-uniform illumination, non-uniform camera sensitivity, vignetting of the lens, or even dirt and dust on glass surfaces (lens).
Shading correction	An in-camera algorithm for real time correction of shading. It typically permits user configuration. By pointing at a known uniform evenly illuminated surface it allows the microprocessor in the camera to create a correction definition, subsequently applied to the image during readout.
Shutter	Shutter is a device or technique that allows light to pass for a determined period of time, exposing photographic film or a light-sensitive electronic sensor to light in order to capture a permanent image of a scene.
Strobe light	A bright light source with a very short light pulse. Ideal for use with industrial cameras, e.g. for "freezing" the image capture of fast moving objects. Can often be a substitute for the electronic shutter of the image sensor. Certain industrial cameras have dedicated in-camera output drivers for precisely controlling one or more strobe lights.
Tap	CCD sensors can occur divided into two, four or more regions to double / quadruple the read out time.
TCP/IP	TCP/IP provides end-to-end connectivity specifying how data should be packed, addressed, transmitted, routed and received at the destination.

Term	Definition
Trigger modes	<p>Cameras for industrial use usually provide a set of different trigger modes with which they can be operated. The most common trigger modes are:</p> <ul style="list-style-type: none"> • Programmable shutter trigger mode. Each image is captured with a pre-defined shutter time; • Pulse-Width Control trigger. The image capture is initiated by the leading edge of the trigger pulse and the shutter time is governed by the width of the pulse; • Internal trigger or free-running mode. The camera captures images at the fastest possible frame rate permitted by the readout time.
USB3 Vision	<p>The USB3 Vision interface is based on the standard USB 3.0 interface and uses USB 3.0 ports. Components from different manufacturers will easily communicate with each other.</p>
XML Files	<p>Extensible Markup Language (XML) is a markup language that defines a set of rules for encoding documents in a format which is both human-readable and machine-readable.</p>



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