

Basler A640f



USER'S MANUAL

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BASLER 

For customers in the U.S.A.

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

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

The shielded interface cable recommended in this manual must be used with this equipment in order to comply with the limits for a computing device pursuant to Subpart J of Part 15 of FCC Rules.

For customers in Canada

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

Pour 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

These products are not designed for use in life support appliances, devices, or systems where malfunction of these products can reasonably be expected to result in personal injury. Basler customers using or selling these products for use in such applications do so at their own risk and agree to fully indemnify Basler for any damages resulting from such improper use or sale.

Warranty Note

Do not open the housing of the camera. The warranty becomes void if the housing is opened.

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Table of Contents

1 Introduction

1.1 Documentation Applicability	1-1
1.2 Performance Specifications	1-2
1.3 Camera Models	1-3
1.4 Spectral Response	1-3
1.5 Environmental Requirements	1-5
1.5.1 Temperature and Humidity	1-5
1.5.2 Environmental Requirements During Storage	1-5
1.5.3 Ventilation	1-5
1.6 Precautions	1-6

2 Camera Interface

2.1 Connections	2-1
2.1.1 General Description	2-1
2.1.2 Pin Assignments	2-2
2.1.3 Connector Types	2-3
2.2 Cables	2-4
2.3 Camera Power	2-4
2.4 IEEE 1394a Device Information	2-4
2.4.1 1394b Compatibility	2-4
2.5 Input and Output Ports	2-5
2.5.1 Input Ports	2-5
2.5.2 Output Ports	2-5
2.5.3 Typical Input Circuits	2-7
2.5.4 Typical Output Circuits	2-8

3 Basic Operation and Standard Features

3.1 Functional Description	3-1
3.1.1 Overview	3-1
3.2 Exposure Control	3-3
3.2.1 Setting the Exposure Time	3-3
3.2.2 Maximum Exposure Time	3-3
3.2.3 Controlling Exposure Start with “Shot” Commands via the 1394 Interface ..	3-4
3.2.4 Controlling Exposure Start with a Software Trigger	3-5
3.2.5 Controlling Exposure Start with an ExTrig Signal	3-8
3.2.5.1 Available ExTrig Exposure Modes	3-8
3.2.5.2 Enabling the External Trigger Feature	3-10
3.2.5.3 Using the ExTrig Signal	3-10
3.2.6 Integrate Enabled Signal	3-12
3.2.7 Overlapped and Non-overlapped Exposure	3-13
3.2.8 Trigger Ready Signal	3-15
3.2.9 Recommended Method for Controlling Exposure Start	3-17

3.2.10 Frame Buffering	3-17
3.3 Gain and Brightness	3-19
3.3.1 Setting the Gain	3-20
3.3.2 Setting the Brightness	3-21
3.4 Area of Interest (AOI)	3-22
3.4.1 Changing AOI Parameters “On-the-Fly”	3-23
3.4.2 Changes to the Frame Rate with AOI	3-24
3.5 Color Creation in the A641fc	3-26
3.5.1 White Balance	3-27
3.5.2 Color Filter ID	3-28
3.5.3 Integrated IR Cut Filter	3-29
3.6 Selectable 8 or 12 Bit Pixel Depth	3-30
3.6.1 A641f Monochrome Cameras	3-30
3.6.2 A641fc Color Cameras	3-30
3.7 Strobe Control Output Signals	3-31
3.8 Parallel Input/Output Control	3-33
3.9 Available Video Formats, Modes and Frame Rates on Monochrome Cameras	3-34
3.9.1 Standard Formats, Modes and Frame Rates	3-34
3.9.2 Customizable Formats and Modes	3-36
3.10 Available Video Formats, Modes and Frame Rates on Color Cameras	3-37
3.10.1 Standard Formats, Modes and Frame Rates	3-37
3.10.2 Customizable Formats and Modes	3-40
3.11 Error Flags	3-42
3.12 Configuration Sets and Memory Channels	3-43
3.12.1 Saving Configuration Sets	3-43
3.12.2 Copying a Saved Configuration Set or the Factory Set into the Work Set	3-44
3.12.3 Designating a Startup Memory Channel	3-44

4 Configuring the Camera

4.1 Block Read and Write Capabilities	4-2
4.2 Changing the Video Format setting	4-2
4.3 Configuration ROM	4-2
4.4 Implemented Standard Registers	4-3
4.4.1 Inquiry Registers	4-3
4.4.1.1 Initialize Inquiry Register	4-3
4.4.1.2 Inquiry Registers for Video Formats	4-3
4.4.1.3 Inquiry Registers for Video Modes	4-4
4.4.1.4 Inquiry Registers for Video Frame Rates	4-6
4.4.1.5 Inquiry Registers for Format 7 CSR Offsets	4-14
4.4.1.6 Inquiry Register for Basic Functions	4-15
4.4.1.7 Inquiry Register for Feature Presence	4-16
4.4.1.8 Inquiry Registers for Feature Elements	4-19

4.4.2 Control and Status Registers	4-24
4.4.2.1 Control and Status Registers for Basic Camera Operation	4-24
4.4.2.2 Control and Status Registers for Features	4-30
4.4.2.3 Error Status Registers for Feature Control	4-36
4.4.2.4 Control and Status Registers for Format 7, Mode 0	4-38
4.4.2.5 Control and Status Registers for Format 7, Mode 1	4-45
4.4.2.6 Control and Status Registers for the PIO Control Function	4-52
4.4.2.7 Control and Status Registers for the Strobe Signal Function	4-53
4.4.3 Advanced Features Registers	4-57

5 Image Data Formats and Structures

5.1 Image Data Basics	5-1
5.1.1 Pixel Transmission Sequence	5-1
5.2 Packet Payload Charts for Standard Format, Mode and Frame Rate Combinations on A640f Cameras	5-2
5.2.1 Format 0, Mode 1	5-2
5.2.2 Format 0, Mode 3	5-2
5.2.3 Format 0, Mode 5	5-2
5.2.4 Format 0, Mode 6	5-3
5.2.5 Format 1, Mode 0	5-3
5.2.6 Format 1, Mode 2	5-3
5.2.7 Format 1, Mode 3	5-3
5.2.8 Format 1, Mode 5	5-4
5.2.9 Format 1, Mode 6	5-4
5.2.10 Format 1, Mode 7	5-4
5.2.11 Format 2, Mode 0	5-4
5.2.12 Format 2, Mode 2	5-5
5.2.13 Format 2, Mode 3	5-5
5.2.14 Format 2, Mode 5	5-5
5.2.15 Format 2, Mode 6	5-5
5.2.16 Format 2, Mode 7	5-6
5.3 Image Data Formats	5-7
5.3.1 Data Format with the Camera Set for YUV 4:2:2 Output	5-7
5.3.2 Data Format with the Camera Set for Y Mono 8 Output	5-8
5.3.3 Data Format with the Camera Set for Y Mono 16 Output	5-9
5.3.4 Data Format with the Camera Set for Raw 8 Output	5-10
5.3.5 Data Format with the Camera Set for Raw 16 Output	5-13
5.4 Image Data Structure	5-17
5.4.1 Data Structure for a Y (Mono 8) or an R, G or B (Raw 8) Component	5-17
5.4.2 Data Structure for a U or a V Component	5-17
5.4.3 Data Structure for a Y (Mono 16) or an R, G or B (Raw 16) Component	5-18

6 Smart Features and the Smart Features Framework

6.1 What Are Smart Features?	6-1
6.2 What Is the Smart Features Framework?	6-1
6.3 What Do I Need to Use Smart Features?	6-2
6.4 What Is the Smart Features Framework Software?	6-2
6.5 Enabling and Parameterizing Smart Features	6-3
6.5.1 Checking to See If the Camera Supports Smart Features	6-3
6.5.2 Determining the Address of a Smart Feature's CSR.	6-4
6.5.3 Enabling and Parameterizing a Smart Feature	6-6
6.6 Getting Smart Features Results	6-7
6.6.1 How Big a Buffer Do I Need?	6-8
6.7 Standard Smart Features on the A640f	6-9
6.7.1 Extended Data Stream	6-9
6.7.2 Frame Counter	6-11
6.7.3 Cycle Time Stamp	6-12
6.7.4 Gray Value Stamp	6-13
6.7.5 I/O Stamp	6-14
6.7.6 DCAM Values	6-15
6.7.7 CRC Checksum.	6-18
6.7.8 Test Images.	6-21
6.7.9 Extended Version Information.	6-24
6.7.10 Lookup Table.	6-25
6.7.11 Lossless Compression	6-30
6.7.12 Trigger Flag and Trigger Counter	6-31
6.7.13 Output Port Configuration	6-32
6.7.14 Startup Memory Channel.	6-35
6.7.15 Shutter Time Base.	6-36
6.7.16 Strobe Time Base	6-38
6.8 Customized Smart Features	6-40

7 Mechanical Considerations

7.1 Camera Dimensions and Mounting Facilities	7-2
7.2 Sensor Positioning Accuracy	7-3
7.3 Maximum Lens Thread Length on the A641fc	7-4
7.4 Mechanical Stress Test Results	7-5

8 Technical Support

8.1 Technical Support Resources	8-1
8.2 Obtaining an RMA Number	8-1
8.3 Before Calling Basler Technical Support	8-1

Revision History	i
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Indexiii
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1 Introduction

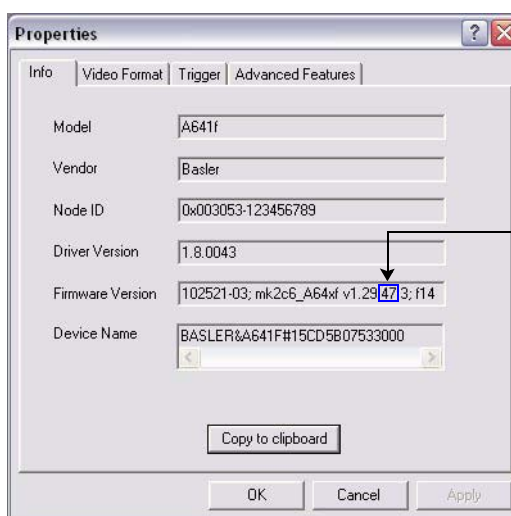
1.1 Documentation Applicability

This User's Manual applies to cameras with a firmware ID number of 47 or higher.

Cameras with a lower or a higher firmware ID number may have fewer features or have more features than described in this manual. Features on cameras with a lower or a higher firmware ID number may not operate exactly as described in this manual.

An easy way to see the firmware ID number for an **A640f** camera is by using the BCAM Viewer included with the Basler BCAM 1394 Driver. To see the firmware ID number:

1. Attach your camera to a computer equipped with the BCAM 1394 Driver.
2. Double click the BCAM Viewer icon on your desktop or click Start ⇒ All Programs ⇒ Basler Vision Technologies ⇒ BCAM 1394 ⇒ BCAM Viewer. The viewer program window will open.
3. Find the camera name in the Bus Viewer panel that appears on the left side of the window and click on the camera name.
4. Click on the  icon in the tool bar at the top of the window.
5. A properties window similar to the one shown in Figure 1-1 will open. Use the figure as a guide to find the firmware ID number.



This is the
Firmware
ID Number

Figure 1-1: BCAM Properties Window



You can also access the firmware ID number by using the Extended Version Information smart feature. See Section 6.7.9 for more information.

1.2 Performance Specifications

Specification	A641f	A641fc
Sensor Type	Sony ICX274AL - 1/1.8 inch, Progressive Scan CCD	Sony ICX274AQ - 1/1.8 inch, Progressive Scan CCD
Pixels	1624 (H) x 1236 (V)	1624 (H) x 1234 (V)
Pixel Size	4.4 μm (H) x 4.4 μm (V)	
Max. Frame Rate (for mono cameras; max. frame rates for color cameras may differ slightly, see Section 3.4.2)	14.0 fps in 8 bit output modes @ full resolution 8.1 fps in 16 bit output modes @ full resolution 16.5 fps in 8 bit output modes @ a resolution of 1280 x 1024 12.5 fps in 16 bit output modes @ a resolution of 1280 x 1024 31.4 fps in 8 bit output modes @ a resolution of 640 x 480 31.4 fps in 16 bit output modes @ a resolution of 640 x 480	
Video Output Formats	Mono 8 (8 bits/pixel) Mono 16 (16 bits/pixel - 12 bits are effective) Pseudo YUV 4:2:2 (16 bits/pix avg.)* * See Section 3.9.1 for more details.	YUV 4:2:2 (16 bits/pixel avg.) Mono 8 (8 bits/pixel) Raw 8 (8 bits/pixel) Raw 16 (16 bits/pixel - 12 bits are effective)
Gain and Brightness	Programmable via IEEE 1394 bus	
Exposure Time Control	Programmable via IEEE 1394 bus	
Synchronization	External via External Trigger signal	
Power Requirements	+8.0 to +36.0 VDC (+12 VDC nominal), < 1% ripple 3.2 W max. @ 12 VDC (typical) supplied via 1394 cable	
I/O Electrical Characteristics	Inputs: opto-isolated, 5 VDC nominal, 10 mA nominal Outputs: opto-isolated, 2 to 35 VDC maximum forward voltage, 100 mA max. collector current See Sections 2.5.1 and 2.5.2 for more details.	
Max. Cable Lengths	1394: 4.5 m I/O: 10 m See Section 2.2 for more details.	
Lens Adapter	C-mount	
Housing Size (L x W x H)	Without lens adapter: 67.1 mm x 44 mm x 29 mm With C-mount adapter: 75 mm x 44 mm x 29 mm	
Weight	< 110 g (typical)	
Conformity	CE, FCC	

Table 1-1: Performance Specifications

1.3 Camera Models

A640f series cameras are available in two different models. The model depends on whether the camera is monochrome or color. The **A641f** is the monochrome version of the camera and the **A641fc** is the color version.

Throughout this manual, the camera will be called the **A640f**. Passages that are only valid for a specific model will be so indicated.

1.4 Spectral Response

The spectral response for **A641f** monochrome cameras is shown in Figure 1-2.

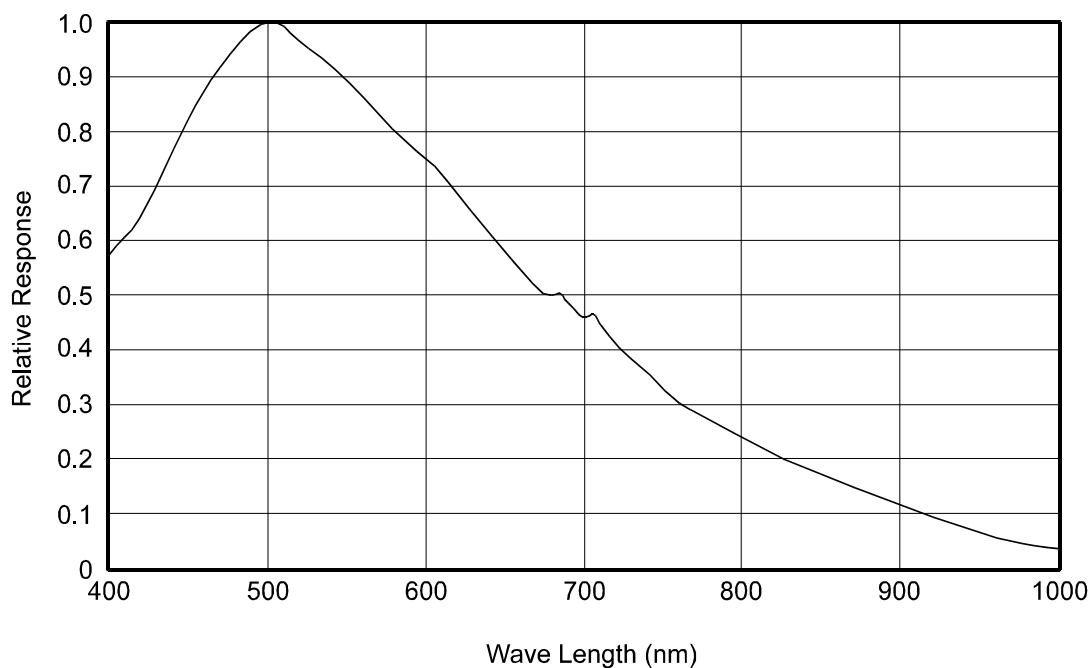


Figure 1-2: **A641f** Monochrome Camera Spectral Response



The spectral response curve excludes lens characteristics and light source characteristics.

The spectral response for **A641fc** color cameras is shown in Figure 1-3.

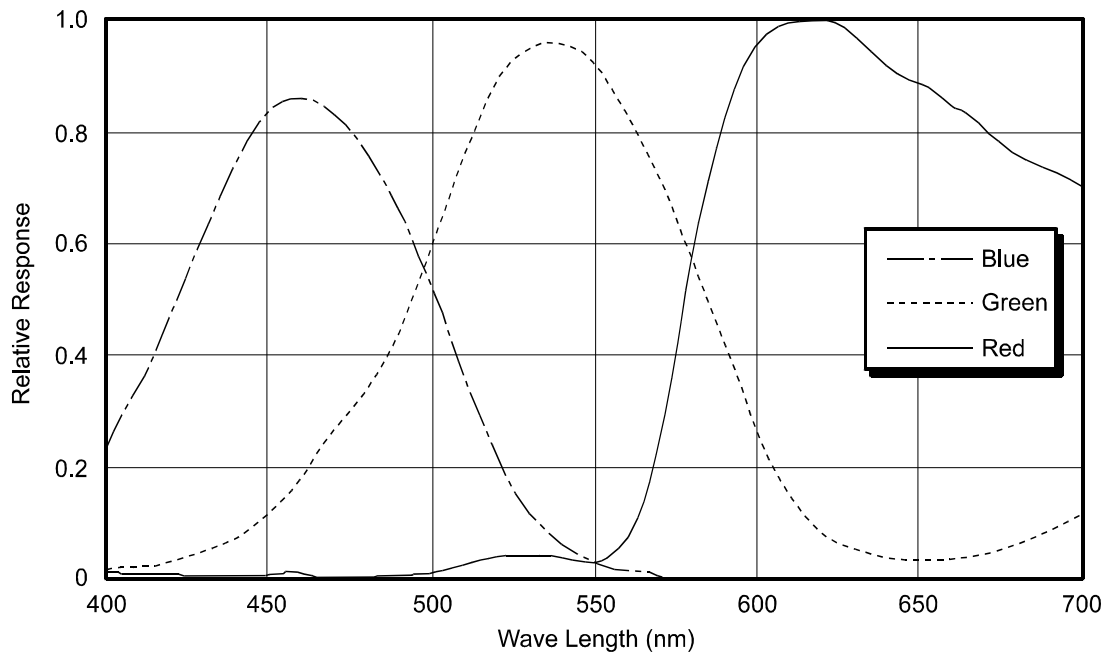


Figure 1-3: **A641fc** Color Camera Spectral Response



The spectral response curves exclude lens characteristics, light source characteristics, and IR cut-off filter characteristics.

To obtain the best performance from **A641fc** color cameras, use of a dielectric IR cut-off filter is recommended. The filter should transmit in a range of 400 nm to 700...720 nm, and it should cut off from 700...720 nm to 1100 nm.

A suitable filter is included in the standard C-mount adapter on **A641fc** cameras.

1.5 Environmental Requirements

1.5.1 Temperature and Humidity

Housing temperature during operation: 0° C ... + 50° C (+ 32° F ... +122° F)

Humidity during operation: 20% ... 80%, relative, non-condensing

1.5.2 Environmental Requirements During Storage

Housing temperature: -20° C ... + 80° C (-4° F ... +176° F)

Humidity : 20% ... 80%, relative, non-condensing

1.5.3 Ventilation

Allow sufficient air circulation around the camera to prevent internal heat build-up in your system and to keep the housing temperature below 50° C. Additional cooling devices such as fans or heat sinks are not normally required but should be provided if necessary.

1.6 Precautions

To ensure that your warranty remains in force:

Do not remove the camera's serial number label

If the label is removed and the serial number can't be read from the camera's registers, the warranty is void.

Read the manual

Read the manual carefully before using the camera!

Keep foreign matter outside of the camera

Do not open the casing. Touching internal components may damage them.

Be careful not to allow liquid, flammable, or metallic material inside the camera housing. If operated with any foreign matter inside, the camera may fail or cause a fire.

Electromagnetic Fields

Do not operate the camera in the vicinity of strong electromagnetic fields. Avoid electrostatic charging.

Transporting

Transport the camera in its original packaging only. Do not discard the packaging.

Cleaning

Avoid cleaning the surface of the CCD sensor if possible. If you must clean it, use a soft, lint free cloth dampened with a small quantity of high quality window cleaner. Because electrostatic discharge can damage the CCD sensor, you must use a cloth that will not generate static during cleaning (cotton is a good choice).

To clean the surface of the camera housing, use a soft, dry cloth. To remove severe stains, use a soft cloth dampened with a small quantity of neutral detergent, then wipe dry.

Do not use volatile solvents such as benzine and thinners; they can damage the surface finish.

2 Camera Interface

2.1 Connections

2.1.1 General Description

The A640f is interfaced to external circuitry via an IEEE 1394 socket and a 10 pin RJ-45 jack located on the back of the housing. Figure 2-1 shows the location of the two connectors.

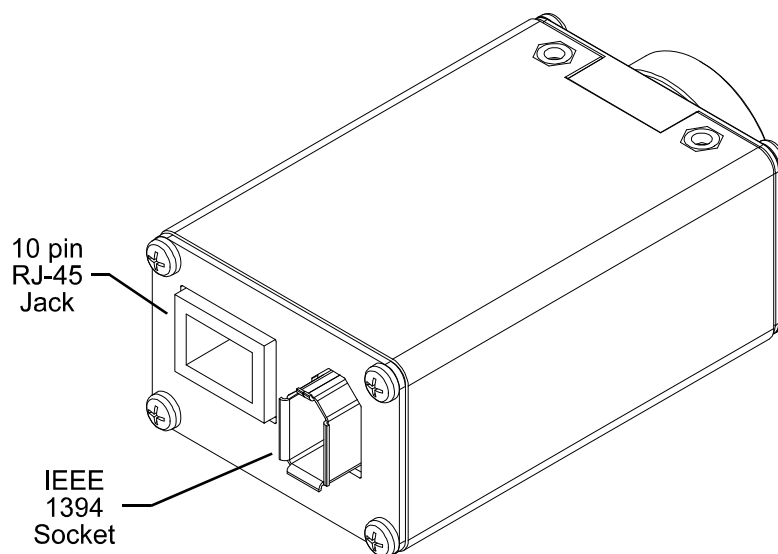


Figure 2-1: Camera Connectors

2.1.2 Pin Assignments

The IEEE 1394 socket is used to supply power to the camera and to interface video data and control signals. The pin assignments for the socket are shown in Table 2-1.

Pin	Signal
1	Power Input (+8.0 to +36.0 VDC)
2	DC Gnd
3	TPB -
4	TPB +
5	TPA -
6	TPA +

Table 2-1: Pin Assignments for the IEEE 1394 Socket

The RJ-45 jack is used to access the four physical input ports and four physical output ports on the camera. The pin assignments for the jack are shown in Table 2-2.

Pin	Designation
1	Output Port 3 -
2	Output Port 2 -
3	Output Port 1 -
4	Output Port 0 -
5	Input Port 0 +
6	Common Gnd for all inputs
7	Common VCC for all outputs
8	Input Port 2 +
9	Input Port 1 +
10	Input Port 3 +

Table 2-2: Pin Assignments for the RJ-45 Jack

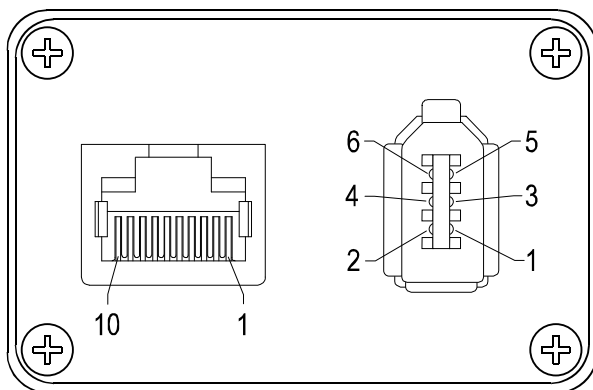


Figure 2-2: A640f Pin Numbering



The camera housing is connected to the cable shields and coupled to signal ground through an RC network (see Figure 2-3 for more details).

2.1.3 Connector Types

The 6-pin connector on the camera is a standard IEEE-1394 socket.

The 10-pin connector on the camera is an RJ-45 jack.



Caution!

The plug on the cable that you attach to the camera's RJ-45 jack must have 10 pins. Use of a smaller plug, such as one with 8 pins or 4 pins, can damage the pins in the RJ-45 jack on the camera.

2.2 Cables

The maximum length of the IEEE 1394 cable used between the camera and the adapter in your PC or between the camera and a 1394 hub is 4.5 meters as specified in the IEEE 1394 standard. Standard, shielded IEEE 1394 cables must be used.

The maximum length of the I/O cable is at least 10 meters. The cable must be shielded and must be constructed with twisted pair wire. Close proximity to strong magnetic fields should be avoided.

2.3 Camera Power

Power must be supplied to the camera via the IEEE 1394 cable. Nominal input voltage is +12.0 VDC, however, the camera will operate properly on any input voltage from +8.0 VDC to +36.0 VDC as specified in the IEEE 1394 standard. Maximum power consumption for the **A640f** is 3.2 W at 12 VDC. Ripple must be less than 1%.

**Caution!**

Use only standard IEEE 1394 connectors.

The polarity of the input power to the camera must be as shown in Table 2-1. **Do not** reverse the input power polarity. Reversing the polarity will damage the camera.

2.4 IEEE 1394a Device Information

The **A640f** uses an IEEE 1394a - 2000 compliant physical layer device to transmit pixel data. Detailed spec sheets for devices of this type are available at the Texas Instruments website (www.ti.com).

2.4.1 1394b Compatibility

A640f cameras do not support the 1394b transmit speed, but you can connect the camera to a 1394b bus using a 1394a to 1394b conversion cable. When connected to a 1394b bus, the camera's transmit speed will remain at 400 Mbits/s.

2.5 Input and Output Ports

2.5.1 Input Ports

A640f cameras are equipped with four physical input ports designated as Input Port 0, Input Port 1, Input Port 2, and Input Port 3. The input ports are accessed via the 10 pin RJ-45 jack on the back of the camera. See Table 2-2 and Figure 2-2 for input port pin assignments and pin numbering.

As shown in the schematic in Figure 2-3, each input port is opto-isolated. The nominal input voltage for the LED in the opto-coupler is 5.0 V (± 1.0 V). The input current for the LED is 5 to 15 mA with 10 mA recommended.

For each input port, a current between 5 and 15 mA means a logical one. A current of less than 0.1 mA means a logical zero.

By default, Input Port 0 is assigned to receive an external trigger (ExTrig) signal that can be used to control the start of exposure. For more information about the ExTrig signal and for information on assigning the ExTrig signal to a different input port, see Section 3.2.5.



As stated above, the nominal input voltage for the LED on each input is +5 VDC. If a 560 Ohm resistor is added to the positive line for an input, the input voltage can be 12 VDC. If a 1.2 or 1.5 kOhm resistor is added to the positive line for an input, the input voltage can be 24 VDC.

2.5.2 Output Ports

A640f cameras are equipped with four physical output ports designated as Output Port 0, Output Port 1, Output Port 2, and Output Port 3. The output ports are accessed via the 10 pin RJ-45 jack on the back of the camera. See Table 2-2 and Figure 2-2 for output port pin assignments and pin numbering.

As shown in the schematic in Figure 2-3, each output port is opto-isolated. The minimum forward voltage is 2 V, the maximum forward voltage is 35 V, the maximum reverse voltage is 6 V, and the maximum collector current is 100 mA.

A conducting transistor means a logical one and a non-conducting transistor means a logical zero.

By default, Output Port 0 is assigned to transmit an integration enabled (IntEn) signal that indicates when exposure is taking place. For more information about the IntEn signal, see Section 3.2.6.

By default, Output Port 1 is assigned to transmit a trigger ready (TrigRdy) signal that goes high to indicate the earliest point at which exposure start for the next frame can be triggered. For more information about the TrigRdy signal, see Section 3.2.8.

The assignment of camera output signals to physical output ports can be changed by the user. See Section 6.7.13 for more information about configuring output ports.



By default, output ports 0, 1, and 2 are set to a low state after power on. Output port 3 is initially set to low but will go high approximately 100 to 300 ms after power on. Output port 3 will remain high for approximately 750 ms and will then reset to low.

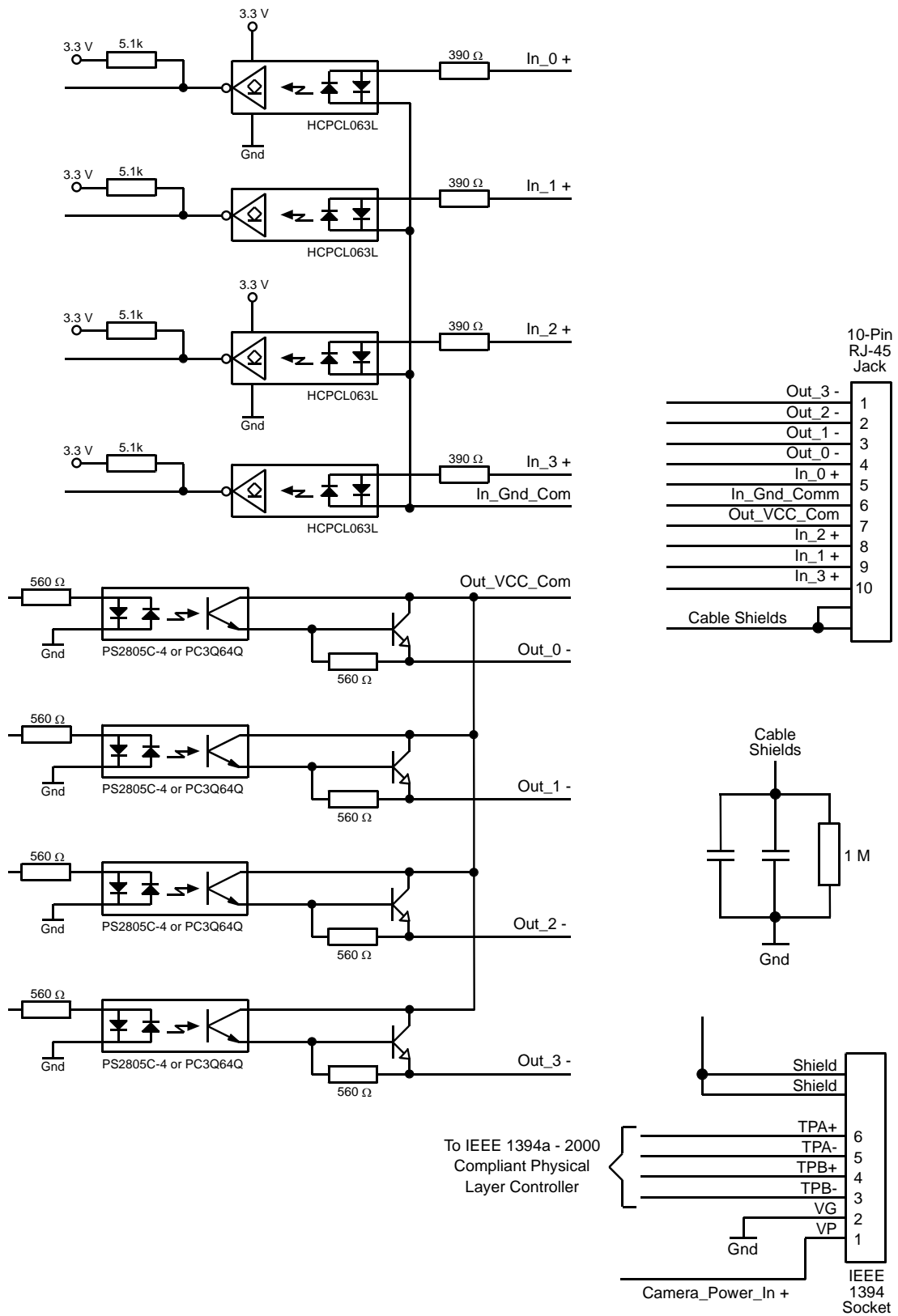


Figure 2-3: I/O Schematic

2.5.3 Typical Input Circuits

Figure 2-4 shows a typical 5 VDC circuit you can use to input a signal into the camera. In Figure 2-4, the signal is applied to input port 1.

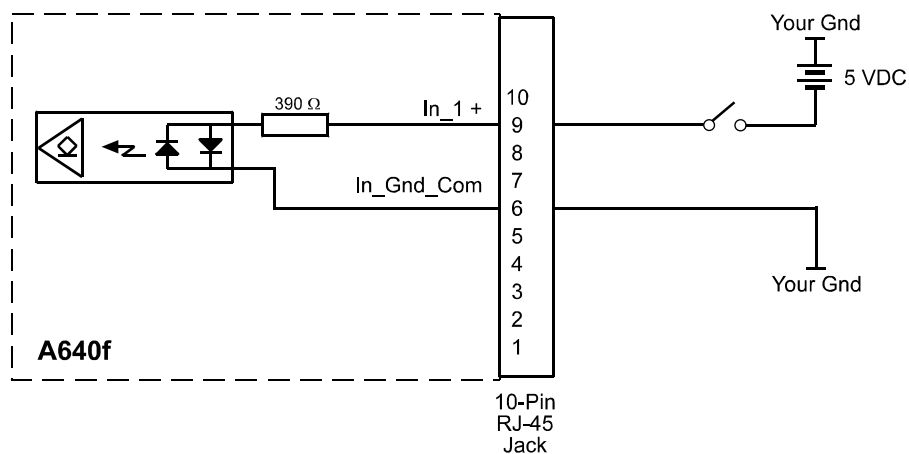


Figure 2-4: Typical 5 VDC Input Circuit

Figure 2-5 shows a typical 24 VDC circuit you can use to input a signal into the camera. Notice that an external 1.2 k resistor has been added to the circuit. This will result in approximately 15 mA being applied to the input. In Figure 2-5, the signal is applied to input port 3.

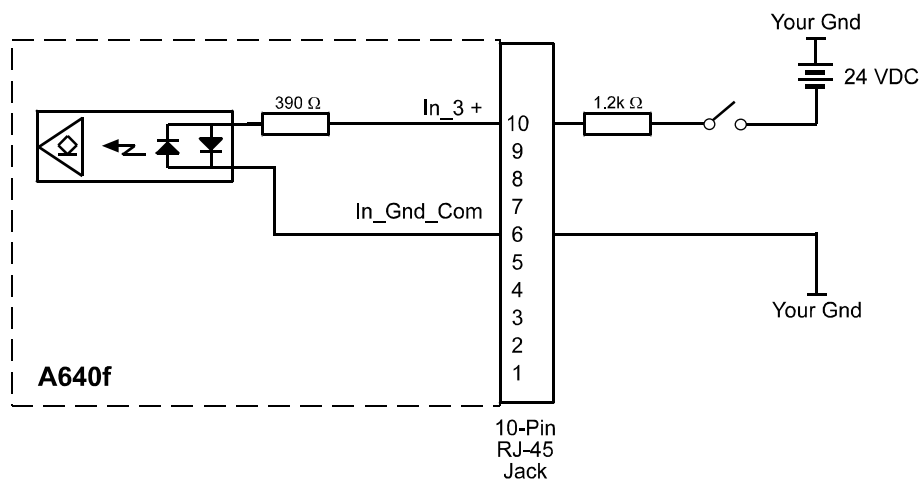


Figure 2-5: Typical 24 VDC Input Circuit

2.5.4 Typical Output Circuits

Figure 2-6 shows a typical circuit you can use to monitor an output port with a voltage signal. The circuit in Figure 2-6 is monitoring camera output port 1.

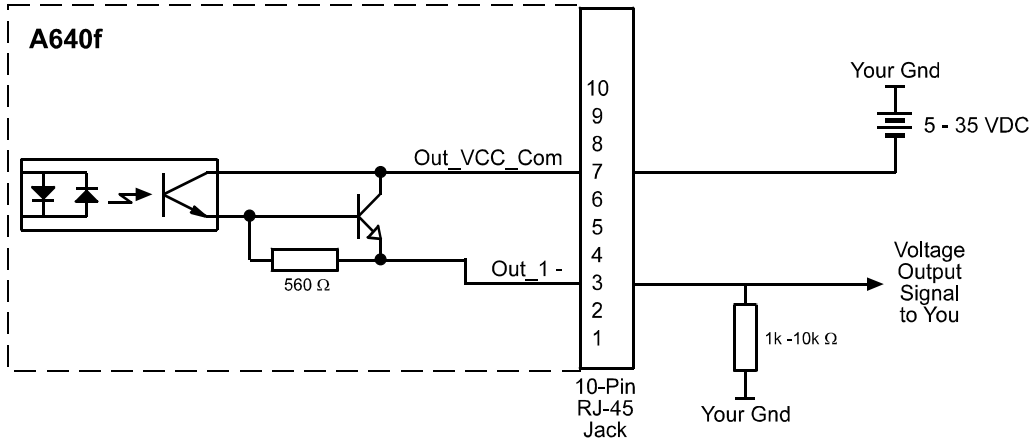


Figure 2-6: Typical Voltage Output Circuit

Figure 2-7 shows a typical circuit you can use to monitor an output port with a LED or an optocoupler. In this example, the voltage for the external circuit is 24 VDC. Current in the circuit is limited to approximately 10 mA by an external 2.2 k resistor. The circuit in Figure 2-7 is monitoring camera output port 2.

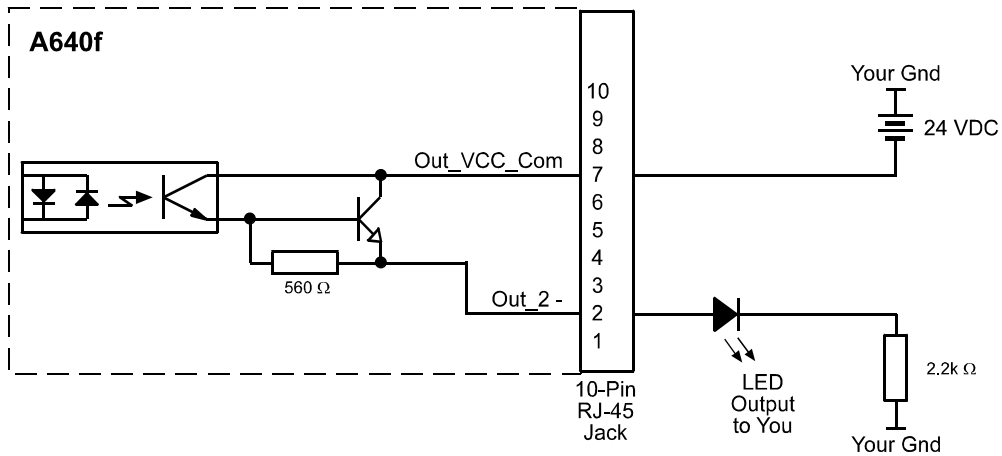


Figure 2-7: Typical LED Output Signal

3 Basic Operation and Standard Features

3.1 Functional Description

3.1.1 Overview

A640f area scan cameras employ a CCD sensor chip that provides features such as a full frame shutter and electronic exposure time control.

Normally, exposure time and charge readout are controlled by values transmitted to the camera's control registers via the IEEE 1394 interface. Control registers are available to set exposure time and frame rate. There are also control registers available to set the camera for single frame capture or continuous frame capture.

Exposure start can also be controlled via an externally generated trigger (ExTrig) signal. The ExTrig signal facilitates periodic or non-periodic start of exposure. When exposure start is controlled by a rising ExTrig signal and the camera is set for the programmable exposure mode, exposure begins when the trigger signal goes high and continues for a pre-programmed period of time. Accumulated charges are read out when the programmed exposure time ends.

At readout, accumulated charges are transported from the sensor's light-sensitive elements (pixels) to the vertical shift registers (see Figure 3-1). The charges from the bottom line of pixels in the array are then moved into a horizontal shift register. Next, the charges are shifted out of the horizontal register. As the charges move out of the horizontal shift register, they are converted to voltages that are proportional to the size of each charge. Each voltage is then amplified by a Variable Gain Control (VGC) and digitized by a 12 bit, Analog-to-Digital converter (ADC). For optimal digitization, gain and brightness can be programmed by setting control registers in the camera. After each voltage has been amplified and digitized, it passes through an FPGA and into an image buffer. All shifting is clocked according to the camera's internal data rate. Shifting continues in a linewise fashion until all image data has been read out of the sensor.

The data leaves the image buffer and passes back through the FPGA to a 1394 link layer controller where it is assembled into data packets that comply with the "1394 - based Digital Camera Specification" (DCAM) issued by the 1394 Trade Association. The packets are passed to a 1394 physical layer controller which transmits them isochronously to a 1394 interface board in the host PC. The physical and link layer controllers also handle transmission and receipt of asynchronous data such as programming commands.

The image buffer between the sensor and the link layer controller allows data to be read out of the sensor at a rate that is independent of the data transmission rate between the camera and the host computer. This ensures that the data transmission rate has no influence on image quality.

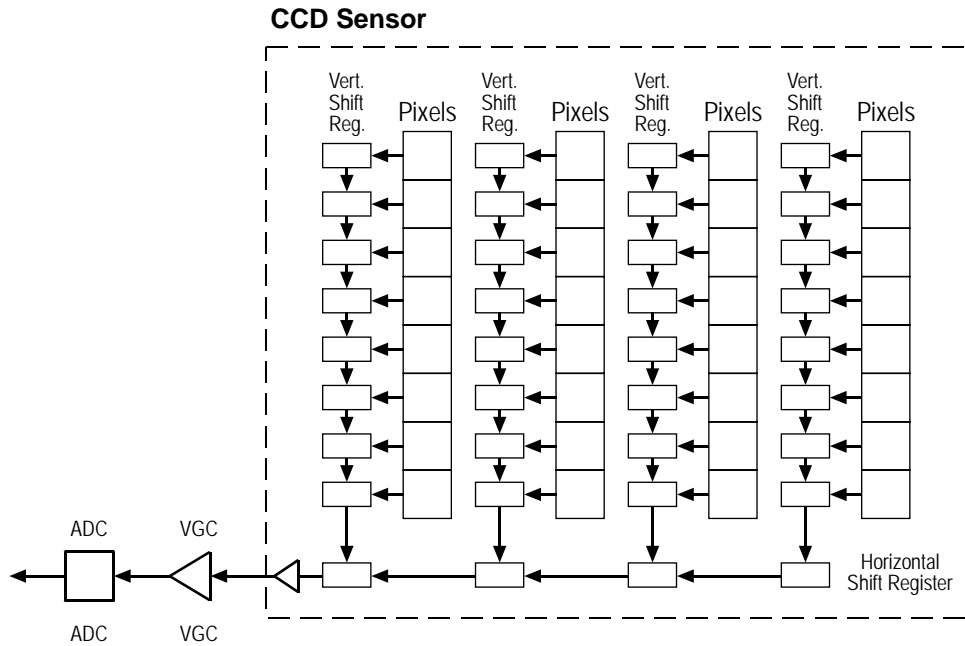


Figure 3-1: A640f Sensor Architecture

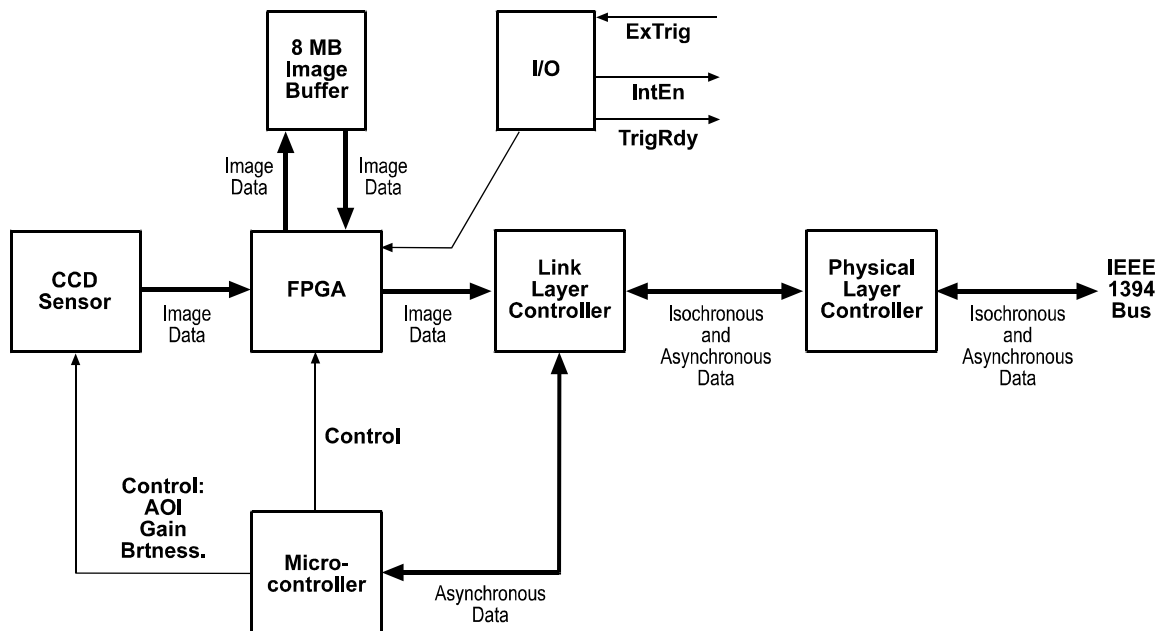


Figure 3-2: A640f Block Diagram

3.2 Exposure Control

3.2.1 Setting the Exposure Time

Exposure time is determined by a combination of two values. The first is the setting in the Value field of the Shutter control register (see page 4-32). The second is the Shutter Time Base. Exposure time is determined by the product of these two values:

$$\text{Exposure Time} = (\text{Shutter Value Setting}) \times (\text{Shutter Time Base})$$

The shutter time base is fixed at 20 μs by default. Exposure time is normally adjusted by changing the setting in the Value field of the Shutter control register. The shutter value setting can range from 1 to 4095 (0x001 to 0xFFF). So if the Value field of the Shutter register is set to 100 (0x064), for example, the exposure time will be 100 x 20 μs or 2000 μs .

As mentioned above, the shutter time base is normally fixed at 20 μs and the exposure time is normally adjusted by changing the shutter value setting. However, if you require an exposure time that is shorter or longer than what you can achieve by changing the shutter value alone, the shutter time base can also be changed. The Shutter Time Base smart feature can be used to change the shutter time base. For more information on changing the shutter time base, see Section 6.7.15.

3.2.2 Maximum Exposure Time

The maximum exposure time for a given frame rate is determined by the following formula:

$$\frac{1}{\text{frame rate}} = \text{maximum exposure time}$$

For example, if a camera is operating at 11 fps:

$$\frac{1}{11 \text{ fps}} = 0.0909 \text{ s}$$

So in this case, the maximum exposure time is 90.9 ms.



Exceeding the maximum exposure time for your frame rate will cause the camera to slow down, i.e., it will cause the camera to operate at a lower frame rate.

3.2.3 Controlling Exposure Start with “Shot” Commands via the 1394 Interface

Exposure start can be controlled by sending “shot” commands directly to the camera via the 1394 bus. In this case, a software trigger or an external trigger (ExTrig) signal is not used. When exposure start is controlled with shot commands via the 1394 bus, two modes of operation are available: one-shot and continuous-shot.

One-Shot Operation

In one-shot operation, the camera exposes and transmits a single image. Exposure begins after the One Shot field of the One Shot/Multi Shot control register is set to 1 (see page 4-27). Exposure time is determined by the shutter setting described in Section 3.2.1.

The One Shot field is self cleared after transmission of the image data.

Continuous-Shot Operation

In continuous-shot operation, the camera continuously exposes and transmits images. The exposure of the first image begins after the Continuous Shot field of the ISO En/Continuous Shot control register is set to 1 (see page 4-27). The exposure time for each image is determined by the shutter setting described in Section 3.2.1. The start of exposure on the second and subsequent images is automatically controlled by the camera.

If the camera is operating in video Format 0, 1, or 2, the rate at which images will be captured and transmitted is determined by the setting in the Frame Rate field of the Current Video Frame Rate/Revision control register (see page 4-24).

If the camera is operating in video Format 7, the rate at which images will be captured and transmitted is determined by the setting in the Bytes Per Packet field of the Bytes Per Packet control register (see Section 3.9.2 and page 4-42).

Image exposure and transmission stop after the Continuous Shot field of the ISO En/Continuous Shot control register is set to 0.



These explanations of exposure start are included to give the user a basic insight into the interactions of the camera’s registers. Typically, IEEE 1394 cameras are used with a driver which includes an interface that allows the user to parameterize and operate the camera without directly setting registers. The Basler BCAM 1394 Camera Driver, for example, has both a simple Windows® interface and a programmer’s API for parameterizing and operating the camera.



On A640f cameras, exposure of a new image can begin while the previous image is being read out. This is commonly referred to as “overlap mode.” Following the recommended method for exposure start in Section 3.2.9 will allow you to overlap exposure with readout and achieve the camera’s maximum frame rate.

3.2.4 Controlling Exposure Start with a Software Trigger

Exposure start can be controlled by sending a software trigger command to the camera via the 1394 bus. The Trigger Mode control register (see page 4-34) is used to enable the ability to start image exposure with a software trigger. The Software Trigger control register (see page 4-29) is used to set the software trigger.

If you are triggering the camera with a software trigger, only the programmable exposure mode is available. In programmable mode, exposure starts when the Trigger field of the Software Trigger control register is set to 1. The length of the exposure is determined by the shutter setting as described in Section 3.2.1. The Trigger field will self clear shortly after exposure start. Figure 3-3 illustrates programmable exposure with a software trigger.

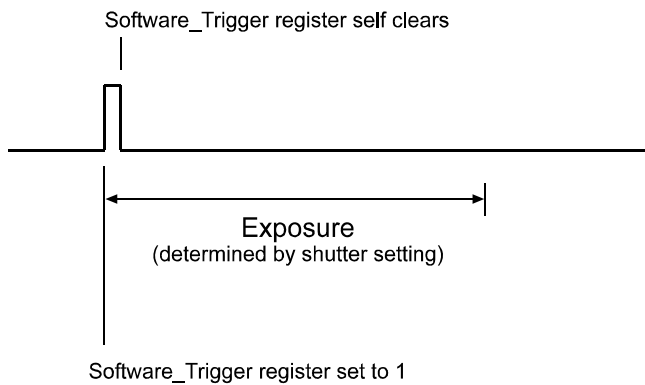


Figure 3-3: Programmable Exposure with a Software Trigger

Enabling the Software Trigger Feature

To enable the software trigger feature:

- Set the On/Off field of the Trigger Mode control register to 1 to enable triggering.
- Set the Trigger Source field of the Trigger Mode control register to 7 to select software triggering.
- Set the Trigger Mode field of the Trigger Mode control register to 0 to select the programmable exposure mode.

Software Trigger / One-Shot Operation

In Software Trigger/One-shot operation, a “One-shot” Command is used to prepare the camera to capture a single image. With this method of operation, exposure will begin when the Trigger field of the Software Trigger control register is set to 1. To use this operating method, follow this sequence:

1. Use the shutter settings described in Section 3.2.1 to set your desired exposure time.
2. Set the One Shot field of the One Shot/Multi Shot control register to 1.
3. Check the state of the Trigger field in the Software Trigger control register (see page 4-29):
 - a) If the value is 0, you can set the Trigger field to 1 when desired.
 - b) If value is 1, wait until the value becomes 0 and then set the Trigger field to 1 when desired.
4. When the Trigger field is set to 1, exposure will begin.
5. Exposure will continue for the length of time you specified in step 1.
6. At the end of the specified exposure time, readout and transmission of the captured image will take place.

The One Shot field of the One Shot/Multi Shot control register is self cleared after image transmission. The Trigger field resets to 0 when the camera is ready to start the next exposure.

Repeat steps 2 through 6 to capture another image.

Software Trigger / Continuous-Shot Operation

In Software Trigger/Continuous-shot operation, a “Continuous Shot Command” is used to prepare the camera to capture multiple images. With this method of operation, exposure will begin when the Trigger field of the Software Trigger control register is set to 1. To use this operating method, follow this sequence:

1. Use the shutter settings described in Section 3.2.1 to set your desired exposure time.
2. Set the Continuous Shot field of the ISO En/Continuous Shot control register to 1 (see page 4-27).
3. Check the state of the Trigger field in the Software Trigger control register (see page 4-29):
 - a) If the value is 0, you can set the Trigger field to 1 when desired.
 - b) If value is 1, wait until the value becomes 0 and then set the Trigger field to 1 when desired.
4. When the Trigger field is set to 1, exposure will begin. (Note that the Trigger field resets to 0 when the camera is ready to start the next exposure.)
5. Exposure will continue for the length of time you specified in step 1.
6. At the end of the specified exposure time, readout and transmission of the captured image will take place.
7. Repeat steps 3 and 4 each time you want to begin exposure and capture an image.
8. To disable continuous-shot operation, set the Continuous Shot field in the ISO En/Continuous Shot control register to 0.



The Software Trigger register and the Trigger Source field of the Trigger Mode control register are defined in version 1.31 of the IIDC specification.

The Basler BCAM 1394 Driver does not yet include a method call to access the Software Trigger feature. As a work-around, you can use the techniques described in the tutorial for the Basler Smart Features Framework Software to directly read from or write to the Software Trigger and Trigger Mode registers.

Why Use the Software Trigger?

At first glance, using the software trigger feature to start image exposure appears to be equivalent to just issuing a one-shot command as described in Section 3.2.3. The difference is in the way the camera reacts to each method. With a one-shot command, there will be some delay between the One Shot field of the One Shot/Multi Shot control register being set to 1 and the actual start of exposure time. This delay is required so that the camera can be properly set up to react to the receipt of the one-shot command. With the software trigger method, there is no delay between the Trigger field being set to 1 and the start of exposure. Exposure begins immediately when the field value is set. So the advantage of the software trigger feature is that it gives you more precise control of exposure start.



On **A640f** cameras, exposure of a new image can begin while the previous image is being read out. This is commonly referred to as “overlap mode.” Following the recommended method for exposure start in Section 3.2.9 will allow you to overlap exposure with readout and achieve the camera’s maximum frame rate.

3.2.5 Controlling Exposure Start with an ExTrig Signal

The external trigger (ExTrig) input signal can be used to control the start of exposure. A rising edge or a falling edge of the signal can be used to trigger exposure start. The Trigger Mode control register (see page 4-34) is used to enable ExTrig exposure start control, to select rising or falling edge triggering, and to assign a physical input port to receive the ExTrig signal.

The ExTrig signal can be periodic or non-periodic. When the camera is operating under control of an ExTrig signal, the period of the ExTrig signal determines the camera's frame rate:

$$\frac{1}{\text{ExTrig period in seconds}} = \text{frame rate}$$

For example, if you are operating a camera with an ExTrig signal period of 110 ms (0.110 s):

$$\frac{1}{0.110 \text{ s}} = 9.1 \text{ fps}$$

So in this case, the frame rate is 9.1 fps.

The minimum high time for a rising edge trigger (or low time for a falling edge trigger) is 1 μ s.

3.2.5.1 Available ExTrig Exposure Modes

If you are triggering the camera with an ExTrig signal, two exposure modes are available, programmable mode and level controlled mode.

Programmable Exposure Mode

When programmable mode is selected, the length of the exposure is determined by the shutter setting as described in Section 3.2.1. If the camera is set for rising edge triggering, exposure starts when the ExTrig signal rises. If the camera is set for falling edge triggering, exposure starts when the ExTrig signal falls. Figure 3-4 illustrates programmable exposure with the camera set for rising edge triggering.

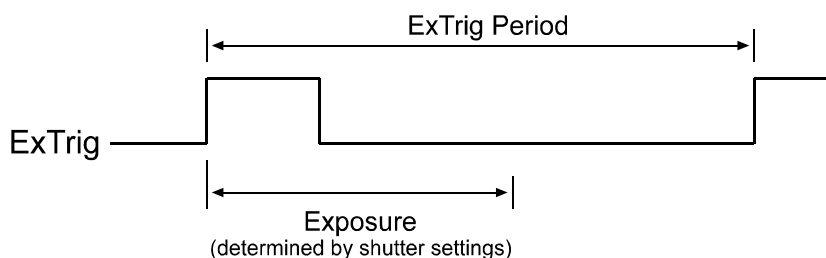


Figure 3-4: Programmable Exposure with Rising Edge Triggering

Level Controlled Exposure Mode

When level controlled mode is selected, the length of the exposure will be controlled by the ExTrig signal. If the camera is set for rising edge triggering, exposure begins when the ExTrig signal rises and continues until the ExTrig signal falls. If the camera is set for falling edge triggering, exposure begins when the ExTrig signal falls and continues until the ExTrig signal rises. Figure 3-5 illustrates level controlled exposure with the camera set for rising edge triggering.

Level controlled exposure is especially useful if you intend to vary the length of the exposure time for each captured image.

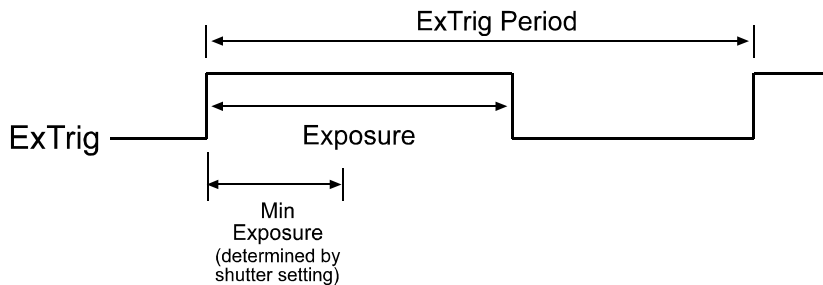


Figure 3-5: Level Controlled Exposure with Rising Edge Triggering

When you operate the camera in level controlled mode, you are required to set an exposure time by using the shutter setting as described in Section 3.2.1. In level controlled operation, the exposure time determined by the shutter setting represents an absolute minimum time for each exposure. For each full cycle of the ExTrig signal:

- If the exposure time as controlled by the ExTrig signal is less than or equal to the minimum, the camera will use the minimum exposure time.
- If the exposure time as controlled by the ExTrig signal is greater than the minimum, the camera will use the exposure time determined by the ExTrig signal.

Example 1: Assume that you set your camera for level controlled exposure with rising edge triggering and that you set the shutter setting for a 2000 μs minimum exposure time. Now assume that you triggered an exposure start by raising the ExTrig signal and that the signal remained high for 1500 μs . In this case, the camera would have a 2000 μs exposure time because the ExTrig high time was less than the minimum exposure setting.

Example 2: Assume that you set your camera for ExTrig level controlled exposure with rising edge triggering and that you set the shutter setting for a 2000 μs minimum exposure time. Now assume that you triggered an exposure start by raising the ExTrig signal and that the signal remained high for 3500 μs . In this case, the camera would have a 3500 μs exposure time because the ExTrig high time was greater than the minimum exposure setting.

When using level controlled exposure, you should adjust the shutter setting to set the minimum exposure time to the shortest exposure you intend to use. For example, assume that you will be using level controlled exposure and that you intend to use the ExTrig signal to vary the exposure time in a range from 3000 μs to 5500 μs . In this case you would use the shutter setting to set the minimum exposure time to 3000 μs .

3.2.5.2 Enabling the External Trigger Feature

To enable the external trigger feature:

- Set the On/Off field of the Trigger Mode control register to 1 to enable triggering.
- Set the Trigger Polarity field of the Trigger Mode control register to 0 to select falling edge triggering or 1 to select rising edge triggering.
- Set the Trigger Mode field of the Trigger Mode control register to 0 to select the programmable exposure mode or 1 to select the level controlled exposure mode.
- Set the Trigger Source field in the Trigger Mode control register to select which one of the four physical input ports on the camera will be used to receive the external trigger signal:
 - Set the Trigger Source field to 0 to select physical input port 0 to receive the ExTrig signal.
 - Set the Trigger Source field to 1 to select physical input port 1 to receive the ExTrig signal.
 - Set the Trigger Source field to 2 to select physical input port 2 to receive the ExTrig signal.
 - Set the Trigger Source field to 3 to select physical input port 3 to receive the ExTrig signal.

The default setting is for physical input port 0 to receive the ExTrig signal. Refer to Sections [2.5.1](#) and [2.5.2](#) for a description of the physical and electrical characteristics of the physical input ports.



The Trigger Source field in the Trigger Mode register is defined in version 1.31 of the IIDC specification.

The Basler BCAM 1394 Driver does not yet include a method call to access the Trigger Source feature. As a work-around, you can use the techniques described in the tutorial for the Basler Smart Features Framework Software to directly read from or write to the Trigger Source field.

3.2.5.3 Using the ExTrig Signal

The ExTrig signal must be used in combination with a one-shot or a continuous-shot command. If more precise control of exposure start time is desired, you must also monitor the Trigger Ready signal and you must base the timing of the ExTrig signal on the state of the Trigger Ready signal. (See Section [3.2.9](#) for recommended methods for using the signals).

The following descriptions assume that the ExTrig signal is set for rising edge triggering and the programmable exposure mode.

ExTrig / One-Shot Operation

In ExTrig/One-shot operation, a “One-shot” Command is used to prepare the camera to capture a single image. When the ExTrig signal rises, exposure will begin. To use this operating method, follow this sequence:

1. Use the shutter setting described in Section [3.2.1](#) to set your desired exposure time.
2. Set the One Shot field of the One Shot/Multi Shot control register to 1.
3. Check the state of the TrigRdy signal:
 - a) If TrigRdy is high, you can toggle ExTrig when desired.
 - b) If TrigRdy is low, wait until TrigRdy goes high and then toggle ExTrig when desired. (See Section [3.2.8](#) for more about TrigRdy.)
4. When ExTrig rises, exposure will begin. Exposure will continue for the length of time you specified in step 1.

5. At the end of the specified exposure time, readout and transmission of the captured image will take place.

The One Shot field of the One Shot/Multi Shot control register is self-cleared after image transmission.

ExTrig / Continuous-Shot Operation

In ExTrig/Continuous-shot operation, a “Continuous-shot” command is used to prepare the camera to capture multiple images. With this method of operation, exposure will begin on each rising edge of the ExTrig signal. To use this operating method, follow this sequence:

1. Use the shutter setting described in Section 3.2.1 to set your desired exposure time.
2. Set the Continuous Shot field of the ISO En/Continuous Shot control register to 1 (see page 4-27)
3. Check the state of the TrigRdy signal:
 - a) If TrigRdy is high, you can toggle ExTrig when desired.
 - b) If TrigRdy is low, wait until TrigRdy goes high and then toggle ExTrig when desired. (See Section 3.2.8 for more about TrigRdy.)
4. When ExTrig rises, exposure will begin. Exposure will continue for the length of time you specified in step 1.
5. At the end of the specified exposure time, readout and transmission of the captured image will take place.
6. Repeat steps 3 and 4 each time you want to begin an exposure.
7. To disable continuous-shot operation, set the Continuous Shot field in the ISO En/Continuous Shot control register to 0.



These explanations of exposure start are included to give the user a basic insight into the interactions of the camera's registers. Typically, IEEE 1394 cameras are used with a driver which includes an interface that allows the user to parameterize and operate the camera without directly setting registers. The Basler BCAM 1394 Camera Driver, for example, has both a simple Windows® interface and a programmer's API for parameterizing and operating the camera.



On A640f cameras, exposure of a new image can begin while the previous image is being read out. This is commonly referred to as operating the camera with “overlapped” exposure. See Section 3.2.7 for more information.

3.2.6 Integrate Enabled Signal

A640f cameras supply an “Integrate Enabled” signal. The Integrate Enabled (IntEn) signal goes high when exposure begins and goes low when exposure ends. This signal can be used as a flash trigger and is also useful when you are operating a system where either the camera or the object being imaged is movable. For example, assume that the camera is mounted on an arm mechanism and that the mechanism can move the camera to view different portions of a product assembly. Typically, you do not want the camera to move during exposure. In this case, you can monitor the IntEn signal to know when exposure is taking place and thus know when to avoid moving the camera.

By default, the IntEn signal is assigned to physical output port 0 on the camera. See Section [2.5.2](#) for a description of the electrical characteristics of the camera’s physical output ports.

The assignment of the IntEn signal to a physical output port can be changed. See Section [6.7.13](#) for more information on changing the assignment of camera output signals to physical output ports.



When you use the Integrate Enabled signal, be aware that there is a delay in the rise and the fall of the signal in relation to the start and the end of exposure. See Figure [3-9](#) for details.

3.2.7 Overlapped and Non-overlapped Exposure

The image capture process on **A640f** cameras includes two distinct parts. The first part is the exposure of the pixels in the CCD sensor. Once exposure is complete, the second part takes place, i.e., readout of the pixel values from the sensor.

In regard to this image capture process, there are two common ways for the camera to operate, with “non-overlapped” exposure and with “overlapped” exposure. In the non-overlapped mode of operation, each time an image is captured, the camera completes the entire exposure/readout process before capture of the next image is triggered. This situation is illustrated in Figure 3-6.

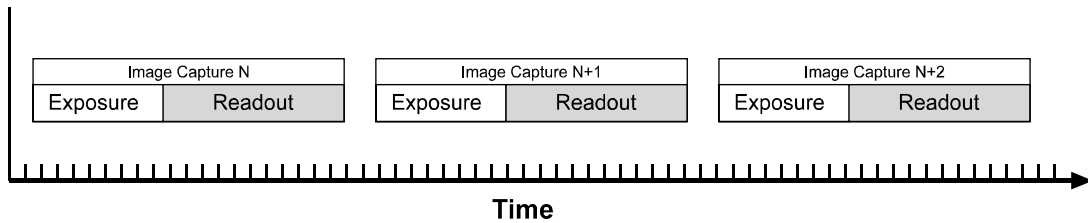


Figure 3-6: Non-overlapped Exposure

While operating in a non-overlapped fashion is perfectly normal and is appropriate for many situations, it is not the most efficient way to operate the camera in terms of frame rate. On **A640f** cameras, it is allowable to begin exposing a new image while a previously captured image is being read out. This situation is illustrated in Figure 3-7 and is known as operating the camera with “overlapped” exposure.

As you can see, running the camera with readout and exposure overlapped can allow higher frame rates because the camera is performing two processes at once.

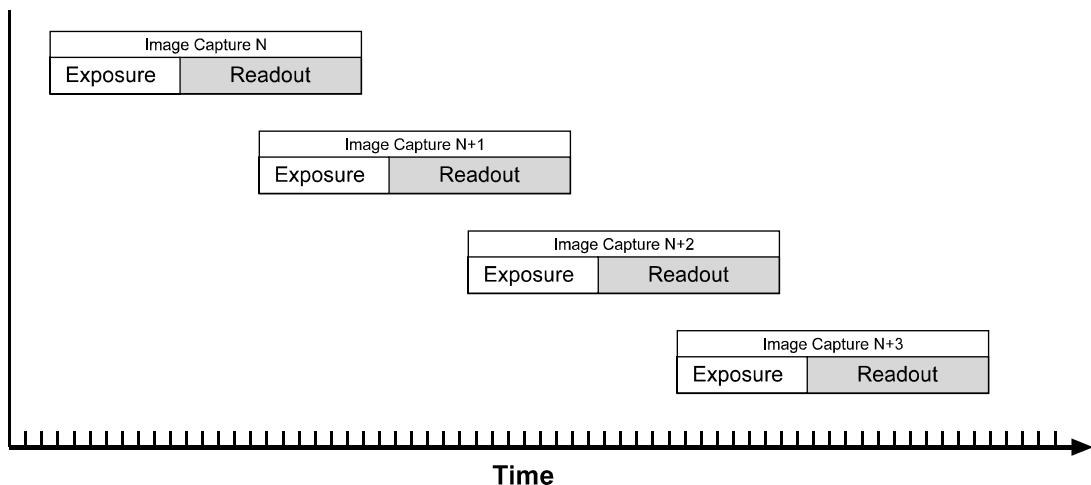


Figure 3-7: Overlapped Exposure

Determining whether your camera will operate with overlapped or non-overlapped exposures is not a matter of writing to a register or switching a setting on or off. Rather the way that you operate the camera will determine whether the exposures are overlapped or not overlapped. If we define the “Frame Period” as the time from the start of exposure for one image capture to the start of exposure for the next image capture, then:

- Exposure will overlap when: $\text{Frame Period} \leq \text{Exposure Time} + \text{Readout Time}$
- Exposure will not overlap when: $\text{Frame Period} > \text{Exposure Time} + \text{Readout Time}$

You can calculate the readout time for a captured image by using the formula on page [3-18](#).

Guidelines for Overlapped Operation

If you will be operating the camera with overlapped exposures, there are two **very important** guidelines to keep in mind:

- You must not begin the exposure of a new frame while the exposure of the previous frame is in progress.
- You must not end the exposure of a new frame until readout of the previous frame is complete.

If either of these guidelines is violated, the camera will produce unacceptable images or may stop capturing images and require a reset.

When you are operating the camera with overlapped exposures, you could use the camera’s shutter setting and the timing numbers shown in Section [3.2.10](#) to calculate when it is safe to begin and end each exposure. However, there is a much more convenient way to know when it safe to begin and end overlapped exposures. **A640f** cameras supply a “Trigger Ready” signal that is specifically designed to let you perform overlapped exposures safely and efficiently. For more information on using the Trigger Ready signal, please see Section [3.2.8](#).

3.2.8 Trigger Ready Signal



The trigger ready signal is not defined in the 1394 Trade Association Digital Camera Specification. Trigger ready is a patented feature of Basler cameras that allows our cameras to have optimized timings.

As described in Section 3.2.7, you can operate the camera in an “overlapped” exposure fashion. When operating the camera in this manner, it is especially important that:

- exposure of a new image not start until exposure of the previous image has ended, and
- exposure of the new image not end until readout of the previous image is complete.

All A640f cameras supply a “Trigger Ready” (TrigRdy) you can use to ensure that these conditions are met. When you are capturing images, the camera automatically calculates the earliest moment it is safe to begin each new exposure. The trigger ready signal will go low when an exposure is started and will go high again when it is safe for the next exposure to begin (see Figure 3-8). The camera calculates the rise of the trigger ready signal based on the current shutter setting, the current size of the area of interest, and the time it will take to readout the captured pixel values from the sensor.

The trigger ready signal is especially useful if you want to run the camera at the maximum frame rate for the current conditions. If you monitor the trigger ready signal and you begin the exposure of each new image immediately after the signal goes high, you will be sure that the camera is operating at the maximum frame rate for the current conditions.

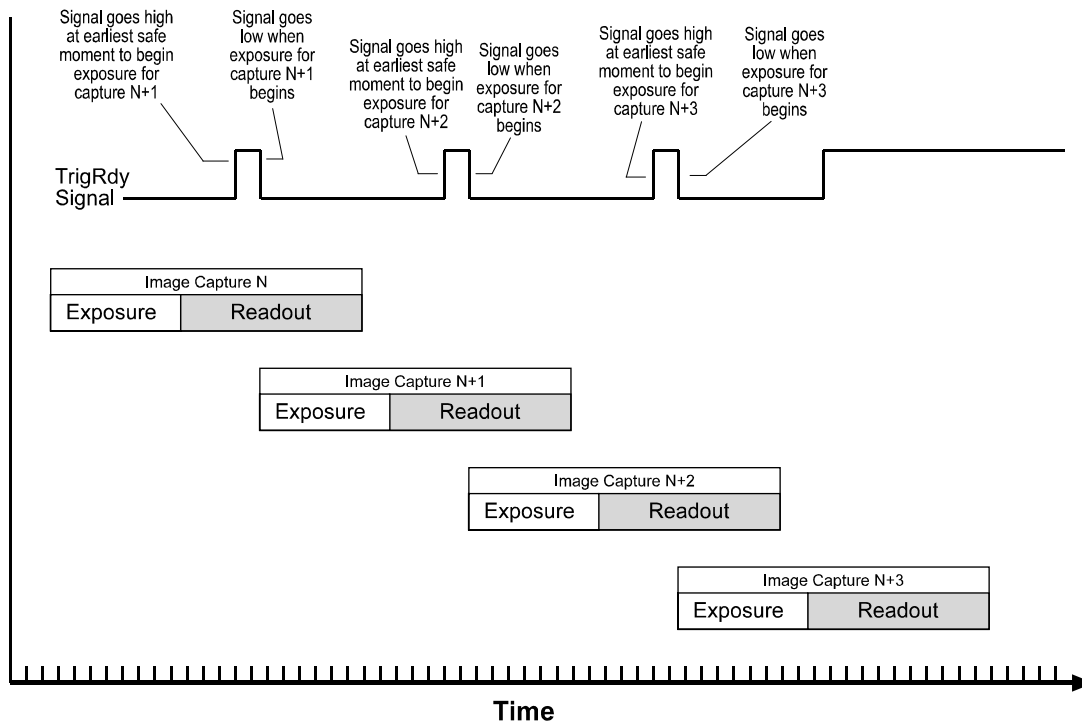


Figure 3-8: Trigger Ready Signal

By default, the TrigRdy signal is assigned to physical output port 1 on the camera. See Section [2.5.2](#) for a description of the electrical characteristics of the camera's physical output ports.

The assignment of the TrigRdy signal to a physical output port can be changed. See Section [6.7.13](#) for more information on changing the assignment of camera output signals to physical output ports.



The trigger ready signal will only be available when the camera is set for external triggering.

If you signal the camera to start an exposure when trigger ready is low, the camera will simply ignore the signal.

3.2.9 Recommended Method for Controlling Exposure Start



The camera can be programmed to begin exposure on a rising edge or on a falling edge of an ExTrig signal. Also, two modes of exposure control are available: programmable and level controlled (see Section 3.2.5). For this illustration, we are assuming that a rising edge trigger and the programmable exposure mode are used.

If a camera user requires close control of exposure start, there are several general guidelines that must be followed:

- The camera should be placed in continuous shot mode.
- The user must use an external trigger (ExTrig) signal to start exposure.
- The user must monitor the trigger ready (TrigRdy) signal.
- A rising edge of the ExTrig signal must only occur when the TrigRdy signal is high.

Assuming that these general guidelines are followed, the reaction of the camera to a rising external trigger signal will be as shown in Figure 3-9:

- The start of exposure will typically occur between 0 and 5 μs after the rise of the ExTrig signal if exposures are not overlapped or between 0 and 58 μs after the rise of the ExTrig signal if exposures are overlapped. (see Section 3.2.7 for a description of non-overlapped and overlapped exposure.)
- The integrate enabled (IntEn) signal will rise between 5 and 20 μs after the start of exposure.
- The actual length of exposure will be equal to the programmed exposure time.
- The IntEn signal will fall between 30 and 100 μs after the end of exposure.

3.2.10 Frame Buffering

As shown in Figure 3-9, after each image is captured, the camera begins reading out the captured image data from the CCD sensor into a buffer in the camera. When the camera has determined that a sufficient amount of image data has accumulated in the buffer, it will begin transmitting the image data from the camera to the host PC.

This buffering technique avoids the need to exactly synchronize the clock used for sensor readout with the clock used for data transmission over the IEEE 1394 bus. The camera will begin transmitting data when it has determined that it can safely do so without over-running or under-running the buffer. This buffering technique is also an important element in achieving the highest possible frame rate with the best image quality.

The **frame readout time** is the amount of time it takes to read out a captured image from the CCD sensor into the image buffer.

The **frame transmission time** is the amount of time it takes to transmit the captured image from the buffer in the camera to the host PC via the IEEE 1394 bus.

The **transmission start delay** is the amount of time between the point where the camera begins reading out a captured image into the buffer to the point where it begins transmitting the data for the captured image from the buffer to the host PC.

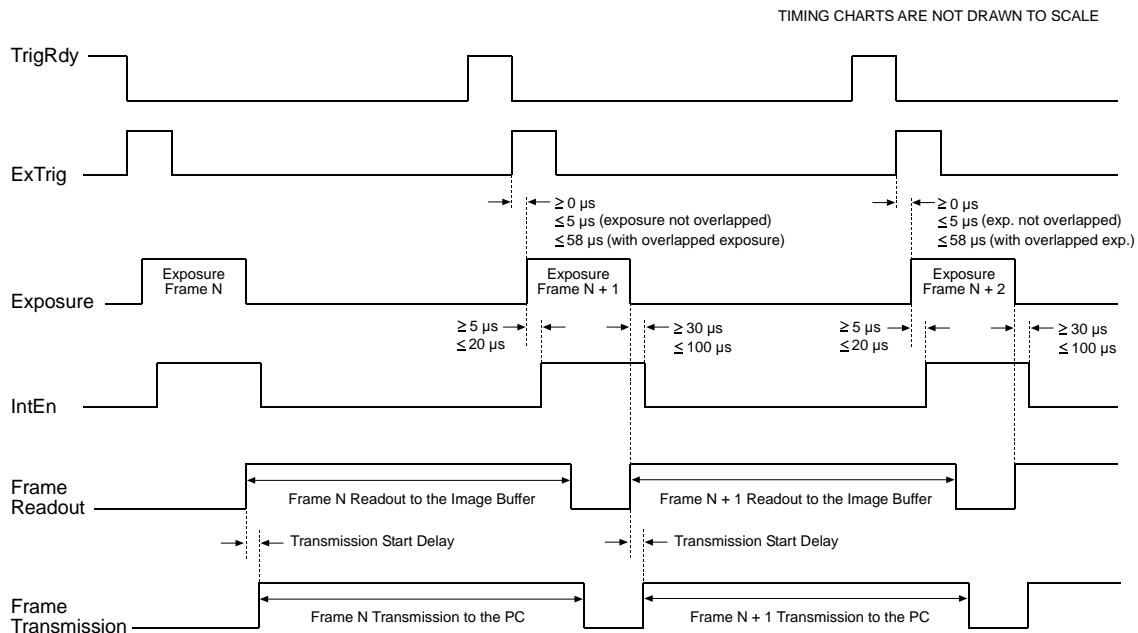


Figure 3-9: Exposure Start Controlled with an ExTrig Signal

You can calculate the frame readout time with this formula:

$$\text{Frame Readout Time} = (\text{AOI Height} \times 52.55 \mu\text{s}) + C$$

Where: $C = 6557.8 \mu\text{s}$ for monochrome cameras

$C = 6610.35 \mu\text{s}$ for color cameras

You can calculate the frame transmission time with this formula:

$$\text{Frame Transmission Time} = \text{Packets/frame} \times 125 \mu\text{s}$$

To calculate the transmission start delay, use the following information:

If the frame transmission time is greater than the frame readout time:

$$\text{Start Delay} = 125 \mu\text{s}.$$

If the frame transmission time is less than the frame readout time:

$$\text{Start Delay} = (\text{Readout Time} - \text{Transmission Time}) + 125 \mu\text{s}$$

3.3 Gain and Brightness

The major components in the **A640f** electronics include: a CCD sensor, one VGC (Variable Gain Control), and one ADC (Analog to Digital Converter). The pixels in the CCD sensor output voltage signals when they are exposed to light. These voltages are amplified by the VGC and transferred to the ADC which converts the voltages to digital output signals.

Two parameters, gain and offset are associated with the VGC. As shown in Figure 3-10 and Figure 3-11, increasing or decreasing the gain increases or decreases the amplitude of the signal that is input to the ADC. Increasing or decreasing the offset moves the signal up or down the measurement scale but does not change the signal amplitude.

For most applications, black should have a gray value of 1 and white should have a gray value of 255 (in modes that output 8 bits per pixel) or 4095 (in modes that output 12 effective bits per pixel).

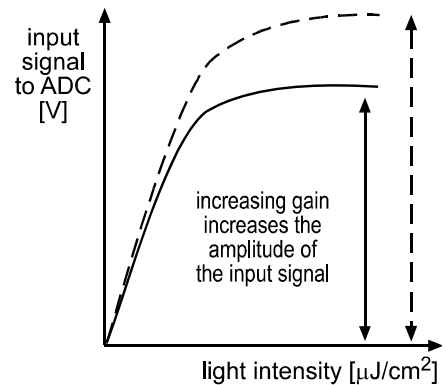


Figure 3-10: Gain

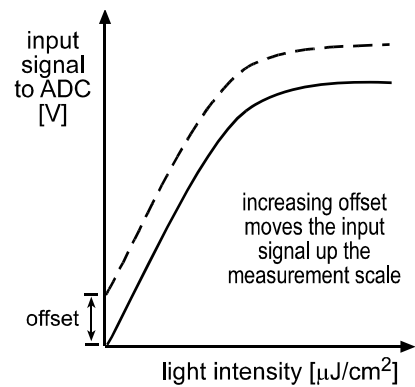


Figure 3-11: Offset



Because increasing gain increases both signal and noise, the signal to noise ratio does not change significantly when gain is increased.

3.3.1 Setting the Gain

When the gain is set to 0 dB, the sensor's output range directly matches the input voltage range of the ADC. Thus, with a gain of 0 dB, a gray value of 1 is produced when the pixels are exposed to no light and a gray value of 255 (in modes that output 8 bits) or 4095 (in modes that output 12 effective bits) is produced when the pixels are exposed to bright light.

0 dB of gain is achieved when the gain setting is programmed to a decimal value of 350. Increasing the gain setting to more than 350 maps a smaller portion of the sensor's linear output range to the ADC's input.

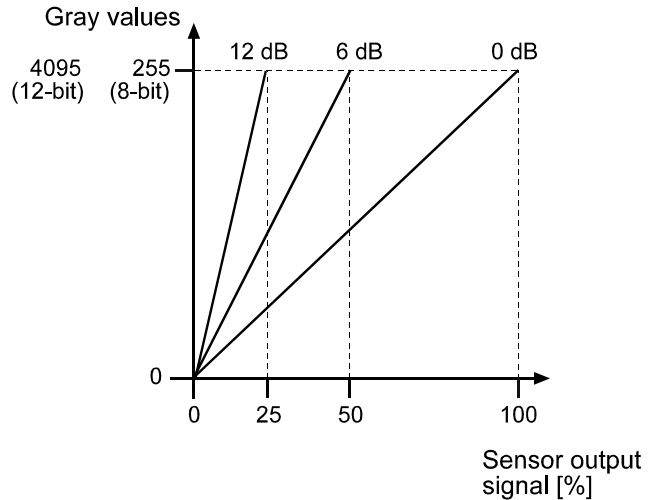


Figure 3-12: Gain Settings in dB

Increasing the gain is useful when at your brightest exposure, a gray value lower than 255 (in modes that output 8 bits) or 4095 (in modes that output 12 effective bits) is reached. For example, if you found that in the brightest areas of your captured images your gray values were no higher than 127 (8 bit mode), you could increase the gain to 6 dB (amplification factor of 2) and thus reach gray values of 254 (see Figure 3-12).

Gain is adjustable and can be programmed on a decimal scale that ranges from 350 to 1023 (0x15E to 0x3FF). The camera's gain is determined by the setting in the Value field of the Gain control register (see page 4-33).

If you know the decimal number (DN) setting for the gain on your camera, the equivalent decibel value can be calculated using one of the following equations:

When DN setting = 350 to 511:
$$\text{dB} = 20 \times \log_{10} \left(\frac{658 + \text{DN}}{658 - \text{DN}} \right) - 10.298$$

When DN setting = 512 to 1023:
$$\text{dB} = 0.0354 \times \text{DN} - 10.298$$

Please note that the relationship between the digital number settings and the amount of amplification is not linear.


	<p>With a camera set for mono 8, raw 8, or YUV 4:2:2 output, the entire gain range from 350 to 1023 can be used.</p> <p>With a camera set for mono 16 or raw 16 output, only settings from 350 to 511 are valid. Settings above 511 should not be used with a camera set for mono 16 or raw 16 output.</p> <p>In normal operation, gain settings lower than 350 should not be used. When the gain is set lower than 350, the sensor output signal will not be properly mapped to the ADC input.</p>
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Table 3-1 shows some typical gain settings and the amplification that will result:

Decimal Number (DN)	Hexadecimal	dB	Factor
350	0x15E	0	X1
484	0x1E4	6	X2
630	0x276	12	X4
800	0x320	18	X8
969	0x3C9	24	X16
1023	0x3FF	25.9	X20

Table 3-1: Examples of Gain Settings in dB

3.3.2 Setting the Brightness

The camera's brightness is determined by the setting in the Value field of the Brightness control register (see page 4-30). The brightness setting can be programmed on a decimal scale that ranges from 0 to 255 (0x000 to 0x0FF).

With a camera set for mono 8, raw 8, or YUV 4:2:2 output, a brightness setting of 16 (decimal) will result in an offset of 1 in the digital values output for the pixels. An increase of 16 (decimal) in the brightness setting will result in a positive offset of 1 in the digital values output for the pixels. For example, a brightness setting of around 32 (16 + 16, decimal) would be required to reach a positive offset of 2. A brightness setting of around 48 (16 + 16 + 16, decimal) would be required to reach a positive offset of 3, and so on.

With a camera set for mono 16 or raw 16 output, a brightness setting of around 16 (decimal) will result in an offset of 1 in the digital values output for the pixels. Each increase of 1 (decimal) in the brightness setting will result in a positive offset of 1 in the digital values output for the pixels.

3.4 Area of Interest (AOI)

The area of interest (AOI) feature allows you to specify a portion of the CCD array and during operation, only the pixel information from the specified portion of the array is transmitted out of the camera.

The area of interest is referenced to the top left corner of the CCD array. The top left corner is designated as column 0 and row 0 as shown in Figure 3-13.

The location and size of the area of interest is defined by declaring a left-most column, a width, a top row and a height. For example, suppose that you specify the left column as 10, the width as 16, the top row as 4 and the height as 10. The area of the array that is bounded by these settings is shown in Figure 3-13.

The camera will only transmit pixel data from within the area defined by your settings. Information from the pixels outside of the area of interest is discarded.

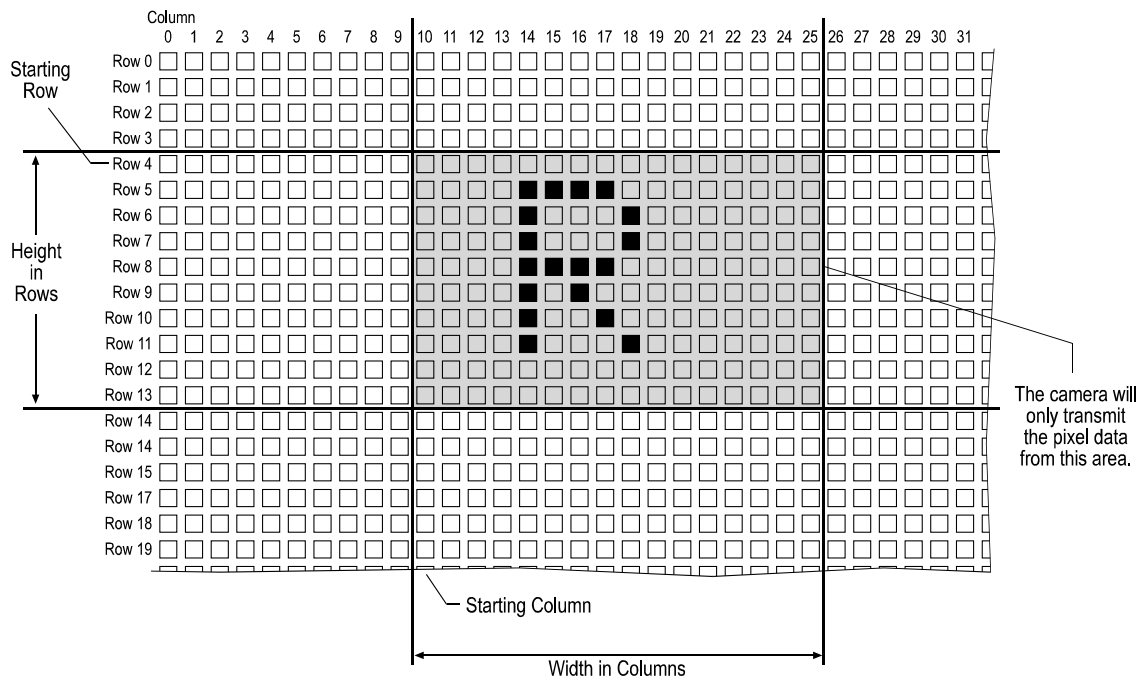


Figure 3-13: Area of Interest

On **A641f** monochrome cameras, the AOI feature is enabled by setting the camera to operate in Format 7, Mode 0. This is accomplished by setting the Format field of the Current Video Format control register (see page 4-25) to 7 and the Mode field of the Current Video Mode control register (see page 4-24) to 0.

On **A641fc** color cameras, the AOI feature is enabled by setting the camera to operate in Format 7, Mode 0 or Format 7, Mode 1. This is accomplished by setting the Format field of the Current Video Format control register to 7 and the Mode field of the Current Video Mode control register to 0 or 1 as desired. (Format 7, Mode 1 is only available on color cameras.)

If you working with a camera set for Format 7, Mode 0, the location of the area of interest is defined by setting a value for the Left field and a value for the Top field of the Image Position control register for Format 7, Mode 0 (see page 4-39). The size of the area of interest is defined by setting

a value for the Width field and a value for the Height field of the Image Size control register for Format 7, Mode 0.

If you working with a camera set for Format 7, Mode 1, the location of the area of interest is defined by setting a value for the Left field and a value for the Top field of the Image Position control register for Format 7, Mode 1 (see page 4-46). The size of the area of interest is defined by setting a value for the Width field and a value for the Height field of the Image Size control register for Format 7, Mode 1.

To use the entire CCD array in **A641f** monochrome cameras, set the value for Left to 0, the value for Top to 0, the value for Width to 1624 and the value for Height to 1236.

To use the entire CCD array in **A641fc** cameras, set the value for Left to 0, the value for Top to 0, the value for Width to 1624 and the value for Height to 1234.



The sum of the setting for *Left* plus the setting for *Width* must not exceed 1624 on **A641f** monochrome cameras or on **A641fc** color cameras.

The sum of the setting for *Top* plus the setting for *Height* must not exceed 1236 on **A641f** monochrome cameras or 1234 on **A641fc** color cameras.

When you are setting the AOI on an **A641fc** color camera:

- The setting for *Width* must be divisible by 2.
- The setting for *Height* must be divisible by 2.
- The setting for *Left* must be zero or be divisible by 2.
- The setting for *Top* must be zero or be divisible by 2.

3.4.1 Changing AOI Parameters “On-the-Fly”

Making AOI parameter changes “on-the-fly” means making the parameter changes while the camera is capturing images continuously. On-the-fly changes are only allowed for the parameters that determine the position of the AOI, i.e., the parameters for top and left. Changes to the AOI size are not allowed on-the-fly.

The camera’s response to an on-the-fly change in the AOI position will vary depending on the way that you are operating the camera:

- If the exposure time is $\geq 100 \mu\text{s}$, the changes will take effect on the next trigger after the changes are received by the camera.
- If the exposure time is $< 100 \mu\text{s}$ and the camera is running with non-overlapped exposure (see Section 3.2.7) the changes will take effect on the next trigger after the changes are received by the camera.
- If the exposure time is $< 100 \mu\text{s}$ and the camera is running with overlapped exposure, when the changes are received by the camera, the camera will delay the triggering of the next image until transmission of the current image is complete. When transmission of the current image is complete, the camera will change the AOI position, will trigger the next image, and will resume running in overlapped mode.

3.4.2 Changes to the Frame Rate with AOI

In general, the maximum frame rate for **A640f** cameras increases as the size of the AOI decreases. However, the maximum frame rate can also be limited by any one of three factors:

- The amount of time it takes to read out a captured image from the image sensor to the frame buffer.
- The amount of time it takes to transmit an image from the frame buffer to the PC via the IEEE 1394 bus.
- The exposure time setting.

To determine the maximum frame rate for a given AOI, use your AOI and exposure time settings to calculate a result in each of the three formulas below. These formulas take your AOI size into account plus the three factors that can limit the frame rate. The formula that returns the lowest value will determine the maximum frame rate for the given AOI.

Formula 1 calculates the maximum frame rate based on the sensor readout time:

$$\text{Max. Frames/s} = \frac{1}{(\text{AOI Height} \times 52.55 \mu\text{s}) + C}$$

Where: C = 6557.8 μs for monochrome cameras

C = 6610.35 μs for color cameras

Formula 2 calculates the maximum frame rate based on the frame transmission time:

$$\text{Max. Frames/s} = \frac{1}{\text{Packets/frame} \times 125 \mu\text{s}}$$

Formula 3 calculates the frame rate based on the exposure time:

$$\text{Max. Frames/s} = \frac{1}{\text{Exposure Time in } \mu\text{s} + 157.0 \mu\text{s}}$$

Example

You are working with a monochrome camera. Assume that your camera is set for Format 7, Mode 0, that your AOI is set for 100 columns wide and 110 rows high, and that your exposure time is set for 2000 μs . Also assume that after making all camera settings, you check the Packet Per Frame Inquiry register in the control and status registers for Format 7, Mode 0. You find that the packets per frame with the current settings is 3.



The number of packets per frame depends on the setting of the Format 7, Mode 0 Bytes Per Packet control register. In this example, we assume that the bytes per packet is set to the maximum. See Sections [3.9.2](#) and [3.10.2](#) for more information.

Formula 1:

$$\text{Max. Frames/s} = \frac{1}{(110 \times 52.55 \mu\text{s}) + 6557.8 \mu\text{s}}$$

$$\text{Max. Frames/s} = 81.0$$

Formula 2:

$$\text{Max. Frames/s} = \frac{1}{3 \times 125 \mu\text{s}}$$

$$\text{Max. Frames/s} = 2666.7$$

Formula 3:

$$\text{Max. Frames/s} = \frac{1}{2000 \mu\text{s} + 157.0 \mu\text{s}}$$

$$\text{Max. Frames/s} = 463.6$$

Formula one returns the lowest value. So in this case, the limiting parameter is the sensor readout time and the maximum frame rate would be 81.0 frames per second.

3.5 Color Creation in the A641fc

The CCD sensor used in the **A641fc** is equipped with an additive color separation filter known as a Bayer filter. With the Bayer filter, each individual pixel is covered by a micro-lens which allows light of only one color to strike the pixel. The pattern of the Bayer filter used in the **A641fc** is shown in Figure 3-14. As the figure illustrates, within each block of four pixels, one pixel sees only red light, one sees only blue light, and two pixels see only green light. (This combination mimics the human eye's sensitivity to color.)

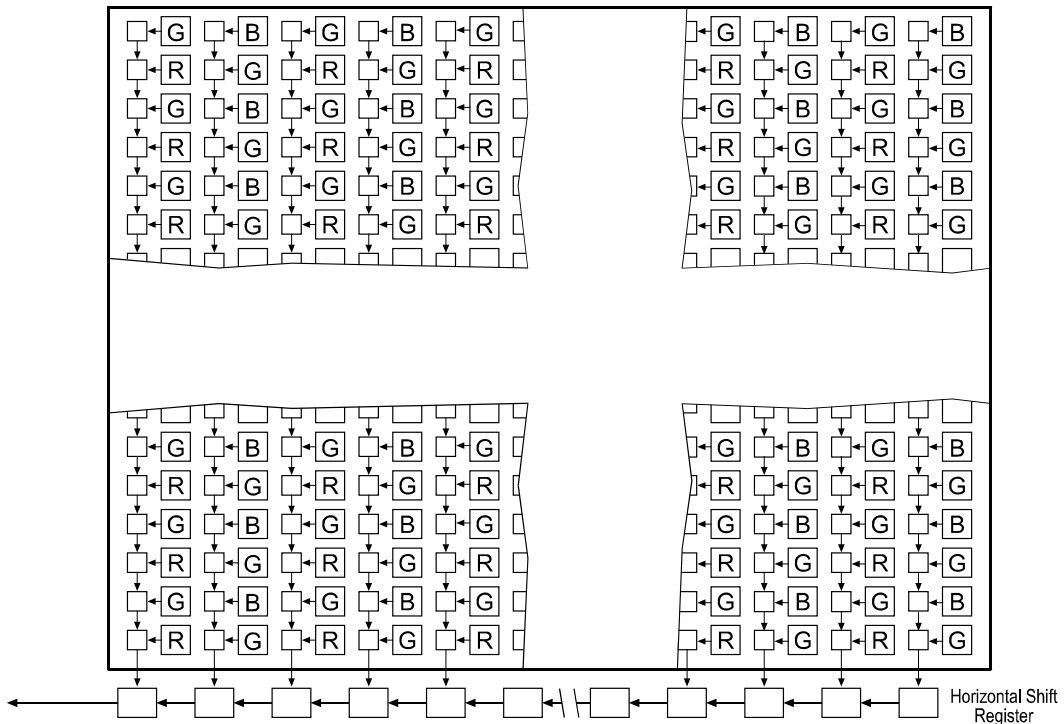


Figure 3-14: Bayer Filter Pattern on the **A641fc**

When an **A641fc** is operating in a YUV color output mode, each pixel goes through a two step conversion process as it exits the sensor and passes through the camera's electronics.

In the first step of the process an interpolation algorithm is performed to get full RGB data for the pixel. (Because each individual pixel gathers information for only one color, an interpolation must be made from the surrounding pixels to get full RGB data for an individual pixel.)

The second step of the process is to convert the RGB information to YUV. The conversion algorithm uses the following formulas:

$$Y = 0.30 R + 0.59 G + 0.11 B$$

$$U = -0.17 R - 0.33 G + 0.50 B$$

$$V = 0.50 R - 0.41 G - 0.09 B$$

Once the conversion to YUV is complete, pixels are transmitted from the camera in the YUV (4:2:2) format as defined in Sections 5.3 and 5.4.



The values for U and for V normally range from -128 to +127. Because the 1394 Digital Camera specification requires that U values and V values be transmitted with unsigned integers, 128 is added to each U value and to each V value before the values are transmitted from the camera. This process allows the values to be transmitted on a scale that ranges from 0 to 255 (see Section 5.4.2).

When an **A641fc** is operating in a YUV (4:2:2) mode, the average number of bits per pixel is 16. This means that the camera will require twice the bandwidth of a camera operating in an 8 bit monochrome mode.

The **A641fc** can operate in several YUV (4:2:2) color modes and can also operate in several monochrome 8 bit modes (see Section 3.10).

3.5.1 White Balance

White balance capability has been implemented on the **A641fc** camera. With white balancing, correction factors are applied to the interpolated RGB values for each pixel. The correction factors can be used to adjust the color balance of the images transmitted from the camera.

The white balancing scheme outlined in the IIDC specification dictates that blue and red are adjustable and that green is not. On **A641fc** cameras, green has a fixed value of 64 (0x40) which corresponds to a correction factor of 1.0.

The Blue Value field of the White Balance control register (see page 4-31) can be used to change the blue correction factor. The usable range of settings for this field is from 64 (0x40) to 255 (0xFF). If the field is set to 64 (0x40), blue will have the same 1.0 correction factor as green. If the field is set to a higher value, blue will have a higher correction factor and the image will be more blue. The default setting for the Blue Value is 89 (0x59).

To determine the correction factor for blue, use this formula:


$$\text{Blue Correction Factor} = \frac{\text{Blue Value Setting}}{64}$$

The Red Value field of the White Balance control register can be used to change the red correction factor. The usable range of settings for this field is from 64 (0x40) to 255 (0xFF). If the field is set to 64 (0x40), red will have the same 1.0 correction factor as green. If the field is set to a higher value, red will have a higher correction factor and the image will be more red. The default setting for the Red Value is 104 (0x68).

To determine the correction factor for red, use this formula:

$$\text{Red Correction Factor} = \frac{\text{Red Value Setting}}{64}$$

To make your images appear less green, raise the correction factors for blue and red. To make your images appear more green, lower the correction factors for blue and red.

	<p>The actual range of valid settings for the Blue Value is from 16 (0x10) to 255 (0xFF), however, only the settings from 64 (0x40) to 255 (0xFF) are useful. If you set the Blue Value lower than 64 (0x40), the camera will continue to operate, but you will see unacceptable changes in the color balance.</p> <p>The actual range of valid settings for the Red Value is from 16 (0x10) to 255 (0xFF), however, only the settings from 64 (0x40) to 255 (0xFF) are useful. If you set the Red Value lower than 64 (0x40), the camera will continue to operate, but you will see unacceptable changes in the color balance.</p>
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3.5.2 Color Filter ID

The Color Filter ID register for Format 7 (see page 4-43) has been implemented on **A641fc** cameras. This Color Filter ID register can be used to determine the alignment of the camera's color filter to the current Area of Interest (AOI). To use this feature, make all desired changes to the camera's parameter settings and then read the value in the Filter ID field of the Color Filter ID register. The field will indicate an ID of 0, 1, 2, or 3 as appropriate.

As shown in Table 3-2, each ID identifies the color of the first two pixels in the first row of the current AOI and the color of the first two pixels in the second row of the AOI. Due to the repetitive nature of the Bayer RGB primary color filter (see Section 3.5.2) used in the **A641fc**, this information is all you need to determine the order of the pixel colors with your current settings.

	ID 0	ID 1	ID 2	ID 3
First pixel in the first row	R	G	G	B
Second pixel in the first row	G	B	R	G
First pixel in the second row	G	R	B	G
Second pixel in the second row	B	G	G	R

Table 3-2: Color Filter IDs

	<p>The Color Filter ID register for Format 7 is defined in version 1.31 of the IIDC specification.</p> <p>The Basler BCAM 1394 Driver does not yet include a method call to access the Color Filter ID feature. As a work-around, you can use the techniques described in the tutorial for the Basler Smart Features Framework Software to directly read from or write to the Filter ID field.</p>
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3.5.3 Integrated IR Cut Filter

A641fc color cameras are equipped with an IR cut filter as standard equipment. The filter is mounted in the lens adapter. Cameras without an IR cut filter are available on request.

**Caution!**

The location of the filter limits the thread length of the lens that can be used on the camera. The thread length on your lens must be less than 7.5 mm. If a lens with a longer thread length is used, the camera will be damaged and will no longer operate. See Section [7.3](#) for more details.

3.6 Selectable 8 or 12 Bit Pixel Depth

When an **A640f** camera is operating in Format 7, it can be set to output pixel data at either 8 bit or 12 bit depth.

3.6.1 A641f Monochrome Cameras

Set the value in the Format field of the Current Video Format register (see page 4-25) and the value in the Mode Field of the Current Video Mode register (see page 4-24) so that the camera will operate in Format 7, Mode 0.

For 8 Bit Depth

Set the value in the Coding ID field of the Color Coding ID register for Format 7, Mode 0 to Mono 8 (see Section 3.9.2 and page 4-39). With this ID set, the camera outputs 8 bits per pixel.

For 12 Bit Depth

Set the value in the Coding ID field of the Color Coding ID register of Format 7, Mode 0 to Mono 16. With this ID set, the camera outputs 16 bits per pixel but only 12 bits are effective. The effective pixel data fills from the LSB and the unused bits are filled with zeros. Pixel data is stored in the PC memory in little endian format, i.e., the low byte for each pixel is stored at the lower address and the high byte is stored at the neighboring higher address.

3.6.2 A641fc Color Cameras

Set the value in the Format field of the Current Video Format register (see page 4-25) and the value in the Mode Field of the Current Video Mode register (see page 4-24) so that the camera will operate in Format 7, Mode 0.

For 8 Bit Depth,

Set the value in the Coding ID field of the Color Coding ID register for Format 7, Mode 0 to either Mono 8 or Raw 8 (see Section 3.10.2 and page 4-39). With either of these IDs set, the camera outputs 8 bits per pixel.

When the Mono 8 color coding ID is set, the camera outputs 8 bits per pixel and outputs only the Y component (brightness) of the YUV format.

When the Raw 8 color coding ID is set, the camera outputs 8 bits per pixel and outputs the raw data for each pixel. (The pixel data is **not** processed to account for the color filter.)

For 12 Bit Depth

Set the value of the Coding ID field of the Color Coding ID register for Format 7, Mode 0 to Raw 16. When the Raw 16 color coding ID is set, the camera outputs 16 bits per pixel and outputs the raw data for each pixel. (The pixel data is **not** processed to account for the color filter.) Although the camera outputs 16 bits per pixel in this mode, only 12 bits are effective. The effective pixel data fills from the LSB and the unused bits are filled with zeros. Pixel data is stored in the PC memory in little endian format, i.e., the low byte for each pixel is stored at the lower address and the high byte is stored at the neighboring higher address.



On an **A641f** set to Mono 16 or an **A641fc** set to Raw 16, the maximum frame rate is 8.15 fps at full resolution.

3.7 Strobe Control Output Signals

A640f cameras include a feature designed to help you control strobe lighting. The feature allows a user to enable and parameterize up to four strobe control output signals. The signals are designated as Strobe 0, Strobe 1, Strobe 2, and Strobe 3. The Strobe Signal Function control registers (see page 4-53) are used to enable and parameterize the strobe output signals.

The text below describes using the Strobe Signal Function registers for Strobe 0 to enable and parameterize Strobe 0. Strobe 1, Strobe 2 and Strobe 3 are enabled and parameterized in similar fashion by using the respective registers for each strobe.

Enabling the Strobe 0 Control Feature

To enable the Strobe 0 signal:

- Set the value in the On/Off field of the Strobe 0 Control register to 1.
- Set the value in the Signal Polarity field to 0 for a low active signal or 1 for a high active signal as desired.

Setting the Delay for Strobe 0

The strobe delay is determined by a combination of two values. The first is the setting in the Delay Value field of the Strobe 0 Control register (see page 4-55). The second is the Strobe Delay Time Base. The Strobe 0 delay will be determined by the product of these two values:

$$\text{Strobe 0 Delay} = (\text{Strobe 0 Delay Value Setting}) \times (\text{Strobe Delay Time Base})$$

The strobe delay time base is fixed at 1/1024 ms by default. Strobe 0 delay time is normally adjusted by changing the setting in the Delay Value field of the Strobe 0 Control register. The delay value setting can range from 0 to 4095 (0x000 to 0xFFFF). So if the setting in the Delay Value field of the Strobe 0 Control register is set to 100 (0x064), for example, the Strobe 0 delay will be 100/1024 ms (or approximately 97.7 μ s).

The strobe delay will determine the time between the start of image exposure and when the strobe signal changes state as shown in Figure 3-15.

As mentioned above, the strobe delay time base is normally fixed at 1/1024 ms and the Strobe 0 delay is normally adjusted by changing the delay value setting only. However, if you require a delay that is longer than what you can achieve by changing the strobe delay value alone, the strobe delay time base can also be changed. The Strobe Time Base smart feature can be used to change the strobe delay time base. For more information on changing the strobe delay time base, see Section 6.7.16.

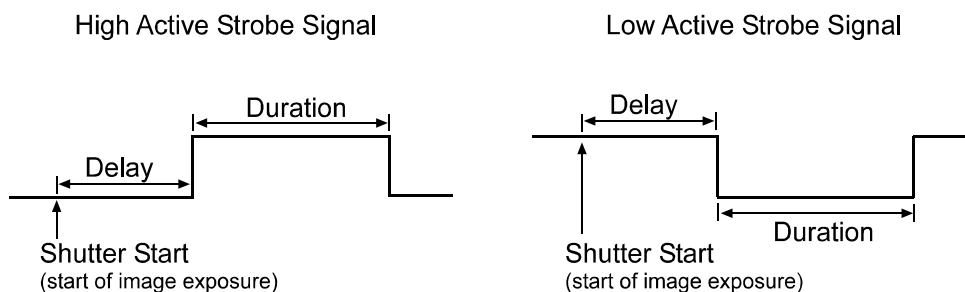


Figure 3-15: Strobe Signal

Setting the Duration for Strobe 0

The strobe duration is determined by a combination of two values. The first is the setting in the Duration Value field of the Strobe 0 Control register (see page 4-55). The second is the Strobe Duration Time Base. Strobe 0 duration will be determined by the product of these two values:

$$\text{Strobe 0 Duration} = (\text{Strobe 0 Duration Value Setting}) \times (\text{Strobe Duration Time Base})$$

The strobe duration time base is fixed at 1/1024 ms by default. Strobe 0 duration is normally adjusted by changing the setting in the Duration Value field of the Strobe 0 Control register. The duration value setting can range from 0 to 4095 (0x000 to 0xFFFF). So if the setting in the Duration Value field of the Strobe 0 Control register is set to 250 (0x0FA), for example, the Strobe 0 duration will be 250/1024 ms (or approximately 244.1 μ s).

The strobe duration will determine the duration of the strobe signal as shown in Figure 3-15.

As mentioned above, the strobe duration time base is normally fixed at 1/1024 ms and the Strobe 0 duration is normally adjusted by changing the duration value setting only. However, if you require a duration that is longer than what you can achieve by changing the strobe duration value alone, the strobe duration time base can also be changed. The Strobe Time Base smart feature can be used to change the strobe duration time base. For more information on changing the strobe delay time base, see Section 6.7.16.

Assigning the Strobe 0 Signal to a Port

Once the Strobe 0 output signal has been enabled and parameterized, **it must be assigned to a physical output port on the camera**. The Strobe 0 signal can only be assigned to physical output port 0. Strobe output signals are assigned to physical ports by using the Output Port Configuration smart feature. See Section 6.7.13 for information on assigning strobe output signals to physical output ports.

If you enable the Strobe 1, Strobe 2 and Strobe 3 output signals, you must also use the Output Port Configuration smart feature to assign these signals to physical output ports on the camera. The Strobe 1 signal can only be assigned to physical output port 1. The Strobe 2 signal can only be assigned to physical output port 2. The Strobe 3 signal can only be assigned to physical output port 3.



If you start an image exposure and the strobe signal for the previously captured image is still running, the running strobe signal ends immediately and the next delay and duration begin.

The Strobe Control Output Signal registers are defined in version 1.31 of the IIDC specification.

The Basler BCAM 1394 Driver does not yet include a method call to access the Strobe Control feature. As a work-around, you can use the techniques described in the tutorial for the Basler Smart Features Framework Software to directly read from or write to the strobe control output signal registers.

3.8 Parallel Input/Output Control

A parallel I/O control feature is available on **A640f** cameras. The feature allows a user to set the state of the four physical output ports on the camera and to read the state of the four physical input ports.

To set state of the four physical output ports, write values to the fields in the PIO Output register (see page [4-52](#)):

- The value in the Port 0 Out field sets the state of physical output port 0.
- The value in the Port 1 Out field sets the state of physical output port 1.
- The value in the Port 2 Out field sets the state of physical output port 2.
- The value in the Port 3 Out field sets the state of physical output port 3.

Writing to the PIO Output register will only set the state of physical output ports that are configured as “User set.” For any output ports not configured as user set, the bit settings in this register will be ignored. See Section [6.7.13](#) for information on configuring physical output ports.

To determine the current state of the four physical input ports, read the contents of the PIO Input register (see page [4-52](#)):

- The value in the Port 0 In field indicates the current state of physical input port 0.
- The value in the Port 1 In field indicates the current state of physical input port 1.
- The value in the Port 2 In field indicates the current state of physical input port 2.
- The value in the Port 3 In field indicates the current state of physical input port 3.



The PIO Control registers are defined in version 1.31 of the IIDC specification.

The Basler BCAM 1394 Driver does not yet include a method call to access the PIO Control feature. As a work-around, you can use the techniques described in the tutorial for the Basler Smart Features Framework Software to directly read from or write to the PIO registers.

3.9 Available Video Formats, Modes and Frame Rates on Monochrome Cameras

3.9.1 Standard Formats, Modes and Frame Rates

The following standard video formats, modes and frame rates are available on **A641f** monochrome cameras:

Format 0, Mode 1, Frame Rate 0 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 1.875 fps)
 Format 0, Mode 1, Frame Rate 1 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 3.75 fps)
 Format 0, Mode 1, Frame Rate 2 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 7.5 fps)
 Format 0, Mode 1, Frame Rate 3 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 15 fps)
 Format 0, Mode 1, Frame Rate 4 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 30 fps)



YUV 4:2:2 output is normally associated with color cameras, but in this case, it is available on **A641f** monochrome cameras. When an **A641f** is set for YUV 4:2:2, its output will be in the YUV 4:2:2 format but the output will be monochrome, not color. This monochrome version of the YUV 4:2:2 format is provided so that the camera can be used with Windows XP accessories such as Movie Maker.

Format 0, Mode 5, Frame Rate 0 (640 x 480, Y Mono, 8 bits/pixel, 1.875 fps)
 Format 0, Mode 5, Frame Rate 1 (640 x 480, Y Mono, 8 bits/pixel, 3.75 fps)
 Format 0, Mode 5, Frame Rate 2 (640 x 480, Y Mono, 8 bits/pixel, 7.5 fps)
 Format 0, Mode 5, Frame Rate 3 (640 x 480, Y Mono, 8 bits/pixel, 15 fps)
 Format 0, Mode 5, Frame Rate 4 (640 x 480, Y Mono, 8 bits/pixel, 30 fps)

Format 0, Mode 6, Frame Rate 0 (640 x 480, Y Mono, 16 bits/pixel, 1.875 fps)
 Format 0, Mode 6, Frame Rate 1 (640 x 480, Y Mono, 16 bits/pixel, 3.75 fps)
 Format 0, Mode 6, Frame Rate 2 (640 x 480, Y Mono, 16 bits/pixel, 7.5 fps)
 Format 0, Mode 6, Frame Rate 3 (640 x 480, Y Mono, 16 bits/pixel, 15 fps)
 Format 0, Mode 6, Frame Rate 4 (640 x 480, Y Mono, 16 bits/pixel, 30 fps)



When an **A641f** is set for a standard mono mode that outputs 16 bits per pixel, the camera outputs 16 bits for each pixel but only 12 of the bits carry actual pixel information. The 12 effective bits fill from the LSB and the unused bits are filled with zeros. Pixel data is stored in the PC memory in little endian format, i.e., the low byte for each pixel is stored at the lower address and the high byte is stored at the neighboring higher address.

Format 1, Mode 2, Frame Rate 2	(800 x 600, Y Mono, 8 bits/pixel, 7.5 fps)
Format 1, Mode 2, Frame Rate 3	(800 x 600, Y Mono, 8 bits/pixel, 15 fps)
Format 1, Mode 5, Frame Rate 1	(1024 x 768, Y Mono, 8 bits/pixel, 3.75 fps)
Format 1, Mode 5, Frame Rate 2	(1024 x 768, Y Mono, 8 bits/pixel, 7.5 fps)
Format 1, Mode 5, Frame Rate 3	(1024 x 768, Y Mono, 8 bits/pixel, 15 fps)
Format 1, Mode 6, Frame Rate 1	(800 x 600, Y Mono, 16 bits/pixel, 3.75 fps)
Format 1, Mode 6, Frame Rate 2	(800 x 600, Y Mono, 16 bits/pixel, 7.5 fps)
Format 1, Mode 6, Frame Rate 3	(800 x 600, Y Mono, 16 bits/pixel, 15 fps)
Format 1, Mode 7, Frame Rate 1	(1024 x 768, Y Mono, 16 bits/pixel, 3.75 fps)
Format 1, Mode 7, Frame Rate 2	(1024 x 768, Y Mono, 16 bits/pixel, 7.5 fps)
Format 1, Mode 7, Frame Rate 3	(1024 x 768, Y Mono, 16 bits/pixel, 15 fps)
Format 2, Mode 2, Frame Rate 0	(1280 x 960, Y Mono, 8 bits/pixel, 1.875 fps)
Format 2, Mode 2, Frame Rate 1	(1280 x 960, Y Mono, 8 bits/pixel, 3.75 fps)
Format 2, Mode 2, Frame Rate 2	(1280 x 960, Y Mono, 8 bits/pixel, 7.5 fps)
Format 2, Mode 2, Frame Rate 3	(1280 x 960, Y Mono, 8 bits/pixel, 15 fps)
Format 2, Mode 5, Frame Rate 0	(1600 x 1200, Y Mono, 8 bits/pixel, 1.875 fps)
Format 2, Mode 5, Frame Rate 1	(1600 x 1200, Y Mono, 8 bits/pixel, 3.75 fps)
Format 2, Mode 5, Frame Rate 2	(1600 x 1200, Y Mono, 8 bits/pixel, 7.5 fps)
Format 2, Mode 6, Frame Rate 0	(1280 x 960, Y Mono, 16 bits/pixel, 1.875 fps)
Format 2, Mode 6, Frame Rate 1	(1280 x 960, Y Mono, 16 bits/pixel, 3.75 fps)
Format 2, Mode 6, Frame Rate 2	(1280 x 960, Y Mono, 16 bits/pixel, 7.5 fps)
Format 2, Mode 7, Frame Rate 0	(1600 x 1200, Y Mono, 16 bits/pixel, 1.875 fps)
Format 2, Mode 7, Frame Rate 1	(1600 x 1200, Y Mono, 16 bits/pixel, 3.75 fps)
Format 2, Mode 7, Frame Rate 2	(1600 x 1200, Y Mono, 16 bits/pixel, 7.5 fps)



When an **A641r** camera is set for a standard format and mode, the image area will be centered on the sensor.

3.9.2 Customizable Formats and Modes

Format 7, Mode 0 is available on **A641f** monochrome cameras.

Format 7, Mode 0

Format 7, Mode 0 is used to enable and set up the area of interest (AOI) feature described in Section 3.4. Format 7, Mode 0 is parameterized by using the Format 7, Mode 0 control and status registers (see page 4-38).

When the camera is operating in Format 7, Mode 0, the frame rate can be adjusted by setting the number of bytes transmitted in each packet. The number of bytes per packet is set by the Bytes Per Packet field of the Bytes Per Packet control register.

The value that appears in the Max Bytes Per Packet field of the Packet Para Inquiry register will show the maximum allowed bytes per packet setting given the current AOI settings. When the bytes per packet is set to the maximum, the camera will transmit frames at its maximum specified rate. By default, the AOI is set to use the full sensor area and the bytes per packet is set to 4096.

If you set the bytes per packet to a value lower than the maximum, the camera will transmit frames at a lower rate. The rate is calculated by the formula:

$$\text{Frames/s} = \frac{1}{\text{Packets per Frame} \times 125 \mu\text{s}}$$

Keep in mind that when you lower the bytes per packet setting, the number of bytes needed to transmit a frame (the packets per frame) will increase. Due to limitations in the DCAM structure, a maximum of 4095 packets per frame is allowed. If you set the bytes per packet too low, the number of packets per frame will exceed the 4095 packet limit and the camera will not transmit frames properly.



When an **A641f** camera is operating in Format 7, the Current Video Frame Rate control register is not used and has no effect on camera operation.

Color Codings

In Format 7, Mode 0, the Mono 8 and Mono 16 color codings are available.

When the **Mono 8** ID is set in the Coding ID field of the Color Coding ID register for Format 7, Mode 0, the camera outputs 8 bits per pixel.

When the **Mono 16** ID is set in the Coding ID field of the Color Coding ID register for Format 7, Mode 0, the camera outputs 16 bits per pixel but only 12 bits are effective. The effective pixel data fills from the LSB and the unused bits are filled with zeros. Pixel data is stored in the PC memory in little endian format, i.e., the low byte for each pixel is stored at the lower address and the high byte is stored at the neighboring higher address.



When an **A641f** camera is set for Mono 16 and the AOI set to full resolution, the maximum frame rate is 8.15 fps.

Color code definitions can vary from camera model to camera model. This is especially true for older models of Basler cameras.

3.10 Available Video Formats, Modes and Frame Rates on Color Cameras

3.10.1 Standard Formats, Modes and Frame Rates

The following standard video formats, modes and frame rates are available on **A641fc** color cameras:

Format 0, Mode 1, Frame Rate 0 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 1.875 fps)
 Format 0, Mode 1, Frame Rate 1 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 3.75 fps)
 Format 0, Mode 1, Frame Rate 2 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 7.5 fps)
 Format 0, Mode 1, Frame Rate 3 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 15 fps)
 Format 0, Mode 1, Frame Rate 4 (320 x 240, YUV 4:2:2, 16 bits/pixel avg, 30 fps)

Format 0, Mode 3, Frame Rate 0 (640 x 480, YUV 4:2:2, 16 bits/pixel avg, 1.875 fps)
 Format 0, Mode 3, Frame Rate 1 (640 x 480, YUV 4:2:2, 16 bits/pixel avg, 3.75 fps)
 Format 0, Mode 3, Frame Rate 2 (640 x 480, YUV 4:2:2, 16 bits/pixel avg, 7.5 fps)
 Format 0, Mode 3, Frame Rate 3 (640 x 480, YUV 4:2:2, 16 bits/pixel avg, 15 fps)
 Format 0, Mode 3, Frame Rate 4 (640 x 480, YUV 4:2:2, 16 bits/pixel avg, 30 fps)

Format 0, Mode 5, Frame Rate 0 (640 x 480, Y Mono, 8 bits/pixel, 1.875 fps)
 Format 0, Mode 5, Frame Rate 1 (640 x 480, Y Mono, 8 bits/pixel, 3.75 fps)
 Format 0, Mode 5, Frame Rate 2 (640 x 480, Y Mono, 8 bits/pixel, 7.5 fps)
 Format 0, Mode 5, Frame Rate 3 (640 x 480, Y Mono, 8 bits/pixel, 15 fps)
 Format 0, Mode 5, Frame Rate 4 (640 x 480, Y Mono, 8 bits/pixel, 30 fps)

Format 0, Mode 6, Frame Rate 0 (640 x 480, Y Mono, 16 bits/pixel, 1.875 fps)
 Format 0, Mode 6, Frame Rate 1 (640 x 480, Y Mono, 16 bits/pixel, 3.75 fps)
 Format 0, Mode 6, Frame Rate 2 (640 x 480, Y Mono, 16 bits/pixel, 7.5 fps)
 Format 0, Mode 6, Frame Rate 3 (640 x 480, Y Mono, 16 bits/pixel, 15 fps)
 Format 0, Mode 6, Frame Rate 4 (640 x 480, Y Mono, 16 bits/pixel, 30 fps)

Format 1, Mode 0, Frame Rate 1 (800 x 600, YUV 4:2:2, 16 bits/pixel avg, 3.75 fps)
 Format 1, Mode 0, Frame Rate 2 (800 x 600, YUV 4:2:2, 16 bits/pixel avg, 7.5 fps)
 Format 1, Mode 0, Frame Rate 3 (800 x 600, YUV 4:2:2, 16 bits/pixel avg, 15 fps)

Format 1, Mode 2, Frame Rate 2 (800 x 600, Y Mono, 8 bits/pixel, 7.5 fps)
 Format 1, Mode 2, Frame Rate 3 (800 x 600, Y Mono, 8 bits/pixel, 15 fps)

Format 1, Mode 3, Frame Rate 1 (1024 x 768, YUV 4:2:2, 16 bits/pixel avg, 3.75 fps)
 Format 1, Mode 3, Frame Rate 2 (1024 x 768, YUV 4:2:2, 16 bits/pixel avg, 7.5 fps)
 Format 1, Mode 3, Frame Rate 3 (1024 x 768, YUV 4:2:2, 16 bits/pixel avg, 15 fps)

- Format 1, Mode 5, Frame Rate 1 (1024 x 768, Y Mono, 8 bits/pixel, 3.75 fps)
- Format 1, Mode 5, Frame Rate 2 (1024 x 768, Y Mono, 8 bits/pixel, 7.5 fps)
- Format 1, Mode 5, Frame Rate 3 (1024 x 768, Y Mono, 8 bits/pixel, 15 fps)

- Format 1, Mode 6, Frame Rate 1 (800 x 600, Y Mono, 16 bits/pixel, 3.75 fps)
- Format 1, Mode 6, Frame Rate 2 (800 x 600, Y Mono, 16 bits/pixel, 7.5 fps)
- Format 1, Mode 6, Frame Rate 3 (800 x 600, Y Mono, 16 bits/pixel, 15 fps)

- Format 1, Mode 7, Frame Rate 1 (1024 x 768, Y Mono, 16 bits/pixel, 3.75 fps)
- Format 1, Mode 7, Frame Rate 2 (1024 x 768, Y Mono, 16 bits/pixel, 7.5 fps)
- Format 1, Mode 7, Frame Rate 3 (1024 x 768, Y Mono, 16 bits/pixel, 15 fps)

- Format 2, Mode 0, Frame Rate 0 (1280 x 960, YUV 4:2:2, 16 bits/pixel avg, 1.875 fps)
- Format 2, Mode 0, Frame Rate 1 (1280 x 960, YUV 4:2:2, 16 bits/pixel avg, 3.75 fps)
- Format 2, Mode 0, Frame Rate 2 (1280 x 960, YUV 4:2:2, 16 bits/pixel avg, 7.5 fps)

- Format 2, Mode 2, Frame Rate 0 (1280 x 960, Y Mono, 8 bits/pixel, 1.875 fps)
- Format 2, Mode 2, Frame Rate 1 (1280 x 960, Y Mono, 8 bits/pixel, 3.75 fps)
- Format 2, Mode 2, Frame Rate 2 (1280 x 960, Y Mono, 8 bits/pixel, 7.5 fps)
- Format 2, Mode 2, Frame Rate 3 (1280 x 960, Y Mono, 8 bits/pixel, 15 fps)

- Format 2, Mode 3, Frame Rate 0 (1600 x 1200, YUV 4:2:2, 16 bits/pixel avg, 1.875 fps)
- Format 2, Mode 3, Frame Rate 1 (1600 x 1200, YUV 4:2:2, 16 bits/pixel avg, 3.75 fps)
- Format 2, Mode 3, Frame Rate 2 (1600 x 1200, YUV 4:2:2, 16 bits/pixel avg, 7.5 fps)

- Format 2, Mode 5, Frame Rate 0 (1600 x 1200, Y Mono, 8 bits/pixel, 1.875 fps)
- Format 2, Mode 5, Frame Rate 1 (1600 x 1200, Y Mono, 8 bits/pixel, 3.75 fps)
- Format 2, Mode 5, Frame Rate 2 (1600 x 1200, Y Mono, 8 bits/pixel, 7.5 fps)

- Format 2, Mode 6, Frame Rate 0 (1280 x 960, Y Mono, 16 bits/pixel, 1.875 fps)
- Format 2, Mode 6, Frame Rate 1 (1280 x 960, Y Mono, 16 bits/pixel, 3.75 fps)
- Format 2, Mode 6, Frame Rate 2 (1280 x 960, Y Mono, 16 bits/pixel, 7.5 fps)

- Format 2, Mode 7, Frame Rate 0 (1600 x 1200, Y Mono, 16 bits/pixel, 1.875 fps)
- Format 2, Mode 7, Frame Rate 1 (1600 x 1200, Y Mono, 16 bits/pixel, 3.75 fps)
- Format 2, Mode 7, Frame Rate 2 (1600 x 1200, Y Mono, 16 bits/pixel, 7.5 fps)



Since there are no standard formats that provide raw data output from color cameras, the Mono 8 and Mono 16 modes of operation are included on **A641fc**. Mono 8 and Mono 16 output is normally associated with monochrome cameras. When one of these modes is used on an **A641fc** color camera, the camera outputs the **raw data** for each pixel. The pixel data is not processed to account for the color filter. Camera users can use the raw data to perform a color interpolation.

When an **A641fc** is set for a standard mono mode that outputs 16 bits per pixel, the camera outputs 16 bits for each pixel but only 12 of the bits carry actual pixel information. The 12 effective bits fill from the LSB and the unused bits are filled with zeros. Pixel data is stored in the PC memory in little endian format, i.e., the low byte for each pixel is stored at the lower address and the high byte is stored at the neighboring higher address.



When an **A641fc** camera is set for a standard format and mode, the image area will be centered on the sensor.

3.10.2 Customizable Formats and Modes

Format 7, Mode 0 and Format 7, Mode 1 are available on **A641fc** color cameras.

Format 7, Mode 0

Format 7, Mode 0 is used to enable and set up the area of interest (AOI) feature described in Section 3.4. Format 7, Mode 0 is parameterized by using the Format 7, Mode 0 control and status registers (see page 4-38).

When the camera is operating in Format 7, Mode 0, the frame rate can be adjusted by setting the number of bytes transmitted in each packet. The number of bytes per packet is set by the Bytes Per Packet field of the Bytes Per Packet control register.

The value that appears in the Max Bytes Per Packet field of the Packet Para Inquiry register will show the maximum allowed bytes per packet setting given the current AOI settings. When the bytes per packet is set to the maximum, the camera will transmit frames at its maximum specified rate. By default, the AOI is set to use the full sensor area and the bytes per packet is set to 4096.

If you set the bytes per packet to a value lower than the maximum, the camera will transmit frames at a lower rate. The rate is calculated by the formula:

$$\text{Frames/s} = \frac{1}{\text{Packets per Frame} \times 125 \mu\text{s}}$$

Keep in mind that when you lower the bytes per packet setting, the number of bytes needed to transmit a frame (the packets per frame) will increase. Due to limitations in the DCAM structure, a maximum of 4095 packets per frame is allowed. If you set the bytes per packet too low, the number of packets per frame will exceed the 4095 packet limit and the camera will not transmit frames properly.



When an **A641fc** camera is operating in Format 7, the Current Video Frame Rate control register is not used and has no effect on camera operation.

Color Codings

In Format 7, Mode 0, the Mono 8, Raw 8, Raw 16, and YUV 4:2:2 color codings are available.

When the **Mono 8** ID is set in the Coding ID field of the Color Coding ID register for Format 7, Mode 0, the camera outputs 8 bits per pixel and outputs only the Y component (brightness) of the YUV format.

When the **Raw 8** ID is set in the Coding ID field of the Color Coding ID register for Format 7, Mode 0, the camera outputs 8 bits per pixel and outputs the raw data for each pixel. The pixel data is not processed to account for the color filter. (This type of output is sometimes called “Bayer 8.”)

When the **Raw 16** ID is set in the Coding ID field of the Color Coding ID register for Format 7, Mode 0, the camera outputs 16 bits per pixel but only 12 bits are effective. The effective pixel data fills from the LSB and the unused bits are filled with zeros. Pixel data is stored in the PC memory in little endian format, i.e., the low byte for each pixel is stored at the lower address and the high byte is stored at the neighboring higher address. The camera outputs raw data for each pixel. The pixel data is not processed to account for the color filter.

When the **4:2:2 YUV** ID is set in the Coding ID field of the Color Coding ID register for Format 7, Mode 0, the camera outputs image data in the YUV 4:2:2 format at an average of 16 bits per pixel.



When an **A641fc** camera is operating in the YUV 4:2:2 or Raw 16 modes with the AOI set to full resolution, the maximum frame rate is 8.15 fps.

Color code definitions can vary from camera model to camera model. This is especially true for older models of Basler cameras.

Format 7, Mode 1

Format 7, Mode 1 is very similar to Format 7, Mode 0 with the exception of the available color codings and how the color codings work.

Format 7, Mode 1 is parameterized by using the Format 7, Mode 1 control and status registers (see page [4-45](#)).

Color Codings

In Format 7, Mode 1, only the Mono 8 color coding is available and the color coding works differently than the Mono 8 color coding available in Format 7, Mode 0.

When the **Mono 8** ID is set in the Coding ID field of the Color Coding ID register for Format 7, Mode 1, the camera outputs 8 bits per pixel and outputs the **raw data** for each pixel. The pixel data is not processed to account for the color filter. (This type of output is sometimes called “Bayer 8.”)

This mode of operation is included on the **A641fc** for compatibility with versions 1.6 and below of the Basler BCAM 1394 Driver software. These early versions of the BCAM software cannot properly access the Raw 8 color coding. Instead, they require a Mono 8 color coding that results in the output of raw pixel data.

3.11 Error Flags

A640f cameras support the following error flags:

- Error flags that indicate whether the current trigger, shutter, gain, brightness, and white balance settings are outside the specified range of allowed values. These error flags are set in the Trigger, Shutter, Gain, Brightness and White Balance fields of the Feature Control Error Status High register (see page [4-36](#)).
- An error flag that indicates whether the current combination of the following settings is acceptable to the camera:
 - Video format
 - Mode
 - Frame rate
 - ISO speed

This error flag is available for Format 0 only and is set in the Vmode Error Status register (see page [4-28](#)).

- An error flag that indicates whether the current combination of the following settings is acceptable to the camera:
 - Image position
 - Image size
 - Color coding ID
 - ISO speed

This error flag is available for Format 7 only.

If you are operating the camera in Format 7, Mode 0, the flag is set in the Error Flag 1 field of the Value Setting register for Format 7, Mode 0 (see page [4-44](#)).

If you are operating the camera in Format 7, Mode 1, the flag is set in the Error Flag 1 field of the Value Setting register for Format 7, Mode 1 (see page [4-51](#)).

- An error flag that indicates whether the current bytes per packet setting is acceptable to the camera.

This error flag is available for Format 7 only.

If you are operating the camera in Format 7, Mode 0, the flag is set in the Error Flag 2 field of the Value Setting register for Format 7, Mode 0 (see page [4-44](#)).

If you are operating the camera in Format 7, Mode 1, the flag is set in the Error Flag 2 field of the Value Setting register for Format 7, Mode 1 (see page [4-51](#)).

3.12 Configuration Sets and Memory Channels

A configuration set is a group of values that contains all of the register settings needed to control the camera. There are two basic types of configuration sets: the work configuration set and the factory configuration set.

Work Configuration Set

The work configuration set contains the camera's current register settings and thus determines the camera's performance, that is, what your image currently looks like. When you change settings by writing to the camera's registers, you are making changes to the work configuration set. The work configuration set is located in the camera's volatile memory and the settings are lost if the camera is reset or if power is switched off. The work configuration set is usually just called the "work set" for short.

Factory Configuration Set

When a camera is manufactured, a test setup is performed on the camera and an optimized configuration is determined. The factory configuration set contains the camera's factory optimized configuration. The factory set is saved in a permanent file in the camera's non-volatile memory. The factory set can not be altered and since it is stored in non-volatile memory, it is not lost when the camera is reset or switched off. The factory configuration set is usually just called the "factory set" for short.

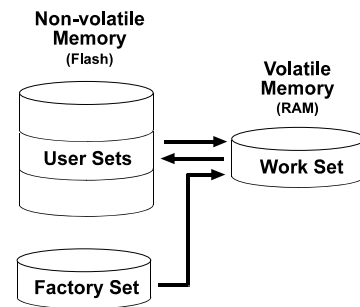


Figure 3-16: Configuration Sets

3.12.1 Saving Configuration Sets

As mentioned above, the work configuration set is stored in the camera's volatile memory and the settings are lost if the camera is reset or if power is switched off. **A640f** cameras can save the current work set values in the volatile memory to reserved areas in the camera's non-volatile memory called "memory channels." Configuration sets saved to memory channels in the non-volatile memory are not lost at reset or power off. There are three memory channels available for saving configuration sets - channel 1, channel 2 and channel 3. A configuration set saved in a memory channel is commonly referred to as a "user configuration set" or "user set."

Saving the current work set to one of the memory channels is a three step process:

1. Make changes to the camera's settings until the camera is operating in a manner that you would like to save.
2. Set the value of the Memory Save Channel control register (see page 4-28) to 1, 2, 3. This will select the channel where the configuration set will be saved.
3. Set the value of the Memory Save control register (see 4-27) to 1. When you set this value to 1, the camera will save the current register settings to the designated memory channel.

Saving a configuration set to one of the memory channels will overwrite any set that was previously saved to the selected channel.

3.12.2 Copying a Saved Configuration Set or the Factory Set into the Work Set

If you have saved one or more configuration sets to memory channels in the camera as described in Section 3.12.1, you can copy one of the saved sets from a memory channel into the camera's work set. When you do this, the copied set overwrites the parameters in the work set. Since the settings in the work set control the current operation of the camera, the settings from the copied set will now be controlling the camera.

To copy a saved configuration set from a memory channel into the work set:

1. Set the value in the Current Memory Channel control register (see page 4-28) to 1, 2 or 3. When you set the register, the configuration settings will be copied from the designated channel into the work set.

By default, the factory set is stored in memory channel 0. This is a protected memory channel and the factory settings in this channel can't be altered in any way. You can copy the factory configuration set into the work set if you desire.

To copy the factory set from memory channel 0 into the work set:

1. Set the value in the Current Memory Channel control register to 0. When you set the register, the factory configuration settings will be copied into the work set.



Copying a saved configuration set or the factory set into the work set is only allowed when the camera is idle, i.e., when it is not capturing images continuously and does not have a one shot capture pending.

Copying the factory set into the work set is a good course of action if you have grossly misadvised the settings in the camera and you are not sure how to recover. The factory settings are optimized for use in typical situations and will provide good camera performance in most cases.

3.12.3 Designating a Startup Memory Channel

Whenever a camera is powered on or is reset, by default, it copies the factory set settings in memory channel 0 into the work set. **A640f** cameras have a "startup channel" feature that lets you change this behavior. The startup channel feature designates which memory channel will be used at power on or reset. For example, if the startup channel is designated as memory channel 2, the settings in memory channel 2 will be copied into the work set at power on or reset.

The startup channel feature on **A640f** cameras has been implemented as a smart feature. See Section 6.7.14 for more information on the startup channel smart feature.

4 Configuring the Camera

A640f cameras are configured by setting status and control registers as described in the “1394-Based Digital Camera Specification” issued by the 1394 Trade Association. The specification is commonly referred to as the “DCAM standard” or the “IIDC” standard.” It is available at the 1394 Trade Association’s website: www.1394ta.org. Except where noted, all registers conform to version 1.31 of the DCAM standard.

If you are creating your own driver to operate the camera, Sections 4.1 through 4.4 provide the basic information you need about the registers implemented in the camera along with some information about read/write capabilities and the image data format.

The DCAM standard also outlines a set of “Advanced Features” registers. These registers can be used to implement vendor unique features not defined in the standard. The Basler “Smart Features Framework” takes advantage of these registers to implement features such as a frame counter and test images. See Section 6 for more information.

The BCAM 1394 Driver

A fully functional driver is available for Basler IEEE 1394 cameras such as the **A640f**. The Basler BCAM 1394 Driver/Software Development Kit includes an API that allows a C++ programmer to easily integrate camera configuration and operating functions into your system control software. The driver also includes a Windows® based viewer program that provides camera users with quick and simple tools for changing camera settings and viewing captured images.

The BCAM 1394 Driver/SDK comes with comprehensive documentation including a programmer’s guide and code samples. You can find more information on the Basler website at: www.baslerweb.com/beitraege/beitrag_en_71708.html.

4.1 Block Read and Write Capabilities

The camera supports block reads and block writes. If you do a single read or a block read, the camera will return a 0 for all non-existent registers. If you do a single write to a non-existent register or a block write that includes non-existent registers, the writes to non-existent registers will have no effect on camera operation.

Block reads or writes are limited to a payload of 32 quadlets.

4.2 Changing the Video Format setting

Whenever the Video Format setting is changed, you should also do the following:

If the Video Format is changed from Format 7 to Format 0, you should also check the Video Mode and the Video Frame Rate settings (see page [4-25](#)). If necessary, change the Mode and Frame Rate settings so that they are compatible with Format 2.

If the Video Format is changed from Format 0 to Format 7, you should also check the Video Mode, the Image Position, the Image Size and the Bytes Per Packet settings (see pages [4-25](#) and [4-38](#)). If necessary, change the Mode, Position, Size and Bytes per Packet settings so that they are compatible with Format 7.

4.3 Configuration ROM

The configuration ROM in the **A640f** is compliant with the DCAM specification V 1.31.

4.4 Implemented Standard Registers

This section includes a description of all DCAM standard registers implemented in the **A640f**.

4.4.1 Inquiry Registers

The base address for all inquiry registers is:

Bus ID, Node ID, FFFF F0F0 0000

In each inquiry register description, an “Offset from Base Address” is provided. This a byte offset from the above base address. The address of an inquiry register equals the above base address plus the indicated offset.

Values are stated in decimal format except when marked 0x. Values marked as 0x (e.g., 0x123) are in hexadecimal format. **Bit 0 in each register is the most significant bit.**

4.4.1.1 Initialize Inquiry Register

Register Name:		Camera Initialize		
Offset from Base Address:		0x000		
Field	Bit	Description		
Initialize	0	If you set this bit to 1, the camera will reset itself, break any state lock, and re-initialize itself to the settings in the currently assigned startup memory channel (see Sections 3.12 and 6.7.14). The bit is self cleared.		
---	1 ... 31	Reserved		

4.4.1.2 Inquiry Registers for Video Formats

Each bit in the video format inquiry register indicates the availability of a specific format.

0 = format not available 1 = format available

Register Name:		Video Format Inquiry		
Offset from Base Address:		0x100		
Field Name	Bit	Description	A641f Value	A641fc Value
Format 0	0	VGA non-compressed format	1	1
Format 1	1	Super VGA non-compressed format (1)	1	1
Format 2	2	Super VGA non-compressed format (2)	1	1
Format x	3 ... 5	Reserved	---	---
Format 6	6	Still image format	0	0
Format 7	7	Partial image size format	1	1
---	8 ... 31	Reserved	---	---

4.4.1.3 Inquiry Registers for Video Modes

Each bit in the video mode inquiry register indicates the availability of a specific video format and mode combination (e.g., Format 0, Mode 0).

0 = not available 1 = available

Register Name:		Video Mode Inquiry for Format 0		
Offset from Base Address:		0x180		
Field	Bit	Description	A641f Value	A641fc Value
Mode 0	0	160 x 120, YUV 4:4:4, 24 bits/pixel	0	0
Mode 1	1	320 x 240, YUV 4:2:2, 16 bits/pixel	1	1
Mode 2	2	640 x 480, YUV 4:1:1, 12 bits/pixel	0	0
Mode 3	3	640 x 480, YUV 4:2:2, 16 bits/pixel	0	1
Mode 4	4	640 x 480, RGB, 24 bits/pixel	0	0
Mode 5	5	640 x 480, Y Mono, 8 bits/pixel	1	1
Mode 6	6	640 x 480, Y Mono, 16 bits/pixel	1	1
Mode x	7	Reserved for another mode	---	---
---	8 ... 31	Reserved	---	---

Register Name:		Video Mode Inquiry for Format 1		
Offset from Base Address:		0x184		
Field	Bit	Description	A641f Value	A641fc Value
Mode 0	0	800 x 600, YUV 4:2:2, 16 bits/pixel	0	1
Mode 1	1	800 x 600, RGB, 24 bits/pixel	0	0
Mode 2	2	800 x 600, Y Mono, 8 bits/pixel	1	1
Mode 3	3	1024 x 768, YUV 4:2:2, 16 bits/pixel	0	1
Mode 4	4	1024 x 768, RGB, 24 bits/pixel	0	0
Mode 5	5	1024 x 768, Y Mono, 8 bits/pixel	1	1
Mode 6	6	800 x 600, Y Mono, 16 bits/pixel	1	1
Mode 7	7	1024 x 768, Y Mono, 16 bits/pixel	1	1
---	8 ... 31	Reserved	---	---

Register Name:		Video Mode Inquiry for Format 2		
Offset from Base Address:		0x188		
Field	Bit	Description	A641f Value	A641fc Value
Mode 0	0	1280 x 960, YUV 4:2:2, 16 bits/pixel	0	1
Mode 1	1	1280 x 960, RGB, 24 bits/pixel	0	0
Mode 2	2	1280 x 960, Y Mono, 8 bits/pixel	1	1
Mode 3	3	1600 x 1200, YUV 4:2:2, 16 bits/pixel	0	1
Mode 4	4	1600 x 1200, RGB, 24 bits/pixel	0	0
Mode 5	5	1600 x 1200, Y Mono, 8 bits/pixel	1	1
Mode 6	6	1280 x 960, Y Mono, 16 bits/pixel	1	1
Mode 7	7	1600 x 1200, Y Mono, 16 bits/pixel	1	1
---	8 ... 31	Reserved	---	---

Register Name:		Video Mode Inquiry for Format 7		
Offset from Base Address:		0x19C		
Field	Bit	Description	A641f Value	A641fc Value
Mode 0	0	Format 7, Mode 0	1	1
Mode 1	1	Format 7, Mode 1	0	1
Mode 2	2	Format 7, Mode 2	0	0
Mode 3	3	Format 7, Mode 3	0	0
Mode 4	4	Format 7, Mode 4	0	0
Mode 5	5	Format 7, Mode 5	0	0
Mode 6	6	Format 7, Mode 6	0	0
Mode 7	7	Format 7, Mode 7	0	0
---	8 ... 31	Reserved	---	---

4.4.1.4 Inquiry Registers for Video Frame Rates

Each bit in the video frame rates inquiry register indicates the availability of a specific video format, mode, frame rate combination (e.g., Format 0, Mode 0, Frame Rate 0).

0 = format not available 1 = format available

Register Name:		Video Frame Rate Inquiry for Format 0, Mode 1 (320 x 240, YUV 4:2:2, 16 bits/pixel)		
Offset from Base Address:		0x204		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	1	1
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	1	1
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 0, Mode 3 (640 x 480, YUV 4:2:2, 16 bits/pixel)		
Offset from Base Address:		0x20C		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	0	1
Frame Rate 1	1	3.75 fps standard frame rate	0	1
Frame Rate 2	2	7.5 fps standard frame rate	0	1
Frame Rate 3	3	15 fps standard frame rate	0	1
Frame Rate 4	4	30 fps standard frame rate	0	1
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 0, Mode 5 (640 x 480, Y Mono, 8 bits/pixel)		
Offset from Base Address:		0x214		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	1	1
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	1	1
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 0, Mode 6 (640 x 480, Y Mono, 16 bits/pixel)		
Offset from Base Address:		0x218		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	1	1
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	1	1
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 1, Mode 0 (800 x 600, YUV 4:2:2, 16 bits/pixel)		
Offset from Base Address:		0x220		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	Reserved	---	---
Frame Rate 1	1	3.75 fps standard frame rate	0	1
Frame Rate 2	2	7.5 fps standard frame rate	0	1
Frame Rate 3	3	15 fps standard frame rate	0	1
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 1, Mode 2 (800 x 600, Y Mono, 8 bits/pixel)		
Offset from Base Address:		0x228		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	Reserved	---	---
Frame Rate 1	1	Reserved	---	---
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 1, Mode 3 (1024 x 768, YUV 4:2:2, 16 bits/pixel)		
Offset from Base Address:		0x22C		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	0	0
Frame Rate 1	1	3.75 fps standard frame rate	0	1
Frame Rate 2	2	7.5 fps standard frame rate	0	1
Frame Rate 3	3	15 fps standard frame rate	0	1
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 1, Mode 5 (1024 x 768, Y Mono, 8 bits/pixel)		
Offset from Base Address:		0x234		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	0	0
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 1, Mode 6 (800 x 600, Y Mono, 16 bits/pixel)		
Offset from Base Address:		0x238		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	Reserved	---	---
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 1, Mode 7 (1024 x 768, Y Mono, 16 bits/pixel)		
Offset from Base Address:		0x23C		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	0	0
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	240 fps standard frame rate	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 2, Mode 0 (1280 x 960, YUV 4:2:2, 16 bits/pixel)		
Offset from Base Address:		0x240		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	0	1
Frame Rate 1	1	3.75 fps standard frame rate	0	1
Frame Rate 2	2	7.5 fps standard frame rate	0	1
Frame Rate 3	3	15 fps standard frame rate	0	0
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	Reserved	---	---
Frame Rate 7	7	Reserved	---	---
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 2, Mode 2 (1280 x 960, Y Mono, 8 bits/pixel)		
Offset from Base Address:		0x248		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	1	1
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	1	1
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	Reserved	---	---
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 2, Mode 3 (1600 x 1200, YUV 4:2:2, 16 bits/pixel)		
Offset from Base Address:		0x24C		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	0	1
Frame Rate 1	1	3.75 fps standard frame rate	0	1
Frame Rate 2	2	7.5 fps standard frame rate	0	1
Frame Rate 3	3	15 fps standard frame rate	0	0
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	Reserved	---	---
Frame Rate 7	7	Reserved	---	---
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 2, Mode 5 (1600 x 1200, Y Mono, 8 bits/pixel)		
Offset from Base Address:		0x254		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	1	1
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	0	0
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	120 fps standard frame rate	0	0
Frame Rate 7	7	Reserved	0	0
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 2, Mode 6 (1280 x 960, Y Mono, 16 bits/pixel)		
Offset from Base Address:		0x258		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	1	1
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	0	0
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	Reserved	---	---
Frame Rate 7	7	Reserved	---	---
---	8 ... 31	Reserved	---	---

Register Name:		Video Frame Rate Inquiry for Format 2, Mode 7 (1600 x 1200, Y Mono, 16 bits/pixel)		
Offset from Base Address:		0x25C		
Field	Bit	Description	A641f Value	A641fc Value
Frame Rate 0	0	1.875 fps standard frame rate	1	1
Frame Rate 1	1	3.75 fps standard frame rate	1	1
Frame Rate 2	2	7.5 fps standard frame rate	1	1
Frame Rate 3	3	15 fps standard frame rate	0	0
Frame Rate 4	4	30 fps standard frame rate	0	0
Frame Rate 5	5	60 fps standard frame rate	0	0
Frame Rate 6	6	Reserved	---	---
Frame Rate 7	7	Reserved	---	---
---	8 ... 31	Reserved	---	---

4.4.1.5 Inquiry Registers for Format 7 CSR Offsets

Register Name:		Video CSR Inquiry for Format 7, Mode 0
Offset from Base Address:		0x2E0
Field	Bit	Description
Mode 0	0 ... 31	Indicates the quadlet offset from the base address of the initial register space for the Format 7, Mode 0 Control and Status Register (CSR). (All A640f cameras support Format 7, Mode 0)

Register Name:		Video CSR Inquiry for Format 7, Mode 1
Offset from Base Address:		0x2E4
Field	Bit	Description
Mode 1	0 ... 31	Indicates the quadlet offset from the base address of the initial register space for the Format 7, Mode 1 Control and Status Register (CSR). (The A641fc supports Format 7, Mode 1)

4.4.1.6 Inquiry Register for Basic Functions

Each bit in the basic function inquiry register indicates the availability of a specific basic function.

0 = function not available 1 = function available

(The memory channel bits are an exception. Refer to the description below.)

Register Name:		Basic Function Inquiry		
Offset from Base Address:		0x400		
Field	Bit	Description	A641f Value	A641fc Value
Advanced Feature Inq	0	Advanced (vendor unique) features availability	1	1
Vmode Error Status Inq	1	VMode Error Status register availability	1	1
Feature Control Error Status Register Inq	2	Feature Control Error Status register availability	1	1
Optional Function CSR Inq	3	Optional Function Control and Status register availability	1	1
---	4 ... 7	Reserved	---	---
1394b Mode Capability	8	IEEE 1394b capability	0	0
---	9 ... 15	Reserved	---	---
Camera Power Ctrl.	16	Power on/off capability	0	0
---	17 ... 18	Reserved	---	---
One Shot Inq	19	"One Shot" image capture mode availability	1	1
Multi Shot Inq	20	"Multi Shot" image capture mode availability	0	0
---	21 ... 27	Reserved	---	---
Memory Channels	28 ... 31	Indicates the maximum memory channel number available. If these bits are set to 0, the camera does not support memory channels.	3	3

4.4.1.7 Inquiry Register for Feature Presence

Each bit in the feature presence inquiry registers indicates the availability of a camera feature or optional function. Note that changing the video format or video mode may change the availability of a feature.

0 = feature not available 1 = feature available

Register Name:		Feature High Inquiry		
Offset from Base Address:		0x404		
Field	Bit	Description	A641f Value	A641fc Value
Brightness	0	Brightness control availability	1	1
Auto Exposure	1	Auto exposure control availability	0	0
Sharpness	2	Sharpness control availability	0	0
White Balance	3	White balance control availability	0	1
Hue	4	Hue control availability	0	0
Saturation	5	Saturation control availability	0	0
Gamma	6	Gamma control availability	0	0
Shutter	7	Shutter speed control availability	1	1
Gain	8	Gain control availability	1	1
Iris	9	Iris control availability	0	0
Focus	10	Focus control availability	0	0
Temperature	11	Temperature control availability	0	0
Trigger	12	Trigger control availability	1	1
Trigger Delay Control	13	Trigger delay control availability	0	0
White Shading	14	White shading control availability	0	0
Frame Rate	15	Frame rate prioritization control availability	1	1
---	16 ... 31	Reserved	---	---

Register Name:		Feature Low Inquiry		
Offset from Base Address:		0x408		
Field	Bit	Description	A641f Value	A641fc Value
Zoom	0	Zoom control availability	0	0
Pan	1	Pan control availability	0	0
Tilt	2	Tilt control availability	0	0
Optical Filter	3	Optical filter control availability	0	0
---	4 ... 15	Reserved	---	---
Capture Size	16	Format 6 capture size availability	0	0
Capture Quality	17	Format 6 capture quality availability	0	0
---	18 ... 31	Reserved	---	---

Register Name:		Optional Function Inquiry		
Offset from Base Address:		0x40C		
Field	Bit	Description	A641f Value	A641fc Value
---	0	Reserved	---	---
PIO	1	Parallel input/output control availability	1	1
SIO	2	Serial input/output control availability	0	0
Strobe Output	3	Strobe output control availability	1	1
---	4 ... 31	Reserved	---	---

Register Name:		Advanced Features Inquiry		
Offset from Base Address:		0x480		
Field	Bit	Description	A641f Value	A641fc Value
Advanced Feature Quadlet Offset	0 ... 31	Indicates the quadlet offset from the base address of the initial register space for the advanced features Control and Status Registers (CSR). All A640f cameras support advanced (vendor unique) features.		

Register Name:		PIO Control CSR Inquiry
Offset from Base Address:		0x484
Field	Bit	Description
PIO Control Quadlet Offset	0 ... 31	Indicates the quadlet offset from the base address of the initial register space for the PIO Control and Status Registers (CSR). All A640f cameras support PIO control.

Register Name:		Strobe Output CSR Inquiry
Offset from Base Address:		0x48C
Field	Bit	Description
Strobe Output Quadlet Offset	0 ... 31	Indicates the quadlet offset from the base address of the initial register space for the strobe output Control and Status Registers (CSR). All A640f cameras support strobe output control.

4.4.1.8 Inquiry Registers for Feature Elements

The feature element inquiry registers indicates the availability of elements, modes, maximum and minimum values for features. Note that changing the video format or video mode may change the availability of a feature element.

0 = element not available 1 = element available

Register Name:		Brightness Inquiry		
Offset from Base Address:		0x500		
Field	Bit	Description	A641f Value	A641fc Value
Presence Inq	0	Brightness control feature is present	1	1
Abs Control Inq	1	Brightness can be set with an absolute value	0	0
---	2	Reserved	---	---
One Push Inq	3	One push auto mode is present	0	0
Read Out Inq	4	The brightness value can be read	1	1
On/Off Inq	5	Brightness control can be switched on/off	0	0
Auto Inq	6	A brightness auto control mode is present	0	0
Manual Inq	7	The brightness value can be set manually	1	1
Min Value	8 ... 19	Minimum value for brightness	0	0
Max Value	20 ... 31	Maximum value for brightness	255	255

Register Name:		White Balance Inquiry		
Offset from Base Address:		0x50C		
Field	Bit	Description	A641f Value	A641fc Value
Presence Inq	0	White balance feature is present	0	1
Abs Control Inq	1	White balance can be set with an absolute value	0	0
---	2	Reserved	---	---
One Push Inq	3	One push auto mode is present	0	0
Read Out Inq	4	The white balance value can be read	0	1
On/Off Inq	5	White balance can be switched on/off	0	0
Auto Inq	6	A white balance auto control mode is present	0	0
Manual Inq	7	The white balance value can be set manually	0	1
Min Value	8 ... 19	Minimum value for white balance	---	16
Max Value	20 ... 31	Maximum value for balance	---	255

Register Name:		Shutter Inquiry		
Offset from Base Address:		0x51C		
Field	Bit	Description	A641f Value	A641fc Value
Presence Inq	0	Shutter control feature is present	1	1
Abs Control Inq	1	Shutter can be set with an absolute value	0	0
---	2	Reserved	---	---
One Push Inq	3	One push auto mode is present	0	0
Read Out Inq	4	The shutter value can be read	1	1
On/Off Inq	5	Shutter control can be switched on/off	0	0
Auto Inq	6	A shutter auto control mode is present	0	0
Manual Inq	7	The shutter value can be set manually	1	1
Min Value	8 ... 19	Minimum value for shutter	1	1
Max Value	20 ... 31	Maximum value for shutter	In Format 0, depends on the format, mode and frame rate settings. In Format 7, the maximum is 4095.	In Format 0, depends on the format, mode and frame rate settings. In Format 7, the maximum is 4095.

Register Name:		Gain Inquiry		
Offset from Base Address:		0x520		
Field	Bit	Description	A641f Value	A641fc Value
Presence Inq	0	Gain control feature is present	1	1
Abs Control Inq	1	Gain can be set with an absolute value	0	0
---	2	Reserved	---	---
One Push Inq	3	One push auto mode is present	0	0
Read Out Inq	4	The gain value can be read	1	1
On/Off Inq	5	Gain control can be switched on/off	0	0
Auto Inq	6	A gain auto control mode is present	0	0
Manual Inq	7	The gain value can be set manually	1	1
Min Value	8 ... 19	Minimum value for gain	350	350
Max Value	20 ... 31	Maximum value for gain	With a camera set for mono 8, raw 8, or YUV 4:2:2 output: max = 1023 With a camera set for mono 16 or raw 16 output: max = 511	

Register Name:		Trigger Inquiry		
Offset from Base Address:		0x530		
Field	Bit	Description	A641f Value	A641fc Value
Presence Inq	0	Trigger control feature is present	1	1
Abs Control Inq	1	Trigger can be set with an absolute value	0	0
---	2 ... 3	Reserved	---	---
Read Out Inq	4	The trigger value can be read	1	1
On/Off Inq	5	Trigger control can be switched on/off	1	1
Polarity Inq	6	The trigger input polarity can be changed	1	1
Value Read	7	The raw trigger input can be read	1	1
Trigger Source 0 Inq	8	Trigger source 0 is present (ID = 0)	1	1
Trigger Source 1 Inq	9	Trigger source 1 is present (ID = 1)	1	1
Trigger Source 2 Inq	10	Trigger source 2 is present (ID = 2)	1	1
Trigger Source 3 Inq	11	Trigger source 3 is present (ID = 3)	1	1
---	12 ... 14	Reserved	---	---
Software Trigger Inq	15	Software trigger is present (ID = 7)	1	1
Trigger Mode 0 Inq	16	Trigger mode 0 is present	1	1
Trigger Mode 1 Inq	17	Trigger mode 1 is present	1	1
Trigger Mode 2 Inq	18	Trigger mode 2 is present	0	0
Trigger Mode 3 Inq	19	Trigger mode 3 is present	0	0
Trigger Mode 4 Inq	20	Trigger mode 4 is present	0	0
Trigger Mode 5 Inq	21	Trigger mode 5 is present	0	0
---	22 ... 29	Reserved	---	---
Trigger Mode 14 Inq	30	Trigger mode 14 is present (Vendor unique trigger mode 0)	0	0
Trigger Mode 15 Inq	31	Trigger mode 15 is present (Vendor unique trigger mode 1)	0	0

Register Name:		Frame Rate Inquiry		
Offset from Base Address:		0x53c		
Field	Bit	Description	A641f Value	A641fc Value
Presence Inq	0	Frame rate control feature is present	1	1
Abs Control Inq	1	Frame rate can be set with an absolute value	0	0
---	2	Reserved	---	---
One Push Inq	3	One push auto mode is present	0	0
Read Out Inq	4	The frame rate value can be read	1	1
On/Off Inq	5	Frame rate control can be switched on/off	1	1
Auto Inq	6	A frame rate auto control mode is present	0	0
Manual Inq	7	The frame rate value can be set manually	1	1
Min Value	8 ... 19	Minimum value for frame rate	1	1
Max Value	20 ... 31	Maximum value for frame rate	4095	4095

4.4.2 Control and Status Registers

The base address for all camera control and status registers is:

Bus ID, Node ID, FFFF F0F0 0000

In each control and status register description, an “Offset from the Base Address” is provided. This is a byte offset from the above base address. The address of a control and status register equals the above base address plus the indicated offset.

Values are stated in decimal format except when marked 0x. Values marked as 0x (e.g., 0x123) are in hexadecimal format. **Bit 0 in each register is the most significant bit.**

4.4.2.1 Control and Status Registers for Basic Camera Operation

Register Name:		Current Video Frame Rate / Revision
Offset from Base Address:		0x600
Field	Bit	Description
Frame Rate / Revision	0 ... 2	<p>If a camera is set for video Format 0, 1 or 2, this field sets the current video frame rate.</p> <p>0 = frame rate 0 4 = frame rate 4 1 = frame rate 1 5 = frame rate 5 2 = frame rate 2 6 = frame rate 6 3 = frame rate 3 7 = frame rate 7</p> <p>Default = 0 on all A640f cameras</p> <p>Check Sections 3.9.1 and 3.10.1 to determine the standard frame rates supported.</p> <p>If the camera is set for Format 7, the setting in this field is ignored.</p> <p>If the camera is set for Format 6, this field sets the current revision. (A640f cameras do not support Format 6.)</p>
---	3 ... 31	Reserved

Register Name:		Current Video Mode
Offset from Base Address:		0x604
Field	Bit	Description
Mode	0 ... 2	<p>This field sets the current video mode.</p> <p>0 = mode 0 4 = mode 4 1 = mode 1 5 = mode 5 2 = mode 2 6 = mode 6 3 = mode 3 7 = mode 7</p> <p>Default = 0 on all A640f cameras</p> <p>Check Sections 3.9 and 3.10 to determine the video modes supported by A640f cameras.</p>
---	3 ... 31	Reserved

Register Name:		Current Video Format
Offset from Base Address:		0x608
Field	Bit	Description
Format	0 ... 2	This field sets the current video format. 0 = format 0 6 = format 6 1 = format 1 7 = format 7 2 = format 2 Default = 7 on all A640f cameras Check Sections 3.9 and 3.10 to determine the video formats supported on A640f cameras.
---	3 ... 31	Reserved

Register Name:		ISO
Offset from Base Address:		0x60C
Field	Bit	Description
ISO Channel L	0 ... 3	<p>Sets the isochronous channel number for video transmission for the legacy mode.</p> <p>0 = channel 0 6 = channel 6 11 = channel 11 1 = channel 1 7 = channel 7 12 = channel 12 2 = channel 2 8 = channel 8 13 = channel 13 3 = channel 3 9 = channel 9 14 = channel 14 4 = channel 4 10 = channel 10 15 = channel 15 5 = channel 5</p> <p>Default = 0 on all A640f cameras</p>
---	4 ... 5	Reserved
Iso Speed L	6 ... 7	<p>Sets the isochronous transmit speed code for the legacy mode.</p> <p>0 = 100 M 1 = 200 M 2 = 400 M</p> <p>Default = 2 on all A640f cameras</p>
---	8 ... 15	Reserved
Operation Mode	16	<p>Sets the 1394 operation mode.</p> <p>0 = Legacy 1 = 1394b</p> <p>Default = 0 on all A640f cameras</p> <p>A640f cameras do not support the 1394b transmit speed, but you can connect the camera to a 1394b bus using a 1394a to 1394b conversion cable. When connected to a 1394b bus, the camera's transmit speed will remain at 400 Mbits/s.</p>
---	17	Reserved
Iso Channel B	18 ... 23	Not supported on the A640f cameras.
---	24 ... 28	Reserved
Iso Speed B	29 ... 31	Not supported on the A640f cameras.

Register Name:		ISO EN / Continuous Shot
Offset from Base Address:		0x614
Field	Bit	Description
Continuous Shot	0	When the camera is set for video Format 0 or Format 7, this field controls the “continuous shot” video transmission mode. 1 = start “continuous shot” transmission 0 = stop “continuous shot” transmission Default = 0 on all A640f cameras
---	1 ... 31	Reserved

Register Name:		Memory Save
Offset from Base Address:		0x618
Field	Bit	Description
Save	0	Writing a 1 to this field will cause the current settings in the work configuration set (see Section 3.12) to be saved to the memory channel specified in the Memory Save Channel register (see page 4-28). (This register self clears.)
---	1 ... 31	Reserved

Register Name:		One Shot / Multi Shot
Offset from Base Address:		0x61C
Field	Bit	Description
One Shot	0	When the camera is set for video Format 0 or Format 7, this field controls the “one shot” video transmission mode. 1 = transmit one frame of video data (Field is self cleared after transmission.) Default = 0 on all A640f cameras
Multi Shot	1	Multi shot is not supported on A640f cameras.
---	2 ... 15	Reserved
Count Number	16 ... 31	The count number for multi shot is not supported on A640f cameras.

Register Name:		Memory Save Channel
Offset from Base Address:		0x620
Field	Bit	Description
Save Channel	0 ... 3	When a 1 is written to the Memory Save register (see page 4-27), the current settings in the work configuration set (see Section 3.12) will be saved to the memory channel specified in this register. The valid values for this register are 1, 2 and 3.
---	4 ... 31	Reserved

Register Name:		Current Memory Channel
Offset from Base Address:		0x624
Field	Bit	Description
Current Channel	0	Writing a value to this field will cause the settings saved in the specified memory channel to be copied into the work configuration set (see Section 3.12). The valid values for writing to this register are 0, 1, 2 and 3. Reading the value from this register will indicate the last memory channel that was copied into the work configuration set.
---	1 ... 31	Reserved

Register Name:		VMode Error Status
Offset from Base Address:		0x628
Field	Bit	Description
Status	0	Used only when the camera is set for a standard format (not Format 7). This field will be updated each time the video format, mode, frame rate or ISO speed setting is changed. The value in this field indicates whether the current combination of video format, mode, frame rate and ISO speed settings is acceptable to the camera. 0 = the combination is OK, image capture can be started 1 = the combination is not OK, image capture can not be started This field is read only.
---	1 ... 31	Reserved

Register Name:		Software Trigger
Offset from Base Address:		0x62C
Field	Bit	Description
Trigger	0	When the Trigger Source field of the Trigger Mode register (see page 4-34) is set for a software trigger, this field controls the software trigger. 0 = reset the software trigger 1 = set the software trigger (If the Trigger Mode field of the Trigger Mode register is set to 0, this field will self clear.)
---	1 ... 31	Reserved

Register Name:		Data Depth
Offset from Base Address:		0x630
Field	Bit	Description
Depth	0 ... 7	Indicates the effective depth of the data in the transmitted images. Depends on the current format and mode settings. Also depends on the Color Coding ID if the camera is set for Format 7. This field is read only. Camera set for: Effective data depth indicated: Mono 8 output 8 bits/pixel Mono 16 output 12 bits/pixel Raw 8 output 8 bits/pixel Raw 16 output 12 bits/pixel 4:2:2 YUV output 8 bits/component
---	8 ... 31	Reserved

4.4.2.2 Control and Status Registers for Features

Register Name:		Brightness
Offset from Base Address:		0x800
Field	Bit	Description
Presence Inq	0	Indicates the presence of the brightness control feature. The value will be 1 on all A640f cameras, indicating that brightness control is available. This field is read only.
Abs Control	1	Determines whether the brightness will be controlled by the Value field of this register or by the Absolute Value CSR for brightness. The value will be 0, indicating that brightness can only be controlled by the Value field of this register. Absolute value control is not available on A640f cameras. This field is read only.
---	2 ... 4	Reserved
One Push	5	Sets "One Push" operation. The value will be 0, indicating that one push is not in operation. One push operation is not available on A640f cameras. This field is read only.
On / Off	6	Sets whether brightness control is on or off. The value will be 1, indicating that brightness control is on. The brightness control feature can't be switched off on A640f cameras. This field is read only.
A / M Mode	7	Sets whether the camera is in automatic or manual brightness control mode. The value will be 0, indicating that brightness control is in manual mode. Automatic brightness control is not available on A640f cameras. This field is read only.
---	8 ... 19	Reserved
Value	20 ... 31	Sets the brightness. The brightness value can range from 0 to 255. Default = 16 on all A640f cameras With a camera set for mono 8, raw 8, or YUV 4:2:2, an increase of 16 in the brightness setting will result in a positive offset of 1 in the digital values output for the pixels. With a camera set for mono 16 or raw 16, an increase of 1 in the brightness setting will result in a positive offset of 1 in the digital values output for the pixels.

Register Name:		White Balance
Offset from Base Address:		0x80C
Field	Bit	Description
Presence Inq	0	Indicates the presence of the white balance control feature. The value will be 0 on A641f cameras, indicating that white balance control is not available. The value will be 1 on A641fc cameras, indicating that white balance control is available. This field is read only.
Abs Control	1	Determines whether the white balance will be controlled by the Value field of this register or by the Absolute Value CSR for white balance. The value will be 0, indicating that white balance can only be controlled by the Value field of this register. Absolute value control is not available on A640f cameras. This field is read only.
---	2 ... 4	Reserved
One Push	5	Sets "One Push" operation. The value will be 0, indicating that one push is not in operation. One push operation is not available on A640f cameras. This field is read only.
On / Off	6	Sets whether white balance control is on or off. The value will be 1 on A641fc cameras, indicating that white balance control is on. The white balance control feature can't be switched off on A641fc cameras. This field is read only.
A / M Mode	7	Sets whether the camera is in automatic or manual white balance control mode. The value will be 0, indicating that white balance control is in manual mode. Automatic white balance control is not available on A640f cameras. This field is read only.
Blue Value	8 ... 19	Adjusts the blue level in the captured images. The valid values for this field can range from 16 to 255, however, only settings from 64 to 255 should be used. When set to 64, blue will have the same "correction factor" as green. Settings greater than 64 make the images more blue. Default = 89 on the A641fc
Red Value	20 ... 31	Adjusts the red level in the captured images. The valid values for this field can range from 16 to 255, however, only settings from 64 to 255 should be used. When set to 64, red will have the same "correction factor" as green. Settings greater than 64 make the images more red. Default = 104 on the A641fc

Register Name:		Shutter
Offset from Base Address:		0x81C
Field	Bit	Description
Presence Inq	0	Indicates the presence of the shutter control feature. The value will be 1 on all A640f cameras, indicating that shutter control is available. This field is read only.
Abs Control	1	Determines whether the shutter will be controlled by the Value field of this register or by the Absolute Value CSR for the shutter. The value will be 0, indicating that the shutter can only be controlled by the Value field of this register. Absolute value control is not available on A640f cameras. This field is read only.
---	2 ... 4	Reserved
One Push	5	Sets "One Push" operation. The value will be 0, indicating that one push is not in operation. One push operation is not available on A640f cameras. This field is read only.
On / Off	6	Sets whether shutter control is on or off. The value will be 1, indicating that shutter control is on. The shutter control feature can't be switched off on A640f cameras. This field is read only.
A / M Mode	7	Sets whether the camera is in automatic or manual shutter control mode. The value will be 0, indicating that shutter control is in manual mode. Automatic shutter control is not available on A640f cameras. This field is read only.
---	8 ... 19	Reserved
Value	20 ... 31	Sets the shutter value. The shutter value can range from 1 to 4095. Exposure time = (Shutter Value Setting) x (Shutter Time Base) Default = 500 Notes: The shutter time base is normally 20 μ s, but it can be adjusted by using the shutter time base smart feature. See Sections 3.2.1 and 6.7.15 for more information.

Register Name:		Gain
Offset from Base Address:		0x820
Field	Bit	Description
Presence Inq	0	Indicates the presence of the gain control feature. The value will be 1 on all A640f cameras, indicating that gain control is available. This field is read only.
Abs Control	1	Determines whether the gain will be controlled by the Value field of this register or by the Absolute Value CSR for gain. The value will be 0, indicating that gain can only be controlled by the Value field of this register. Absolute value control is not available on A640f cameras. This field is read only.
---	2 ... 4	Reserved
One Push	5	Sets "One Push" operation. The value will be 0, indicating that one push is not in operation. One push operation is not available on A640f cameras. This field is read only.
On / Off	6	Sets whether gain control is on or off. The value will be 1, indicating that gain control is on. The gain control feature can't be switched off on A640f cameras. This field is read only.
A / M Mode	7	Sets whether the camera is in automatic or manual gain control mode. The value will be 0, indicating that gain control is in manual mode. Automatic gain control is not available on A640f cameras. This field is read only.
---	8 ... 19	Reserved
Value	20 ... 31	Sets the gain. The gain setting can range from 350 to 1023 on a camera set for mono 8, raw 8, or YUV 4:2:2 output. The gain setting can range from 350 to 511 on a camera set for mono 16 or raw 16 output. A setting of 350 results in a gain of 0 dB (1x). A setting of 1023 results in a gain of 25.9 dB (20x). Default = 370

Register Name:		Trigger Mode
Offset from Base Address:		0x830
Field	Bit	Description
Presence Inq	0	Indicates the presence of the trigger mode control feature. The value will be 1 on all A640f cameras, indicating that trigger mode control is available. This field is read only.
Abs Control	1	Determines whether the trigger mode will be controlled by the Value field of this register or by the Absolute Value CSR for the trigger mode. The value will be 0, indicating that the trigger mode can only be controlled by the Value field of this register. Absolute value control is not available on A640f cameras. This field is read only.
---	2 ... 5	Reserved
On / Off	6	Sets whether trigger mode control is on or off. 0 = off 1 = on Default = 0 on all A640f cameras
Trigger Polarity	7	Sets the trigger polarity when the camera is using a hardware trigger. 0 = low active input 1 = high active input Default = 1 on all A640f cameras
Trigger Source	8 ... 10	Sets the trigger source. 0 = External trigger signal applied to physical input port 0 1 = External trigger signal applied to physical input port 1 2 = External trigger signal applied to physical input port 2 3 = External trigger signal applied to physical input port 3 7 = Software trigger Default = 0 on all A640f cameras
Trigger Value	11	Not used on A640f cameras. This bit should be ignored.
Trigger Mode	12 ... 15	Sets the trigger mode. 0 = mode 0 (programmable mode) 1 = mode 1 (level mode) Default = 0 on all A640f cameras When an external trigger signal is used, mode 0 and mode 1 are both valid. When a software trigger is used, only mode 0 is valid. (See Section 3.2 for more information on exposure modes.)
---	16 ... 19	Reserved
Parameter	20 ... 31	Not used on A640f cameras. These bits should be ignored.

Register Name:		Frame Rate
Offset from Base Address:		0x83c
Field	Bit	Description
Presence Inq	0	Indicates the presence of the frame rate control feature. The value will be 1 on all A640f cameras, indicating that frame rate control is available. This field is read only.
Abs Control	1	Determines whether the frame rate will be controlled by the Value field of this register or by the Absolute Value CSR for frame rate. The value will be 0, indicating that frame rate can only be controlled by the Value field of this register. Absolute value control is not available on A640f cameras. This field is read only.
---	2 ... 4	Reserved
One Push	5	Sets "One Push" operation. The value will be 0, indicating that one push is not in operation. One push operation is not available on A640f cameras. This field is read only.
On / Off	6	Sets whether frame rate control is on or off. The value will be 0, indicating that frame rate control is off. Setting the value to 1 activates the frame rate control. The frame rate control will only work when the camera is set for video format 7.
A / M Mode	7	Sets whether the camera is in automatic or manual frame rate control mode. The value will be 0, indicating that frame rate control is in manual mode. Automatic frame rate control is not available on A640f cameras. This field is read only.
---	8 ... 19	Reserved
Value	20 ... 31	When the camera is set for video format 7, the frame rate value can be used to set the camera for a specific frame rate. The frame rate value setting will only be effective if it is lower than the frame rate determined by the exposure time and bytes per packet settings. The value of the frame rate setting can range from 1 to 4095. The actual frame rate can be calculated by dividing the value of the setting by ten. Example: A frame rate setting of 4095 equals a frame rate of 409.5 fps. Default = 4095 on all A640f cameras (= 409.5 fps) The frame rate value can only be modified if the On/Off field of this register is set to 1.

4.4.2.3 Error Status Registers for Feature Control

As defined in the IIDC specification, each field in this register is an error or warning flag for the corresponding feature control register. If a bit = 1, the mode and/or value of the corresponding feature control register has an error or warning. If a bit = 0, no error or warning is present. Each field in this register will be updated whenever the corresponding feature control register is updated. If a bit = 1, we strongly recommend checking the corresponding control register.

On **A640f** cameras, a feature's bit will become 1 when the feature's setting is outside the specified range of allowed settings, that is, the setting is lower than the allowed minimum or higher than the allowed maximum. If this situation occurs, **A640f** cameras will continue image capture and you will see the undesired effects that result from the setting.

Register Name:		Feature Control Error Status High
Offset from Base Address:		0x640
Field	Bit	Description
Brightness	0	Indicates a brightness control error on the camera. 0 = no error present 1 = A setting in the brightness control register (see page 4-30) is outside of the allowed range This field is read only.
Auto Exposure	1	Not used on A640f cameras. This bit should be ignored.
Sharpness	2	Not used on A640f cameras. This bit should be ignored.
White Balance	3	Indicates a white balance control error on an A641fc. 0 = no error present 1 = A setting in the white balance control register (see page 4-31) is outside of the allowed range This field is read only.
Hue	4	Not used on A640f cameras. This bit should be ignored.
Saturation	5	Not used on A640f cameras. This bit should be ignored.
Gamma	6	Not used on A640f cameras. This bit should be ignored.
Shutter	7	Indicates a shutter control error on the camera. 0 = no error present 1 = A setting in the shutter control register (see page 4-32) is outside of the allowed range This field is read only.
Gain	8	Indicates a gain control error on the camera. 0 = no error present 1 = A setting in the gain control register (see page 4-33) is outside of the allowed range This field is read only.
Iris	9	Not used on A640f cameras. This bit should be ignored.
Focus	10	Not used on A640f cameras. This bit should be ignored.
Temperature	11	Not used on A640f cameras. This bit should be ignored.

Field	Bit	Description
Trigger	12	Indicates a trigger mode control error on the camera. 0 = no error present 1 = A setting in the trigger mode control register (see page 4-34) is outside of the allowed range This field is read only.
Trigger Delay	13	Not used on A640f cameras. This bit should be ignored.
White Shading	14	Not used on A640f cameras. This bit should be ignored.
Frame Rate	15	Not used on A640f cameras. This bit should be ignored.
---	16 ... 31	Reserved

Register Name:		Feature Control Error Status Low
Offset from Base Address:		0x644
Field	Bit	Description
Zoom	0	Not used on A640f cameras. This bit should be ignored.
Pan	1	Not used on A640f cameras. This bit should be ignored.
Tilt	2	Not used on A640f cameras. This bit should be ignored.
Optical Filter	3	Not used on A640f cameras. This bit should be ignored.
---	4 ... 15	Reserved
Capture Size	16	Not used on A640f cameras. This bit should be ignored.
Capture Quality	17	Not used on A640f cameras. This bit should be ignored.
---	18 ... 31	Reserved

4.4.2.4 Control and Status Registers for Format 7, Mode 0

Format 7, Mode 0 is available on all A640f cameras. The base address for each Format 7, Mode 0 camera control register is:

Bus ID, Node ID, FFFF F1F0 0000

In each Format 7, Mode 0 register description, an “Offset from the Base Address” is provided. This is a byte offset from the above base address. The address of a Format 7, Mode 0 register equals the above base address plus the indicated offset.

Values are stated in decimal format except when marked 0x. Values marked as 0x (e.g., 0x123) are in hexadecimal format. **Bit 0 in each register is the most significant bit.**

Register Name:		Max Image Size Inquiry
Offset from Base Address:		0x000
Field	Bit	Description
Hmax	0 ... 15	Indicates the maximum horizontal image size in pixels. Hmax = 1624 on the A641f Hmax = 1624 on the A641fc
Vmax	16 ... 31	Indicates the maximum vertical image size in pixels. Vmax = 1236 on the A641f Vmax = 1234 on the A641fc

Register Name:		Unit Size Inquiry
Offset from Base Address:		0x004
Field	Bit	Description
Hunit	0 ... 15	Indicates the increment in columns for adjusting the area of interest width (see Section 3.4). For example, if the Hunit is 2, the width should be set in increments of 2. Hunit = 1 on the A641f Hunit = 2 on the A641fc
Vunit	16 ... 31	Indicates the increment in rows for adjusting the area of interest height (see Section 3.4). For example, if the Vunit is 1, the height should be set in increments of 1. Vunit = 1 on the A641f Vunit = 2 on the A641fc

Register Name:		Image Position
Offset from Base Address:		0x008
Field Name:	Bit	Description
Left	0 ... 15	Sets the left (starting) column of pixels for the area of interest (see Section 3.4). Default = 0 on all A640f cameras
Top	16 ... 31	Sets the top row of pixels for the area of interest (see Section 3.4). Default = 0 on all A640f cameras

Register Name:		Image Size
Offset from Base Address:		0x00C
Field	Bit	Description
Width	0 ... 15	Sets the width in columns for the area of interest (see Section 3.4). Default = 1624 on the A641f Default = 1624 on the A641fc
Height	16 ... 31	Sets the height in rows for the area of interest (see Section 3.4). Default = 1236 on the A641f Default = 1234 on the A641fc

Register Name:		Color Coding ID
Offset from Base Address:		0x010
Field	Bit	Description
Coding ID	0 ... 7	Sets the color coding. Valid color codings for Format 7 Mode 0 are listed in the Color Coding Inquiry register (see the next register description). Default = ID 0 on the A641f Default = ID 2 on the A641fc
---	8 ... 31	Reserved

Register Name:		Color Coding Inquiry		
Offset from Base Address:		0x014		
Field Name:	Bit	Description	A641f Value *	A641fc Value *
Mono 8	0	Y only, 8 bits, non-compressed (ID = 0)	1	1
4:1:1 YUV8	1	4:4:1 YUV, 8 bits/component, non-compressed (ID = 1)	0	0
4:2:2 YUV 8	2	4:2:2 YUV, 8 bits/component, non-compressed (ID = 2)	0	1
4:4:4 YUV 8	3	4:4:4 YUV, 8 bits/component, non-compressed (ID = 3)	0	0
RGB 8	4	RGB, 8 bits/component, non-compressed (ID = 4)	0	0
Mono 16	5	Y only, 16 bits, non-compressed (unsigned integer) (ID = 5)	1	0
RGB 16	6	RGB, 16 bits/component, non-compressed (unsigned integer) (ID = 6)	0	0
Signed Mono 16	7	Y only, 16 bits, non-compressed (signed integer) (ID = 7)	0	0
Signed RGB 16	8	RGB, 16 bits/component, non-compressed (signed integer) (ID = 8)	0	0
Raw 8	9	8 bit, raw data output from a color filter sensor (ID = 9)	0	1
Raw 16	10	16 bit, raw data output from a color filter sensor (ID = 10)	0	1
---	11 ... 31	Reserved	---	---

* If a bit is set to 0, the camera does not support this color coding ID in Format 7 Mode 0.
If a bit is set to 1, the camera supports this color coding ID in Format 7 Mode 0.

Register Name:		Pixel Number Inquiry
Offset from Base Address:		0x034
Field	Bit	Description
Pixels Per Frame	0 ... 31	Indicates the total number of pixels per frame. The value in this register depends on settings in the Format 7, Mode 0 Image Size register (see page 4-39).

Register Name:		Total Bytes High Inquiry
Offset from Base Address:		0x038
Field	Bit	Description
Bytes Per Frame High	0 ... 31	Indicates the higher quadlet of the total bytes of image data per frame. The value in this register depends on settings in the Format 7, Mode 0 Image Size and Color Coding ID registers (see page 4-39). The value in this register includes image data, padding bytes and any data added by enabled smart features (see Section 6).

Register Name:		Total Bytes Low Inquiry
Offset from Base Address:		0x03C
Field	Bit	Description
Bytes Per Frame Low	0 ... 31	Indicates the lower quadlet of the total bytes of image data per frame. The value in this register depends on settings in the Format 7, Mode 0 Image Size and Color Coding ID registers (see page 4-39). The value in this register includes image data, padding bytes and any data added by enabled smart features (see Section 6).

Register Name:		Packet Para Inquiry
Offset from Base Address:		0x040
Field	Bit	Description
Unit Bytes Per Packet	0 ... 15	Indicates the increment for setting the Bytes Per Packet field of the Bytes Per Packet register (see page 4-42). 4 = the increment for setting the bytes per packet on A640f cameras.
Max Bytes Per Packet	16 ... 31	Indicates the maximum bytes per packet. 4096 = the maximum bytes per packet for A640f cameras.

Register Name:		Bytes Per Packet
Offset from Base Address:		0x044
Field	Bit	Description
Bytes Per Packet	0 ... 15	Sets the number of bytes per packet (the packet size). Note: When you lower the bytes per packet setting, the number of packets needed to transmit a frame (the packets per frame) will increase. Due to limitations in the DCAM structure, a maximum of 4095 packets per frame is allowed. If you set the bytes per packet too low, the number of packets per frame will exceed the 4095 packet limit and the camera will not transmit frames properly.
Rec Byte Per Packet	16 ... 31	Indicates the minimum bytes per packet needed to achieve the highest possible frame rate with the current camera settings. The recommended bytes per packet field is updated whenever the Format 7 settings are changed.

Register Name:		Packets Per Frame Inquiry
Offset from Base Address:		0x048
Field	Bit	Description
Packets Per Frame	0 ... 31	Indicates the total packets per frame. The value in this register depends on settings in the Format 7, Mode 0 Image Size and Color Coding ID registers (see page 4-39) and on the setting in the Format 7, Mode 0 Bytes per Packet register (see above). The value in this register includes image data, padding bytes and any data added by enabled smart features (see Section 6).

Register Name:		Unit Position Inquiry
Offset from Base Address:		0x04C
Field	Bit	Description
Hposunit	0 ... 15	Indicates the increment in columns for adjusting the area of interest starting column (see Section 3.4). For example, if the Hposunit is 2, the starting column should be adjusted in increments of 2. Hposunit = 1 for the A641f Hposunit = 2 for the A641fc
Vposunit	16 ... 31	Indicates the increment in rows for adjusting the area of interest starting row (see Section 3.4). For example, if the Vposunit is 1, the starting row should be adjusted in increments of 1. Vposunit = 1 for the A641f Vposunit = 2 for the A641fc

Register Name:		Frame Interval Inquiry
Offset from Base Address:		0x050
Field	Bit	Description
Frame Interval	0 ... 31	Indicates the current frame period in seconds. This value will be updated when you adjust any register that affects the frame period. The value in this register is a standard IEEE-754 single precision (32 bit) floating point number.

Register Name:		Data Depth Inquiry
Offset from Base Address:		0x054
Field	Bit	Description
Data Depth	0 ... 7	Indicates the effective depth of the data in the transmitted images. The value in this register depends on the setting in the Format 7, Mode 0 Color Coding ID register (see page 4-46). This field is read only. Color Coding ID setting: Effective data depth indicated: ID = 0 (Mono 8) 8 bits/pixel ID = 2 (YUV 4:2:2) 8 bits/component ID = 5 (Mono 16) 12 bits/pixel ID = 9 (Raw 8) 8 bits/pixel ID = 10 (Raw 16) 12 bits/pixel
---	8 ... 31	Reserved

Register Name:		Color Filter ID
Offset from Base Address:		0x058
Field	Bit	Description
Filter ID	0 ... 7	Indicates the alignment of the camera's color filter to the current AOI. This field is valid for cameras equipped with an RGB primary color filter such as the A641fc. (See Sections 3.4 and 3.5.2.) Value in this field: Pixel color order: 0 RG/GB 1 GB/RG 2 GR/BG 3 BG/GR
---	8 ... 31	Reserved

Register Name:		Value Setting
Offset from Base Address:		0x07C
Field	Bit	Description
Presence Inq	0	Indicates whether the fields in this register are valid. 0 = not valid 1 = valid The fields in this register are valid on all A640f cameras. The Presence Inq field is read only.
Setting 1	1	On A640f cameras, this field is not relevant and should be ignored. (Updates to the register values monitored by this field are performed automatically.)
---	2 ... 7	Reserved
Error Flag 1	8	Indicates whether the combination of the values in the ISO Speed register and in the Format 7 Mode 0 Image Position, Image Size and Color Coding ID registers is acceptable. 0 = acceptable 1 = not acceptable and no image capture can be started
Error Flag 2	9	Indicates whether the value in the Bytes per Packet register is acceptable. 0 = acceptable 1 = not acceptable and no image capture can be started This field is updated whenever a value is written in the Bytes per Packet register.
---	10 ... 31	Reserved

4.4.2.5 Control and Status Registers for Format 7, Mode 1

Format 7, Mode 1 is available on **A641f** color cameras only. The base address for each Format 7, Mode 1 camera control register is:

Bus ID, Node ID, FFFF F1F0 0100

In each Format 7, Mode 0 register description, an “Offset from the Base Address” is provided. This is a byte offset from the above base address. The address of a Format 7, Mode 1 register equals the above base address plus the indicated offset.

Values are stated in decimal format except when marked 0x. Values marked as 0x (e.g., 0x123) are in hexadecimal format. **Bit 0 in each register is the most significant bit.**

Register Name:		Max Image Size Inquiry
Offset from Base Address:		0x000
Field	Bit	Description
Hmax	0 ... 15	Indicates the maximum horizontal image size in pixels. Hmax = 1624
Vmax	16 ... 31	Indicates the maximum vertical image size in pixels. Vmax = 1234

Register Name:		Unit Size Inquiry
Offset from Base Address:		0x004
Field	Bit	Description
Hunit	0 ... 15	Indicates the increment in columns for adjusting the area of interest width (see Section 3.4). For example, if the Hunit is 2, the width should be set in increments of 2. Hunit = 2
Vunit	16 ... 31	Indicates the increment in rows for adjusting the area of interest height (see Section 3.4). For example, if the Vunit is 1, the height should be set in increments of 1. Vunit = 2

Register Name:		Image Position
Offset from Base Address:		0x008
Field Name:	Bit	Description
Left	0 ... 15	Sets the left (starting) column of pixels for the area of interest (see Section 3.4). Default = 0
Top	16 ... 31	Sets the top row of pixels for the area of interest (see Section 3.4). Default = 0

Register Name:		Image Size
Offset from Base Address:		0x00C
Field	Bit	Description
Width	0 ... 15	Sets the width in columns for the area of interest (see Section 3.4). Default = 1624
Height	16 ... 31	Sets the height in rows for the area of interest (see Section 3.4). Default = 1234

Register Name:		Color Coding ID
Offset from Base Address:		0x010
Field	Bit	Description
Coding ID	0 ... 7	Sets the color coding. Valid color codings for Format 7 Mode 1 are listed in the Color Coding Inquiry register (see the next register description). Default = ID 0
---	8 ... 31	Reserved

Register Name:		Color Coding Inquiry	
Offset from Base Address:		0x014	
Field Name:	Bit	Description	A641fc Value *
Mono 8	0	8 bit raw value, non-compressed (ID = 0) This is a non-standard definition. When set to this color coding ID in Format 7 Mode 1, an A641fc will output the raw value for each pixel. The pixel data is not processed in any way to account for the color filter on the sensor. (This type of output is sometimes called "Bayer 8.")	1
4:1:1 YUV8	1	4:4:1 YUV, 8 bits/component, non-compressed (ID = 1)	0
4:2:2 YUV 8	2	4:2:2 YUV, 8 bits/component, non-compressed (ID = 2)	0
4:4:4 YUV 8	3	4:4:4 YUV, 8 bits/component, non-compressed (ID = 3)	0
RGB 8	4	RGB, 8 bits/component, non-compressed (ID = 4)	0
Mono 16	5	Y only, 16 bits, non-compressed (unsigned integer) (ID = 5)	0
RGB 16	6	RGB, 16 bits/component, non-compressed (unsigned integer) (ID = 6)	0
Signed Mono 16	7	Y only, 16 bits, non-compressed (signed integer) (ID = 7)	0
Signed RGB 16	8	RGB, 16 bits/component, non-compressed (signed integer) (ID = 8)	0
Raw 8	9	8 bit, raw data output from a color filter sensor (ID = 9)	0
Raw 16	10	16 bit, raw data output from a color filter sensor (ID = 10)	0
---	11 ... 31	Reserved	---

* If a bit is set to 0, the camera does not support this color coding ID in Format 7 Mode 1.
If a bit is set to 1, the camera supports this color coding ID in Format 7 Mode 1.

Register Name:		Pixel Number Inquiry
Offset from Base Address:		0x034
Field	Bit	Description
Pixels Per Frame	0 ... 31	Indicates the total number of pixels per frame. The value in this register depends on settings in the Format 7, Mode 1 Image Size register (see page 4-46).

Register Name:		Total Bytes High Inquiry
Offset from Base Address:		0x038
Field	Bit	Description
Bytes Per Frame High	0 ... 31	Indicates the higher quadlet of the total bytes of image data per frame. The value in this register depends on settings in the Format 7, Mode 1 Image Size and Color Coding ID registers (see page 4-46). The value in this register includes image data, padding bytes and any data added by enabled smart features (see Section 6).

Register Name:		Total Bytes Low Inquiry
Offset from Base Address:		0x03C
Field	Bit	Description
Bytes Per Frame Low	0 ... 31	Indicates the lower quadlet of the total bytes of image data per frame. The value in this register depends on settings in the Format 7, Mode 1 Image Size and Color Coding ID registers (see page 4-46). The value in this register includes image data, padding bytes and any data added by enabled smart features (see Section 6).

Register Name:		Packet Para Inquiry
Offset from Base Address:		0x040
Field	Bit	Description
Unit Bytes Per Packet	0 ... 15	Indicates the increment for setting the Bytes per Packet field of the Bytes per Packet register (see page 4-49). 4 = the increment for setting the bytes per packet
Max Bytes Per Packet	16 ... 31	Indicates the maximum bytes per packet. 4096 = the maximum bytes per packet

Register Name:		Bytes Per Packet
Offset from Base Address:		0x044
Field	Bit	Description
Bytes Per Packet	0 ... 15	Sets the number of bytes per packet (the packet size). Note: When you lower the bytes per packet setting, the number of packets needed to transmit a frame (the packets per frame) will increase. Due to limitations in the DCAM structure, a maximum of 4095 packets per frame is allowed. If you set the bytes per packet too low, the number of packets per frame will exceed the 4095 packet limit and the camera will not transmit frames properly.
Rec Byte Per Packet	16 ... 31	Indicates the minimum bytes per packet needed to achieve the highest possible frame rate with the current camera settings. The recommended bytes per packet field is updated whenever the Format 7 settings are changed.

Register Name:		Packets Per Frame Inquiry
Offset from Base Address:		0x048
Field	Bit	Description
Packets Per Frame	0 ... 31	Indicates the total packets per frame. The value in this register depends on settings in the Format 7, Mode 1 Image Size and Color Coding ID registers (see page 4-46) and on the setting in the Format 7, Mode 1 Bytes per Packet register (see above). The value in this register includes image data, padding bytes and any data added by enabled smart features (see Section 6).

Register Name:		Unit Position Inquiry
Offset from Base Address:		0x04C
Field	Bit	Description
Hposunit	0 ... 15	Indicates the increment in columns for adjusting the area of interest starting column (see Section 3.4). For example, if the Hposunit is 2, the starting column should be adjusted in increments of 2. Hposunit = 2
Vposunit	16 ... 31	Indicates the increment in rows for adjusting the area of interest starting row (see Section 3.4). For example, if the Vposunit is 1, the starting row should be adjusted in increments of 1. Vposunit = 2

Register Name:		Frame Interval Inquiry
Offset from Base Address:		0x050
Field	Bit	Description
Frame Interval	0 ... 31	Indicates the current frame period in seconds. This value will be updated when you adjust any register that affects the frame period. The value in this register is a standard IEEE-754 single precision (32 bit) floating point number.

Register Name:		Data Depth Inquiry
Offset from Base Address:		0x054
Field	Bit	Description
Data Depth	0 ... 7	Indicates the effective depth of the data in the transmitted images. The value in this register depends on the setting in the Format 7, Mode 1 Color Coding ID register (see page 4-46). This field is read only. Color Coding ID setting: Effective data depth indicated: ID = 0 (Mono 8) 8 bits/pixel
---	8 ... 31	Reserved

Register Name:		Color Filter ID
Offset from Base Address:		0x058
Field	Bit	Description
Filter ID	0 ... 7	Indicates the alignment of the camera's color filter to the current AOI. This field is valid for cameras equipped with an RGB primary color filter such as the A641fc. (See Sections 3.4 and 3.5.2.) Value in this field: Pixel color order: 0 RG/GB 1 GB/RG 2 GR/BG 3 BG/GR
---	8 ... 31	Reserved

Register Name:		Value Setting
Offset from Base Address:		0x07C
Field	Bit	Description
Presence Inq	0	Indicates whether the fields in this register are valid. 0 = not valid 1 = valid The fields in this register are valid on A641fc cameras. The Presence Inq field is read only.
Setting 1	1	On A640f cameras, this field is not relevant and should be ignored. (Updates to the register values monitored by this field are performed automatically.)
---	2 ... 7	Reserved
Error Flag 1	8	Indicates whether the combination of the values in the ISO Speed register and in the Format 7 Mode 1 Image Position, Image Size and Color Coding ID registers is acceptable. 0 = acceptable 1 = not acceptable and no image capture can be started
Error Flag 2	9	Indicates whether the value in the Bytes per Packet register is acceptable. 0 = acceptable 1 = not acceptable and no image capture can be started This field is updated whenever a value is written in the Bytes per Packet register.
---	10 ... 31	Reserved

4.4.2.6 Control and Status Registers for the PIO Control Function


The base address for the PIO Control Function control and status registers is:

Bus ID, Node ID, FFFF F2F0 00C8

In each PIO register description, an “Offset the from Base Address” is provided. This a byte offset from the above base address. The address of a PIO register equals the above base address plus the indicated offset.

Values are stated in decimal format except when marked 0x. Values marked as 0x (e.g., 0x123) are in hexadecimal format. **Bit 0 in each register is the most significant bit.**

Register Name:		PIO Output
Offset from Base Address:		0x000
Field	Bit	Description
---	0 ... 27	Reserved
Port 3 Out	28	Sets the state of physical output port 3. 0 = low 1 = high
Port 2 Out	29	Sets the state of physical output port 2. 0 = low 1 = high
Port 1 Out	30	Sets the state of physical output port 1. 0 = low 1 = high
Port 0 Out	31	Sets the state of physical output port 0. 0 = low 1 = high

	The PIO Output register can only set the state of a physical output port if that port is configured as “User Set” (see Section 6.7.13). For any output port not configured as user set, the bit setting in the PIO Output register will be ignored.
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Register Name:		PIO Input
Offset from Base Address:		0x004
Field	Bit	Description
---	0 ... 27	Reserved
Port 3 In	28	Indicates the current state of physical input port 3. 0 = low 1 = high
Port 2 In	29	Indicates the current state of physical input port 2. 0 = low 1 = high
Port 1 In	30	Indicates the current state of physical input port 1. 0 = low 1 = high
Port 0 In	31	Indicates the current state of physical input port 0. 0 = low 1 = high

4.4.2.7 Control and Status Registers for the Strobe Signal Function

The base address for the Strobe Signal control and status registers is:

Bus ID, Node ID, FFFF F2F0 0300

In each Strobe Signal register description, an “Offset from the Base Address” is provided. This a byte offset from the above base address. The address of a strobe signal register equals the above base address plus the indicated offset.

Values are stated in decimal format except when marked 0x. Values marked as 0x (e.g., 0x123) are in hexadecimal format. **Bit 0 in each register is the most significant bit.**

Register Name:		Strobe Control Inquiry		
Offset from Base Address:		0x000		
Field	Bit	Description	A641f Value	A641fc Value
Strobe 0 Inq	0	Presence of the Strobe 0 signal feature	1	1
Strobe 1 Inq	1	Presence of the Strobe 1 signal feature	1	1
Strobe 2 Inq	2	Presence of the Strobe 2 signal feature	1	1
Strobe 3 Inq	3	Presence of the Strobe 3 signal feature	1	1
---	4 ... 31	Reserved	---	---

Register Name:		Strobe 0 Inquiry		
Offset from Base Address:		0x100		
Field	Bit	Description	A641f Value *	A641fc Value
Presence Inq	0	Strobe 0 signal feature is present	1	1
---	1 ... 3	Reserved	---	---
Read Out Inq	4	The Strobe 0 value can be read	1	1
On/Off Inq	5	Strobe 0 control can be switched on/off	1	1
Polarity Inq	6	Strobe 0 polarity can be changed	1	1
---	7	Reserved	---	---
Min Value	8 ... 19	Minimum value for Strobe 0 controls	0	0
Max Value	20 ... 31	Maximum value for Strobe 0 controls	4095	4095

* If a bit is set to 0, the camera does not support this feature

If a bit is set to 1, the camera supports this feature

Register Name:		Strobe 1 Inquiry		
Offset from Base Address:		0x104		
Field	Bit	Description	A641f Value	A641fc Value
Same definitions and values as Strobe 0 Inq				

Register Name:		Strobe 2 Inquiry		
Offset from Base Address:		0x108		
Field	Bit	Description	A641f Value	A641fc Value
Same definitions and values as Strobe 0 Inq				


Register Name:		Strobe 3 Inquiry		
Offset from Base Address:		0x10C		
Field	Bit	Description	A641f Value	A641fc Value
Same definitions and values as Strobe 0 Inq				

Register Name:		Strobe 0 Control
Offset from Base Address:		0x200
Field	Bit	Description
Presence Inq	0	Indicates the presence of the Strobe 0 signal control feature. 0 = not available 1 = available The Strobe 0 control feature is available on all A640f cameras. This field is read only.
---	1 ... 5	Reserved
On / Off	6	Sets whether the Strobe 0 signal is on or off. 0 = off 1 = on Default = 0 on all A640f cameras If this bit is 0, all other fields in this register are read only.
Signal Polarity	7	Sets the polarity of the Strobe 0 signal. 0 = low active 1 = high active Default = 1 on all A640f cameras
Delay Value	8 ... 19	Sets the delay value for the Strobe 0 signal (see Section 3.7). The delay value can range from 0 to 4095. Strobe 0 Delay = (Delay Value Setting) x (Delay Time Base) Default = 0 on all A640f cameras
Duration Value	20 ... 31	Sets the duration value for the Strobe 0 signal. The duration value can range from 0 to 4095. Strobe 0 Duration = (Dur. Value Setting) x (Duration Time Base) Default = 4095 on all A640f cameras

Register Name:		Strobe 1 Control
Offset from Base Address:		0x204
Field	Bit	Description
Same definitions and values as Strobe 0 Control.		

Register Name:		Strobe 2 Control
Offset from Base Address:		0x208
Field	Bit	Description
Same definitions and values as Strobe 0 Control.		

Register Name:		Strobe 3 Control
Offset from Base Address:		0x20C
Field	Bit	Description
Same definitions and values as Strobe 0 Control.		

	<p>If a strobe signal is on, the signal will only be present on the associated output port if the output port is configured for “strobe.” For example, if the Strobe 0 signal is on, the signal will only be present on physical output port 0 if the port is configured for “strobe”. If the Strobe 1 signal is on, the signal will only be present on physical output port 1 if the port is configured for “strobe”. Etc.</p> <p>See Section 6.7.13 for more information about configuring the output ports.</p>
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4.4.3 Advanced Features Registers

The base address for all advanced features registers is:

Bus ID, Node ID, FFFF F2F0 0000

The first eight quadlets of the advanced features register space is designated as the advanced features “Access Control Register” as described in the table below.

Values are stated in decimal format except when marked 0x. Values marked as 0x (e.g., 0x123) are in hexadecimal format. **Bit 0 in each register is the most significant bit.**

Register Name:		Special Features Access Control Register
Offset from Base Address:		0x000
Field	Bit	Description
Feature ID High	0 ... 31	On all A640f cameras, the value for Feature ID High field is: 0x0030 533B
Feature ID Low	32 ... 47	On all A640f cameras, the value for Feature ID Low field is: 0x73C3
0xF	48 ... 51	This value for this field always 0xF.
Time Out	52 ... 63	On all A640f cameras, the value for Time Out field is: 0x000

On **A640f** cameras, all advanced features registers, including the Access Control register, have been made part of Basler’s Smart Features Framework (SFF). See Section 6 for a detailed explanation of using the SFF framework to access advanced features. (Section 6.5.1 contains specific information about using the Access Control register.)

5 Image Data Formats and Structures

5.1 Image Data Basics

Image data is transmitted as isochronous data packets according to the “1394 - based Digital Camera Specification” (DCAM) issued by the 1394 Trade Association (see the trade association’s website: www.1394ta.org). The first packet of each frame is identified by a 1 in the sync bit of the packet header.

5.1.1 Pixel Transmission Sequence

Pixel data is transmitted from the camera in the following sequence on the A641f:

Row 0/Pixel 0, Row 0/Pixel 1, Row 0/Pixel 2 ... Row 0/Pixel 1622, Row 0/Pixel 1623

Row 1/Pixel 0, Row 1/Pixel 1, Row 1/Pixel 2 ... Row 1/Pixel 1622, Row 1/Pixel 1623

Row 2/Pixel 0, Row 2/Pixel 1, Row 2/Pixel 2 ... Row 2/Pixel 1622, Row 2/Pixel 1623

•
•

Row 1233/Pixel 0, Row 1233/Pixel 1, Row 1233/Pixel 2 ... Row 1233/ Pixel 1622, Row 1233/Pixel 1623

Row 1234/Pixel 0, Row 1234/Pixel 1, Row 1234/Pixel 2 ... Row 1234/ Pixel 1622, Row 1234/Pixel 1623

Row 1235/Pixel 0, Row 1235/Pixel 1, Row 1235/Pixel 2 ... Row 1235/ Pixel 1622, Row 1235/Pixel 1623

Pixel data is transmitted from the camera in the following sequence on the A641fc:

Row 0/Pixel 0, Row 0/Pixel 1, Row 0/Pixel 2 ... Row 0/Pixel 1622, Row 0/Pixel 1623

Row 1/Pixel 0, Row 1/Pixel 1, Row 1/Pixel 2 ... Row 1/Pixel 1622, Row 1/Pixel 1623

Row 2/Pixel 0, Row 2/Pixel 1, Row 2/Pixel 2 ... Row 2/Pixel 1622, Row 2/Pixel 1623

•
•

Row 1231/Pixel 0, Row 1231/Pixel 1, Row 1231/Pixel 2 ... Row 1231/ Pixel 1622, Row 1231/Pixel 1623

Row 1232/Pixel 0, Row 1232/Pixel 1, Row 1232/Pixel 2 ... Row 1232/ Pixel 1622, Row 1232/Pixel 1623

Row 1233/Pixel 0, Row 1233/Pixel 1, Row 1233/Pixel 2 ... Row 1233/ Pixel 1622, Row 1233/Pixel 1623

(These sequences assume that the cameras are set for full resolution.)

5.2 Packet Payload Charts for Standard Format, Mode and Frame Rate Combinations on A640f Cameras

The following charts describe the packet payload for each standard format/mode/framerate combination available on the A640f cameras. This information is especially useful when calculating a camera's bandwidth usage.

5.2.1 Format 0, Mode 1

(320 x 240, YUV 4:2:2, 16 bits/pixel avg)

Frame Rate	1.875 fps	3.75 fps	7.5 fps	15 fps	30 fps
Lines per Packet	1/16	1/8	1/4	1/2	1
Pixels per Packet	20	40	80	160	320
Bytes per Packet	40	80	160	320	640

5.2.2 Format 0, Mode 3

(640 x 480, YUV 4:2:2, 16 bits/pixel avg)

Frame Rate	1.875 fps	3.75 fps	7.5 fps	15 fps	30 fps
Lines per Packet	1/8	1/4	1/2	1	2
Pixels per Packet	80	160	320	640	1280
Bytes per Packet	160	320	640	1280	2560

5.2.3 Format 0, Mode 5

(640 x 480, Y Mono, 8 bits/pixel)

Frame Rate	1.875 fps	3.75 fps	7.5 fps	15 fps	30 fps
Lines per Packet	1/8	1/4	1/2	1	2
Pixels per Packet	80	160	320	640	1280
Bytes per Packet	80	160	320	640	1280

5.2.4 Format 0, Mode 6

(640 x 480, Y Mono, 16 bits/pixel)

Frame Rate	1.875 fps	3.75 fps	7.5 fps	15 fps	30 fps
Lines per Packet	1/8	1/4	1/2	1	2
Pixels per Packet	80	160	320	640	1280
Bytes per Packet	160	320	640	1280	2560

5.2.5 Format 1, Mode 0

(800 x 600, YUV 4:2:2, 16 bits/pixel avg)

Frame Rate	3.75 fps	7.5 fps	15 fps
Lines per Packet	5/16	5/8	5/4
Pixels per Packet	250	500	1000
Bytes per Packet	500	1000	2000

5.2.6 Format 1, Mode 2

(800 x 600, Y Mono, 8 bits/pixel)

Frame Rate	7.5 fps	15 fps
Lines per Packet	5/8	5/4
Pixels per Packet	500	1000
Bytes per Packet	500	1000

5.2.7 Format 1, Mode 3

(1024 x 768, YUV 4:2:2, 16 bits/pixel avg)

Frame Rate	3.75 fps	7.5 fps	15 fps
Lines per Packet	3/8	3/4	3/2
Pixels per Packet	384	768	1536
Bytes per Packet	768	1536	3072

5.2.8 Format 1, Mode 5

(1024 x 768, Y Mono, 8 bits/pixel)

Frame Rate	3.75 fps	7.5 fps	15 fps
Lines per Packet	3/8	3/4	3/2
Pixels per Packet	384	768	1536
Bytes per Packet	384	768	1536

5.2.9 Format 1, Mode 6

(800 x 600, Y Mono, 16 bits/pixel)

Frame Rate	3.75 fps	7.5 fps	15 fps
Lines per Packet	5/16	5/8	5/4
Pixels per Packet	250	500	1000
Bytes per Packet	500	1000	2000

5.2.10 Format 1, Mode 7

(1024 x 768, Y Mono, 16 bits/pixel)

Frame Rate	3.75 fps	7.5 fps	15 fps
Lines per Packet	3/8	3/4	3/2
Pixels per Packet	384	768	1536
Bytes per Packet	768	1536	3072

5.2.11 Format 2, Mode 0

(1280 x 960, YUV 4:2:2, 16 bits/pixel avg)

Frame Rate	1.875 fps	3.75 fps	7.5 fps
Lines per Packet	1/4	1/2	1
Pixels per Packet	320	640	1280
Bytes per Packet	640	1280	2560

5.2.12 Format 2, Mode 2

(1280 x 960, Y Mono, 8 bits/pixel)

Frame Rate	1.875 fps	3.75 fps	7.5 fps	15 fps
Lines per Packet	1/4	1/2	1	2
Pixels per Packet	320	640	1280	2560
Bytes per Packet	320	640	1280	2560

5.2.13 Format 2, Mode 3

(1600 x 1200, YUV 4:2:2, 16 bits/pixel avg)

Frame Rate	1.875 fps	3.75 fps	7.5 fps
Lines per Packet	5/16	5/8	5/4
Pixels per Packet	500	1000	2000
Bytes per Packet	1000	2000	4000

5.2.14 Format 2, Mode 5

(1600 x 1200, Y Mono, 8 bits/pixel)

Frame Rate	1.875 fps	3.75 fps	7.5 fps
Lines per Packet	5/16	5/8	5/4
Pixels per Packet	500	1000	2000
Bytes per Packet	500	1000	2000

5.2.15 Format 2, Mode 6

(1280 x 960, Y Mono, 16 bits/pixel)

Frame Rate	1.875 fps	3.75 fps	7.5 fps
Lines per Packet	1/4	1/2	1
Pixels per Packet	320	640	1280
Bytes per Packet	640	1280	2560

5.2.16 Format 2, Mode 7

(1600 x 1200, Y Mono, 16 bits/pixel)

Frame Rate	1.875 fps	3.75 fps	7.5 fps
Lines per Packet	5/16	5/8	5/4
Pixels per Packet	500	1000	2000
Bytes per Packet	1000	2000	4000

5.3 Image Data Formats

5.3.1 Data Format with the Camera Set for YUV 4:2:2 Output

The table below describes how the data for a received frame will be ordered in the image buffer in your PC.

The following standards are used in the table:

P_0 = the first pixel transmitted by the camera

P_n = the last pixel transmitted by the camera

B_0 = the first byte in the buffer

B_m = the last byte in the buffer

Byte	Data
B_0	U value for P_0
B_1	Y value for P_0
B_2	V Value for P_0
B_3	Y value for P_1
B_4	U value for P_2
B_5	Y value for P_2
B_6	V Value for P_2
B_7	Y value for P_3
B_8	U value for P_4
B_9	Y value for P_4
B_{10}	V Value for P_4
B_{11}	Y value for P_5
•	•
•	•
•	•
B_{m-7}	U value for P_{n-3}
B_{m-6}	Y value for P_{n-3}
B_{m-5}	V Value for P_{n-3}
B_{m-4}	Y value for P_{n-2}
B_{m-3}	U value for P_{n-1}
B_{m-2}	Y value for P_{n-1}
B_{m-1}	V Value for P_{n-1}
B_m	Y value for P_n

5.3.2 Data Format with the Camera Set for Y Mono 8 Output

The table below describes how the data for a received frame will be ordered in the image buffer in your PC.

The following standards are used in the table:

P_0 = the first pixel transmitted by the camera

P_n = the last pixel transmitted by the camera

B_0 = the first byte in the buffer

B_m = the last byte in the buffer

Byte	Data
B_0	Y value for P_0
B_1	Y value for P_1
B_2	Y value for P_2
B_3	Y value for P_3
B_4	Y value for P_4
B_5	Y value for P_5
B_6	Y value for P_6
B_7	Y value for P_7
•	•
•	•
•	•
B_{m-3}	Y value for P_{n-3}
B_{m-2}	Y value for P_{n-2}
B_{m-1}	Y value for P_{n-1}
B_m	Y value for P_n

5.3.3 Data Format with the Camera Set for Y Mono 16 Output

The table below describes how the data for a received frame will be ordered in the image buffer in your PC.

The following standards are used in the table:

P_0 = the first pixel transmitted by the camera

P_n = the last pixel transmitted by the camera

B_0 = the first byte in the buffer

B_m = the last byte in the buffer

Byte	Data
B_0	Low byte of Y value for P_0
B_1	High byte of Y value for P_0
B_2	Low byte of Y value for P_1
B_3	High byte of Y value for P_1
B_4	Low byte of Y value for P_2
B_5	High byte of Y value for P_2
B_6	Low byte of Y value for P_3
B_7	High byte of Y value for P_3
B_8	Low byte of Y value for P_4
B_9	High byte of Y value for P_4
B_{10}	Low byte of Y value for P_5
B_{11}	High byte of Y value for P_5
•	•
•	•
•	•
B_{m-7}	Low byte of Y value for P_{n-3}
B_{m-6}	High byte of Y value for P_{n-3}
B_{m-5}	Low byte of Y value for P_{n-2}
B_{m-4}	High byte of Y value for P_{n-2}
B_{m-3}	Low byte of Y value for P_{n-1}
B_{m-2}	High byte of Y value for P_{n-1}
B_{m-1}	Low byte of Y value for P_n
B_m	High byte of Y value for P_n



As shown in the table above, when the camera is set for 16 bit output, data is placed in the image buffer in **little endian format**. (The DCAM standard specifies big endian format for 16 bit output, but we do not follow this recommendation. We use little endian format so that 16 bit data can be processed more effectively on little endian hardware such as Intel® processor based PCs.)

When the camera is set for 16 bit output, 16 bits of data will be transmitted for each pixel but only 12 bits are effective (see Section 3.6).

5.3.4 Data Format with the Camera Set for Raw 8 Output

The tables below describe how the data for the odd lines and for the even lines of a received frame will be ordered in the image buffer in your PC.

The following standards are used in the tables:

P_0 = the first pixel transmitted by the camera for a line

P_n = the last pixel transmitted by the camera a line

B_0 = the first byte of data for a line

B_m = the last byte of data for a line

For Filter ID = 0 (RG / GB)

Even Lines	
Byte	Data
B_0	Red value for P_0
B_1	Green value for P_1
B_2	Red value for P_2
B_3	Green value for P_3
B_4	Red value for P_4
B_5	Green value for P_5
•	•
•	•
•	•
B_{m-5}	Red value for P_{n-5}
B_{m-4}	Green value for P_{n-4}
B_{m-3}	Red value for P_{n-3}
B_{m-2}	Green value for P_{n-2}
B_{m-1}	Red value for P_{n-1}
B_m	Green value for P_n

Odd Lines	
Byte	Data
B_0	Green value for P_0
B_1	Blue value for P_1
B_2	Green value for P_2
B_3	Blue value for P_3
B_4	Green value for P_4
B_5	Blue value for P_5
•	•
•	•
•	•
B_{n-5}	Green value for P_{n-5}
B_{n-4}	Blue value for P_{n-4}
B_{n-3}	Green value for P_{n-3}
B_{n-2}	Blue value for P_{n-2}
B_{n-1}	Green value for P_{n-1}
B_n	Blue value for P_n

For Filter ID = 1 (GB / RG)

Even Lines	
Byte	Data
B ₀	Green value for P ₀
B ₁	Blue value for P ₁
B ₂	Green value for P ₂
B ₃	Blue value for P ₃
B ₄	Green value for P ₄
B ₅	Blue value for P ₅
•	•
•	•
•	•
B _{m-5}	Green value for P _{n-5}
B _{m-4}	Blue value for P _{n-4}
B _{m-3}	Green value for P _{n-3}
B _{m-2}	Blue value for P _{n-2}
B _{m-1}	Green value for P _{n-1}
B _m	Blue value for P _n

Odd Lines	
Byte	Data
B ₀	Red value for P ₀
B ₁	Green value for P ₁
B ₂	Red value for P ₂
B ₃	Green value for P ₃
B ₄	Red value for P ₄
B ₅	Green value for P ₅
•	•
•	•
•	•
B _{m-5}	Red value for P _{n-5}
B _{m-4}	Green value for P _{n-4}
B _{m-3}	Red value for P _{n-3}
B _{m-2}	Green value for P _{n-2}
B _{m-1}	Red value for P _{n-1}
B _m	Green value for P _n

For Filter ID = 2 (GR / BG)

Even Lines	
Byte	Data
B ₀	Green value for P ₀
B ₁	Red value for P ₁
B ₂	Green value for P ₂
B ₃	Red value for P ₃
B ₄	Green value for P ₄
B ₅	Red value for P ₅
•	•
•	•
•	•
B _{m-5}	Green value for P _{n-5}
B _{m-4}	Red value for P _{n-4}
B _{m-3}	Green value for P _{n-3}
B _{m-2}	Red value for P _{n-2}
B _{m-1}	Green value for P _{n-1}
B _m	Red value for P _n

Odd Lines	
Byte	Data
B ₀	Blue value for P ₀
B ₁	Green value for P ₁
B ₂	Blue value for P ₂
B ₃	Green value for P ₃
B ₄	Blue value for P ₄
B ₅	Green value for P ₅
•	•
•	•
•	•
B _{m-5}	Blue value for P _{n-5}
B _{m-4}	Green value for P _{n-4}
B _{m-3}	Blue value for P _{n-3}
B _{m-2}	Green value for P _{n-2}
B _{m-1}	Blue value for P _{n-1}
B _m	Green value for P _n

For Filter ID = 3 (BG / GR)

Even Lines	
Byte	Data
B ₀	Blue value for P ₀
B ₁	Green value for P ₁
B ₂	Blue value for P ₂
B ₃	Green value for P ₃
B ₄	Blue value for P ₄
B ₅	Green value for P ₅
•	•
•	•
•	•
B _{m-5}	Blue value for P _{n-5}
B _{m-4}	Green value for P _{n-4}
B _{m-3}	Blue value for P _{n-3}
B _{m-2}	Green value for P _{n-2}
B _{m-1}	Blue value for P _{n-1}
B _m	Green value for P _n

Odd Lines	
Byte	Data
B ₀	Green value for P ₀
B ₁	Red value for P ₁
B ₂	Green value for P ₂
B ₃	Red value for P ₃
B ₄	Green value for P ₄
B ₅	Red value for P ₅
•	•
•	•
•	•
B _{m-5}	Green value for P _{n-5}
B _{m-4}	Red value for P _{n-4}
B _{m-3}	Green value for P _{n-3}
B _{m-2}	Red value for P _{n-2}
B _{m-1}	Green value for P _{n-1}
B _m	Red value for P _n

5.3.5 Data Format with the Camera Set for Raw 16 Output

The tables below describe how the data for the odd lines and for the even lines of a received frame will be ordered in the image buffer in your PC.

The following standards are used in the tables:

P_0 = the first pixel transmitted by the camera for a line

P_n = the last pixel transmitted by the camera a line

B_0 = the first byte of data for a line

B_m = the last byte of data for a line

For Filter ID = 0 (RG / GB)

Even Lines	
Byte	Data
B_0	Low byte of red value for P_0
B_1	High byte of red value for P_0
B_2	Low byte of green value for P_1
B_3	High byte of green value for P_1
B_4	Low byte of red value for P_2
B_5	High byte of red value for P_2
B_6	Low byte of green value for P_3
B_7	High byte of green value for P_3
•	•
•	•
•	•
B_{m-7}	Low byte of red value for P_{n-3}
B_{m-6}	High byte of red value for P_{n-3}
B_{m-5}	Low byte of green value for P_{n-2}
B_{m-4}	High byte of green value for P_{n-2}
B_{m-3}	Low byte of red value for P_{n-1}
B_{m-2}	High byte of red value for P_{n-1}
B_{m-1}	Low byte of green value for P_n
B_m	High byte of green value for P_n

Odd Lines	
Byte	Data
B_0	Low byte of green value for P_0
B_1	High byte of green value for P_0
B_2	Low byte of blue value for P_1
B_3	High byte of blue value for P_1
B_4	Low byte of green value for P_2
B_5	High byte of green value for P_2
B_6	Low byte of blue value for P_3
B_7	High byte of blue value for P_3
•	•
•	•
•	•
B_{m-7}	Low byte of green value for P_{n-3}
B_{m-6}	High byte of green value for P_{n-3}
B_{m-5}	Low byte of blue value for P_{n-2}
B_{m-4}	High byte of blue value for P_{n-2}
B_{m-3}	Low byte of green value for P_{n-1}
B_{m-2}	High byte of green value for P_{n-1}
B_{m-1}	Low byte of blue value for P_n
B_m	High byte of blue value for P_n

For Filter ID = 1 (GB / RG)

Even Lines	
Byte	Data
B ₀	Low byte of green value for P ₀
B ₁	High byte of green value for P ₀
B ₂	Low byte of blue value for P ₁
B ₃	High byte of blue value for P ₁
B ₄	Low byte of green value for P ₂
B ₅	High byte of green value for P ₂
B ₆	Low byte of blue value for P ₃
B ₇	High byte of blue value for P ₃
•	•
•	•
•	•
B _{m-7}	Low byte of green value for P _{n-3}
B _{m-6}	High byte of green value for P _{n-3}
B _{m-5}	Low byte of blue value for P _{n-2}
B _{m-4}	High byte of blue value for P _{n-2}
B _{m-3}	Low byte of green value for P _{n-1}
B _{m-2}	High byte of green value for P _{n-1}
B _{m-1}	Low byte of blue value for P _n
B _m	High byte of blue value for P _n

Odd Lines	
Byte	Data
B ₀	Low byte of red value for P ₀
B ₁	High byte of red value for P ₀
B ₂	Low byte of green value for P ₁
B ₃	High byte of green value for P ₁
B ₄	Low byte of red value for P ₂
B ₅	High byte of red value for P ₂
B ₆	Low byte of green value for P ₃
B ₇	High byte of green value for P ₃
•	•
•	•
•	•
B _{m-7}	Low byte of red value for P _{n-3}
B _{m-6}	High byte of red value for P _{n-3}
B _{m-5}	Low byte of green value for P _{n-2}
B _{m-4}	High byte of green value for P _{n-2}
B _{m-3}	Low byte of red value for P _{n-1}
B _{m-2}	High byte of red value for P _{n-1}
B _{m-1}	Low byte of green value for P _n
B _m	High byte of green value for P _n

For Filter ID = 2 (GR / BG)

Even Lines	
Byte	Data
B ₀	Low byte of green value for P ₀
B ₁	High byte of green value for P ₀
B ₂	Low byte of red value for P ₁
B ₃	High byte of red value for P ₁
B ₄	Low byte of green value for P ₂
B ₅	High byte of green value for P ₂
B ₆	Low byte of red value for P ₃
B ₇	High byte of red value for P ₃
•	•
•	•
•	•
B _{m-7}	Low byte of green value for P _{n-3}
B _{m-6}	High byte of green value for P _{n-3}
B _{m-5}	Low byte of red value for P _{n-2}
B _{m-4}	High byte of red value for P _{n-2}
B _{m-3}	Low byte of green value for P _{n-1}
B _{m-2}	High byte of green value for P _{n-1}
B _{m-1}	Low byte of red value for P _n
B _m	High byte of red value for P _n

Odd Lines	
Byte	Data
B ₀	Low byte of blue value for P ₀
B ₁	High byte of blue value for P ₀
B ₂	Low byte of green value for P ₁
B ₃	High byte of green value for P ₁
B ₄	Low byte of blue value for P ₂
B ₅	High byte of blue value for P ₂
B ₆	Low byte of green value for P ₃
B ₇	High byte of green value for P ₃
•	•
•	•
•	•
B _{m-7}	Low byte of blue value for P _{n-3}
B _{m-6}	High byte of blue value for P _{n-3}
B _{m-5}	Low byte of green value for P _{n-2}
B _{m-4}	High byte of green value for P _{n-2}
B _{m-3}	Low byte of blue value for P _{n-1}
B _{m-2}	High byte of blue value for P _{n-1}
B _{m-1}	Low byte of green value for P _n
B _m	High byte of green value for P _n

For Filter ID = 3 (BG / GR)

Even Lines	
Byte	Data
B ₀	Low byte of blue value for P ₀
B ₁	High byte of blue value for P ₀
B ₂	Low byte of green value for P ₁
B ₃	High byte of green value for P ₁
B ₄	Low byte of blue value for P ₂
B ₅	High byte of blue value for P ₂
B ₆	Low byte of green value for P ₃
B ₇	High byte of green value for P ₃
•	•
•	•
•	•
B _{m-7}	Low byte of blue value for P _{n-3}
B _{m-6}	High byte of blue value for P _{n-3}
B _{m-5}	Low byte of green value for P _{n-2}
B _{m-4}	High byte of green value for P _{n-2}
B _{m-3}	Low byte of blue value for P _{n-1}
B _{m-2}	High byte of blue value for P _{n-1}
B _{m-1}	Low byte of green value for P _n
B _m	High byte of green value for P _n

Odd Lines	
Byte	Data
B ₀	Low byte of green value for P ₀
B ₁	High byte of green value for P ₀
B ₂	Low byte of red value for P ₁
B ₃	High byte of red value for P ₁
B ₄	Low byte of green value for P ₂
B ₅	High byte of green value for P ₂
B ₆	Low byte of red value for P ₃
B ₇	High byte of red value for P ₃
•	•
•	•
•	•
B _{m-7}	Low byte of green value for P _{n-3}
B _{m-6}	High byte of green value for P _{n-3}
B _{m-5}	Low byte of red value for P _{n-2}
B _{m-4}	High byte of red value for P _{n-2}
B _{m-3}	Low byte of green value for P _{n-1}
B _{m-2}	High byte of green value for P _{n-1}
B _{m-1}	Low byte of red value for P _n
B _m	High byte of red value for P _n



As shown in the tables above, when the camera is set for 16 bit output, data is placed in the image buffer in **little endian format**. (The DCAM standard specifies big endian format for 16 bit output, but we do not follow this recommendation. We use little endian format so that 16 bit data can be processed more effectively on little endian hardware such as Intel® processor based PCs.)

When the camera is set for 16 bit output, 16 bits of data will be transmitted for each pixel but only 12 bits are effective (see Section 3.6).

5.4 Image Data Structure

5.4.1 Data Structure for a Y (Mono 8) or an R, G or B (Raw 8) Component

The data output for a Y (mono 8) component or an R, G or B (raw 8) component is 8 bit data of the “unsigned char” type. The range of data values for a Y mono component and the corresponding indicated signal levels are shown below.

This Data Value (Hexadecimal)	Indicates This Signal Level (Decimal)
0xFF	255
0xFE	254
•	•
•	•
•	•
0x01	1
0x00	0

5.4.2 Data Structure for a U or a V Component

The data output for a U or a V component is 8 bit data of the “straight binary” type. The range of data values for a U or a V component and the corresponding indicated signal levels are shown below.

This Data Value (Hexadecimal)	Indicates This Signal Level (Decimal)
0xFF	127
0xFE	126
•	•
•	•
•	•
0x81	1
0x80	0
0x7F	-1
•	•
•	•
•	•
0x01	-127
0x00	-128

The signal level of a U component or a V component can range from -128 to +127 (decimal). Notice that the data values have been arranged to represent the full signal level range.

5.4.3 Data Structure for a Y (Mono 16) or an R, G or B (Raw 16) Component

The data output for a Y (mono 16) component or an R, G or B (Raw 16) component is 16 bit data of the “unsigned short (little endian)” type. The range of data values for a Y mono component and the corresponding indicated signal levels are shown below.

This Data Value (Hexadecimal)	Indicates This Signal Level (Decimal)
0x0FFF	4095
0x0FFE	4094
•	•
•	•
•	•
0x0001	1
0x0000	0



Normally, the data values for a 16 bit component would range from 0x0000 to 0xFFFF. However, when an A640f camera is set for 16 bit output, only 12 bits are effective. Therefore, the highest data value you will see is 0x0FFF indicating a signal level of 4095.

6 Smart Features and the Smart Features Framework

6.1 What Are Smart Features?

Smart features are features unique to Basler cameras. Test Images, the Cycle Time Stamp, and the CRC (Cyclic Redundancy Check) Checksum are examples of Basler smart features.

In some cases, enabling a smart feature will simply change the behavior of the camera. The Test Image feature is a good example of this type of smart feature. When the Test Image feature is enabled, the camera outputs a test image rather than a captured image.

When certain smart features are enabled, the camera actually develops some sort of information about each image that it acquires. In these cases, the information is added to each image as trailing data when the image is transmitted from the camera. Examples of this type of smart feature are the Cycle Time Stamp feature and the CRC Checksum. When the Cycle Time Stamp feature is enabled, after an image is captured, the camera determines when the acquisition occurred and develops a cycle time stamp for the image. And if the CRC Checksum feature is enabled, the camera calculates a checksum for the image. The cycle time stamp and checksum are added as trailing data to each image as the image is transmitted from the camera.

6.2 What Is the Smart Features Framework?

The first component of the Smart Features Framework (SFF) is a mechanism that allows you to enable and to parametrize smart features. This mechanism is essentially an extension of the register structure defined in the DCAM specification for use with “Advanced Features.” The SFF establishes a register for each smart feature. By setting bits within the register for a particular smart feature, you can enable the feature and control how the feature operates.

When certain smart features are enabled, the camera actually develops some sort of data about each image that it acquires. For example, when the Cycle Time Stamp feature is enabled, the camera creates a time stamp for each image based on when the image exposure started. In the cases where a smart feature develops some sort of data about a captured image, the smart feature’s data is added as trailing data to each image as the image is transmitted from the camera.

The SFF provides a mechanism for parsing the smart features data added to images transmitted out of the camera by assigning a unique identifier (GUID) to each smart feature. Whenever the camera adds data for a smart feature to an image, it includes the GUID for the smart feature as

part of the added data. The GUIDs are especially useful when you enable several smart features that add data to the image stream. The GUIDs make it possible to identify which portion of the added data is the result of each enabled smart feature. Refer to Sections 6.6 and 6.7 for detailed information about getting smart features results.

6.3 What Do I Need to Use Smart Features?

To use smart features you will need:

- A camera that supports smart features. Not all camera models support smart features. And with some camera models that do support smart features, you may find that older cameras may not support all available smart features or may not support smart features at all. Section 6.5 contains information about checking a camera to see if it supports smart features.
- A method of accessing the camera's DCAM register structure. We strongly recommend that you use the Basler BCAM 1394 Driver (v1.7 or higher) along with the Basler Smart Features Framework software to access the registers. (See Section 6.4 for more information about the SFF Software.)



We strongly recommend that you use the Basler BCAM 1394 Driver. However, any driver that can get images in format 7 and that provides access to the DCAM registers can be used to work with smart features. If you do use a different driver, you can adapt the access techniques described in the SFF Software tutorial (see Section 6.4) to the driver you are using.

You should be aware that drivers other than the Basler BCAM 1394 Driver have not been tested with smart features.

6.4 What Is the Smart Features Framework Software?

A Smart Features Framework Software (SFF Software) package is available from Basler technical support. The SFF Software has two major components:

- An SFF Viewer. The viewer is a Windows® based tool that allows you to easily enable and disable smart features, parameterize the camera, capture and view images, and view smart features results.
- An SFF Tutorial. The tutorial explains how to access the cameras smart features from within your own applications. The tutorial is based on the assumption that you are using the Basler BCAM 1394 Driver with your camera.



The SFF Viewer will only work on PCs that have the BCAM 1394 Driver v1.7 or higher installed.

6.5 Enabling and Parameterizing Smart Features

The camera provides a control and status register (CSR) for each smart feature (see Sect 6.7 for details of each feature and its CSR). To enable and parameterize a smart feature, the following steps must be performed:

1. Check to see if the camera supports smart features.
2. Ask the camera for the address of the CSR for the desired smart feature.
3. Enable and parameterize the desired smart features.

The next two sections describe steps 1 and 2. The layout of the registers used to enable and parameterize the smart features is described in section 6.7.

6.5.1 Checking to See If the Camera Supports Smart Features

Smart features are vendor unique. Such features are referred to in the 1394 Trade Association DCAM standard as advanced features. The DCAM standard specifies how vendors should implement advanced features. According to the standard, advanced features must be unlocked (that is, enabled) by writing an advanced features set identifier (Feature ID) and a time-out value to the Advanced Features Access Control Register. The Feature ID associated with Basler smart features is 0x0030 533B 73C3. From the point of view of the DCAM standard, smart features are a set of advanced DCAM features.

For Basler cameras, unlocking advanced features is not strictly necessary because any implemented smart features are always available. However, the unlock mechanism is also used to check to see if a camera supports vendor unique features such as smart features. If a device doesn't recognize a Feature ID written to the Access Control Register, a value of 0xFFFF FFFF FFFF FFFF will be read back from the ACR. This value indicates that the device does not implement the feature set associated with that Feature ID.

Assuming that the address of the Advanced Features Access Control Register is 0xFFFF F2F0 0000, perform the following steps to see if a camera is smart features capable:

1. Write the quadlet data 0x0030 533B to 0xFFFF F2F0 0000
2. Write quadlet data 0x73C3 F000* to 0xFFFF F2F0 0004
3. Read quadlet data from 0xFFFF F2F0 0000 and 0xFFFF F2F0 0004. If at least one of the read operations returns a value that is not equal to 0xFFFF FFFF, the camera supports smart features. If both read operations return 0xFFFF FFFF, the camera does not support smart features.

Note that instead of performing two single quadlet write operations, a block write can be performed.

* The last three zeros in this quadlet represent a timeout value. When the timeout value is "000" as it is on **A640f** cameras, it means that advanced features are always available.

6.5.2 Determining the Address of a Smart Feature's CSR

The control and status register (CSR) for each smart feature is identified by a 128 bit Globally Unique Identifier (GUID). GUIDs are also known as UUIDs (Universal Unique Identifier).

A GUID consists of:

- One 32 bit number (D1)
- Two 16 bit numbers (D2, D3)
- A sequence of 8 bytes (D4[0] - D4[7])

GUID example:

CA8A916A - 14A4 - 4D8E - BBC9 - 93DF50495C16
 (D1) (D2) (D3) (D4[0] - D4[1]) (D4[2] - D4[7])

Section 6.7 describes the standard smart features available on A640f cameras. Each smart feature description includes the GUID assigned to the feature's CSR.

To determine the starting address of a smart feature's CSR, the feature's CSR GUID must be written to the Smart Features Inquiry register. The Smart Features Inquiry register's offset relative to the Advanced Features Access Control Register is 0x10. If the camera recognizes the GUID as the CSR GUID for an implemented smart feature, the address of CSR for the feature can be read from the Smart Features Address Register at offset 0x20. If the feature isn't supported by the device, a value of 0x0 will be read from the Smart Features Address Register.

Smart Features Inquiry Register Layout

Offset	Bit			
	0-7	8-15	16-23	24-31
10h	D1			
14h	D3		D2	
18h	D4[3]	D4[2]	D4[1]	D4[0]
1ch	D4[7]	D4[6]	D4[5]	D4[4]

Smart Features Address Register Layout

Offset	Bit			
	0-7	8-15	16-23	24-31
20h	Address Low			
24h	Address High			

Example

Determine the address of the “CRC Checksum” smart feature which has a CSR GUID of:

3B34004E - 1B84 - 11D8 - 83B3 - 00105A5BAE55

D1: 0x3B34 004E

D2: 0x1B84

D3: 0x11D8

D4[0]: 0x83

D4[1]: 0xB3

D4[2]: 0x00

D4[3]: 0x10

D4[4]: 0x5A

D4[5]: 0x5B

D4[6]: 0xAE

D4[7]: 0x55

Step 1: Write the CSR GUID to the Smart Features Inquiry Register

Assuming that the address for the Access Control Register is 0xFFFF F2F0 0000, perform the following quadlet write operations to the Smart Features Inquiry Register

- a. Write quadlet data 0x3B34 004E to 0xFFFF F2F0 0010 (D1)
- b. Write quadlet data 0x11D8 1B84 to 0xFFFF F2F0 0014 (D3 | D2)
- c. Write quadlet data 0x1000 B383 to 0xFFFF F2F0 0018 (D4[3] | D[0])
- d. Write quadlet data 0x55AE 5B5A to 0xFFFF F2F0 001C (D4[7] | D[4])

Instead of performing four quadlet write operations, one block write operation can be performed.

Step 2: Read the start address for the smart feature from the Smart Features Address Register

- a. Read quadlet data from 0xFFFF F2F0 0020 (Address Low)
- b. Read quadlet data from 0xFFFF F2F0 0024 (Address High)

If both Address Low and Address High return zero, the camera doesn't support the CRC checksum feature. Assuming the read operations yielded Address Low = 0xF2F0 0038 and Address High = 0x0000 FFFF, the CRC Checksum feature CSR's address is 0xFFFF F2F0 0038.

6.5.3 Enabling and Parameterizing a Smart Feature

Once you have determined the starting address of the control and status register (CSR) for your desired smart feature, you are ready to enable and parameterize the feature by setting bits within the CSR.

Section 6.7 describes the standard smart features available on **A640f** cameras. Each smart features description includes an explanation of what the feature does and an explanation of the parameters associated with the feature. The descriptions also include a detailed layout of how the bits contained within the feature's CSR relate to the parameters for the feature. After reading the description of your desired smart feature, you can enable and parameterize the feature by setting the appropriate bits within the CSR.

6.6 Getting Smart Features Results

In many cases, activating a smart feature results in additional data that must be transmitted by the camera, i.e., the results of the smart feature. The results of a smart feature will be appended to the image data so that each frame contains both image data and smart features results.

Before using any of the smart features that add information to the image data, the extended data stream feature must be enabled. The extended data stream is in itself a smart feature. When the extended data stream feature is enabled, information such as the height of the image, the width of the image, and the AOI size is added to each image's basic pixel data. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.

The extended data stream feature and any other smart features which add information to the image data stream will only work when the camera is set for video format 7. For other video formats, enabling the extended data stream feature or any of the other smart features that normally add data to the image stream does not affect the image data stream; the camera only sends the basic image data without any added information.

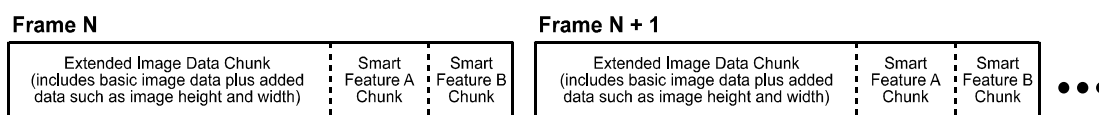


Figure 6-1: Image Data Stream with Smart Features Enabled

As illustrated in Figure 6-1, when smart features are enabled, each image frame consists of “chunks.” For example, the frame may include a chunk which contains the extended image data (the basic image data plus the added height, width, etc. information), a chunk which contains the results for the frame counter smart feature, a chunk which contains the results for the cycle time stamp smart feature, etc. Table 6-1 describes the general structure of a chunk.

Position	Name	Description
0	Data [K Bytes]	The data that the chunk is transporting.
K	Chunk GUID [16 Bytes]	Identifies the type of chunk and the smart feature associated with the chunk. (Note that a smart feature's chunk GUID is not the same as its CSR GUID.)
K+16	Length [4 Bytes]	The chunk's total length in bytes.
K+20	Inverted Length [4 Bytes]	The bitwise complement of the length.

Table 6-1: General Structure of a Chunk

Each chunk ends with a four byte unsigned integer indicating the length of the chunk and four bytes which indicate the bitwise complement of the length. Transferring both the chunk length and the bitwise complement of the length serves as a mechanism to detect transmission errors. If the last four bytes of a chunk aren't the bitwise complement of the preceding four bytes, the chunk's length information isn't valid and this indicates that a transmission error occurred.

There are different types of chunks, for example, the chunk that is added when the cycle time stamp smart feature is enabled and the chunk that is added when the frame counter smart feature is enabled. Although most chunks follow the general structure described in Table 6-1, each type of chunk has unique aspects to its layout. To allow you to distinguish between the chunks, each chunk carries a “chunk GUID”. The GUID for each chunk is transferred just before the chunk’s length information. If you look through the descriptions of the smart features in Section 6.7, you will notice that for smart features which add a chunk to the image data stream, there is a description of the layout of the chunk and the chunk GUID associated with the chunk.

A chunk’s length field contains the chunk’s total length in bytes. The GUID, the length, and the inverted length are included as part of the total chunk length.

By appending length information and a chunk GUID to each chunk, the camera sends a self-describing data stream and allows easy navigation through the individual chunks that make up a complete image data frame.



Don’t confuse CSR GUIDs with chunk GUIDs:

- Each smart feature has a control and status register (CSR) associated with it and each CSR has a unique “CSR GUID” assigned to the register. The CSR GUIDs are used to help you keep track of which CSR is associated with each smart feature.
- Any smart feature that adds a “chunk” of data to the image data stream also has a unique “chunk GUID” assigned to the feature. The chunk GUID will be included the chunk of data that a smart feature adds to the image data. The chunk GUIDs let you determine which smart feature is associated with each added chunk in the image data stream.



The CRC Checksum is an exception to the general structure of a chunk. See Section 6.7.7 for more information.

6.6.1 How Big a Buffer Do I Need?

When smart features that add data to the image are enabled, the size of each transmitted frame will be larger than you would normally expect for a frame which contains only image data. To determine the size of the buffer that you will need to hold an image with appended smart features data, check the Total Bytes High Inquiry and Total Bytes Low Inquiry registers of the Format 7 mode you are currently using. Make sure to check these registers after all smart features have been enabled and all other settings affecting the image size have been completed. The size information in these fields will allow you to properly set up buffers to receive the transmitted images.


6.7 Standard Smart Features on the A640f

6.7.1 Extended Data Stream

The extended data stream feature has two functions:

- When it is enabled, information such as image height, image width, and AOI size is added to the basic pixel data for each image.
- It must be enabled before you can use any other smart feature that adds information to the image data stream.

With the extended data stream feature enabled, the basic pixel data for each image and the added information such as the image height and width are included in an “extended data chunk”. Refer to the extended data chunk layout below for a complete description of the information included in the extended data chunk.

	<p>The extended data stream feature must be enabled in order to use any of the other smart feature that adds information to the image data stream. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.</p> <p>The extended data stream feature and any other smart features which add information to the image data stream will only work when the camera is set for video format 7.</p>
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Control and Status Register for the Extended Data Stream Feature

Name	Extended Data Stream	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	4E7ABCB0 - 1B84 - 11D8 - 9651 - 00105A5BAE55	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
----	[1 ... 30]	Reserved
Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable

Extended Data Chunk Layout

Position	Name	Description
0	Pixel Data [K Bytes]	The pixel data from the captured image
K	Gap [M Bytes]	For technical reasons, there might be a gap between the pixel data and the other data in the extended image data.

K + M	Stride [4 Bytes]	Signed integer. Indicates the number of bytes needed to advance from the beginning of one row in an image to the beginning of the next row.
K + M + 4	Reserved [3 Bytes]	-----
K + M + 7	Data Depth [1 Byte]	Effective data depth in bits of the pixels in the image.
K + M + 8	Top [2 Bytes]	Y coordinate of the top left corner of the current area of interest (AOI).
K + M + 10	Left [2 Bytes]	X coordinate of the top left corner of the current AOI.
K + M + 12	Height [2 Bytes]	Height in pixels of the current AOI.
K + M + 14	Width [2 Bytes]	Width in pixels of the current AOI.
K + M + 16	Reserved [3 Bytes]	-----
K + M + 19	Color Coding ID [1 Byte]	Color coding ID which describes the pixel data format. See Sections 3.9.2 and 3.10.2 and pages 4-39 and 4-40 .
K + M + 20	Reserved [3 Bytes]	-----
K + M + 23	Color Filter ID [1 Byte]	For color cameras, describes the orientation of the color filter to the current AOI. See Section 3.5.2 and page 4-43 .
K + M + 24	Chunk GUID [16 Bytes]	94ED7C88 - 1C0F - 11D8 - 82E0 - 00105A5BAE55
K + M + 40	Chunk Length [4 Bytes]	This chunk's total length in bytes.
K + M + 44	Inverted Chunk Length [4 Bytes]	The bitwise complement of the chunk length.

6.7.2 Frame Counter

The frame counter feature numbers images sequentially as they are captured. The counter starts at 0 and wraps at 4294967296 (operating continuously at 100 frames per second, it would take the counter about 500 days to wrap). The counter increments by one for each captured frame. Whenever the camera is powered off, the counter will reset to 0.

Note that if the camera is in continuous shot mode and continuous capture is stopped, up to two numbers in the counting sequence may be skipped. This happens due to the internal image buffering scheme used in the camera.



The extended data stream feature (see Section 6.7.1) must be enabled in order to use the frame counter feature or any of the other smart feature that adds information to the image data stream. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.

The frame counter feature will only work when the camera is set for video format 7.

Control and Status Register for the Frame Counter Feature

Name	Frame Counter	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	4433C4A4 - 1B84 - 11D8 - 86B2 - 00105A5BAE55	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
----	[1 ... 30]	Reserved
Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable

Frame Counter Chunk Layout

Position	Name	Description
0	Counter [4 Bytes]	The frame counter.
4	Chunk GUID [16 Bytes]	8C5DB844 - 1C0F - 11D8 - 965F - 00105A5BAE55
20	Chunk Length [4 bytes]	This chunk's total length in bytes.
24	Inverted Chunk Length [4 bytes]	The bitwise complement of the chunk length.

6.7.3 Cycle Time Stamp

The cycle time stamp feature adds a chunk to each image frame containing the value of the counters for the IEEE 1394 bus cycle timer. The counters are sampled at the start of exposure of each image.



The extended data stream feature (see Section 6.7.1) must be enabled in order to use the cycle time stamp feature or any of the other smart feature that adds information to the image data stream. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.

The cycle time stamp feature will only work when the camera is set for video format 7.

Control and Status Register for the Cycle Time Stamp Feature

Name	Cycle Time Stamp	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	5590D58E - 1B84 - 11D8 - 8447 - 00105A5BAE55	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
----	[1 ... 30]	Reserved
Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable

Cycle Time Stamp Chunk Layout

Position	Name	Description		
		Field	Bit	Description
0	Cycle Time Stamp [4 Bytes]	Second Count	[0 ... 6]	Counts the seconds. Wraps to zero after 127 seconds.
		Cycle Count	[7 ... 19]	Counts the 125 μ s isochronous bus cycles. Wraps to zero after counting to 7999.
		Cycle Offset	[20 ... 31]	Counts at 24.576 MHz and wraps to zero after counting to 3071 (resulting in a 125 μ s cycle)
4	Chunk GUID [16 Bytes]	994DD430 - 1C0F - 11D8 - 8F6B - 00105A5BAE55		
20	Chunk Length [4 Bytes]	This chunk's total length in bytes.		
24	Inverted Chunk Length [4 Bytes]	The bitwise complement of the chunk length.		

6.7.4 Gray Value Stamp

The gray value stamp feature adds a chunk to each image frame containing the lowest, highest, and mean gray value of the image. For images in the YUV format, the gray value is the Y component (brightness).

Note that the reported mean gray values may deviate by one gray value from the measured gray values.



The extended data stream feature (see Section 6.7.1) must be enabled in order to use the gray value stamp feature or any of the other smart feature that adds information to the image data stream. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.

The gray value stamp feature will only work when the camera is set for video format 7.

Control and Status Register for the Gray Value Stamp Feature

Name	Gray Value Stamp	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	E1556B8E - 5516 - 11DA - 86B5 - 0030535BAE55	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
----	[1 ... 30]	Reserved
Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable

Gray Value Stamp Chunk Layout

Position	Name	Description
0	Lowest Gray Value [4 Bytes]	This image's lowest gray value.
4	Highest Gray Value [4 Bytes]	This image's highest gray value.
8	Mean Gray Value [4 Bytes]	This image's mean gray value.
12	Chunk GUID [16 Bytes]	8ACB49EA - 5517 - 11DA - 9768 - 0030535BAE55
28	Chunk Length [4 Bytes]	This chunk's total length in bytes.
32	Inverted Chunk Length [4 Bytes]	The bitwise complement of the chunk length.

6.7.5 I/O Stamp

The I/O stamp feature adds a chunk to each image frame containing the state of the camera's input ports at the moment when the image was captured.



The extended data stream feature (see Section 6.7.1) must be enabled in order to use the I/O stamp feature or any of the other smart feature that adds information to the image data stream. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.

The I/O stamp feature will only work when the camera is set for video format 7.

Control and Status Register for the I/O Stamp Feature

Name	I/O Stamp	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	19141296 - D1D2 - 11D9 - 99F2 - 0030535BAE55	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
----	[1 ... 30]	Reserved
Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable

I/O Stamp Chunk Layout

Position	Name	Description		
		Field	Bit	Description
0	I/O [4 Bytes]	Input 0	[0]	State of input port 0.
		Input 1	[1]	State of input port 1.
		Input 2	[2]	State of input port 2.
		Input 3	[3]	State of input port 3.
			[4 ... 31]	Reserved
4	Chunk GUID [16 Bytes]	52fCBF4E - D1D2 - 11D9 - 8291 - 0030535BAE55		
20	Chunk Length [4 bytes]	This chunk's total length in bytes.		
24	Inverted Chunk Length [4 bytes]	The bitwise complement of the chunk length.		

6.7.6 DCAM Values

The DCAM values feature adds a chunk to each image frame containing the current settings for some standard DCAM features. The settings are sampled at the start of exposure of each image.



The extended data stream feature (see Section 6.7.1) must be enabled in order to use the DCAM values feature or any of the other smart feature that adds information to the image data stream. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.

The DCAM values feature will only work when the camera is set for video format 7.

Control and Status Register for the DCAM Values Feature

Name	DCAM Values	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	494DE528 - 1B84 - 11D8 - 8A0C - 00105A5BAE55	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
----	[1 ... 30]	Reserved
Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable

DCAM Values Chunk Layout

Position	Name	Description		
0	Gain CSR [4 Bytes]	Content of the DCAM Gain CSR		
		Field	Bit	Description
		Presence Inq	[0]	Presence of this feature If 0, the DCAM feature is not available and all of its values should be ignored
		Abs Control	[1]	Absolute control mode If 1, the DCAM feature is in absolute control mode and the current value can be read from the Absolute Value CSR. Otherwise, the Value field holds the current raw value setting.
		-----	[2 ... 4]	reserved
		One Push	[5]	If 1, a one push operation was in progress.
		ON OFF	[6]	0: The feature was disabled, ignore the value 1: The feature was enabled
		A/M Mode	[7]	0: The feature was in manual control mode 1: The feature was in auto control mode
		--	[8 ... 19]	Reserved
		Value	[20 ... 31]	Value of the feature
4	Gain Absolute Value CSR [4 Bytes]	Field	Bit	Description
		Abs Value	[0 ... 31]	Floating point value with IEEE/real*4 format Unit: dB
8	Shutter CSR [4 bytes]	Content of the DCAM Shutter CSR Same layout as the GAIN CSR		
12	Shutter Absolute Value CSR [4 Bytes]	Field	Bit	Description
		Abs Value	[0 ... 31]	Floating point value with IEEE/real*4 format Unit: seconds
16	Gamma CSR [4 bytes]	Content of the DCAM Gamma CSR Same layout as the Gain CSR		
20	Gamma Absolute Value CSR [4 Bytes]	Field	Bit	Description
		Abs Value	[0 ... 31]	Floating point value with IEEE/real*4 format Unit: dB

24	White Balance CSR [4 Bytes]	Content of the DCAM White Balance CSR		
		Field	Bit	Description
		Presence Inq	[0]	Presence of this feature If 0, the DCAM feature is not available and all of its values should be ignored
		Abs Control	[1]	Absolute control mode If 1, the DCAM feature is in absolute control mode and the current value can be read from the Absolute Value CSR. Otherwise, the Value field holds the current raw value setting.
		----	[2 ... 4]	reserved
		One Push	[5]	If 1, a one push operation was in progress.
		ON OFF	[6]	0: The feature was disabled, ignore the value 1: The feature was enabled
		A/M Mode	[7]	0: The feature was in manual control mode 1: The feature was in auto control mode
		Blue Value	[8 ... 19]	Blue value
		Red Value	[20 ... 31]	Red Value
28	White Balance Absolute Value CSR [4 Bytes]	Field	Bit	Description
		Abs Value	[0 ... 31]	Floating point value with IEEE/real*4 format Unit: K (Kelvin)
32	Brightness CSR [4 bytes]	Content of the DCAM Brightness CSR Same layout as the Gain CSR		
36	Brightness Absolute Value CSR [4 Bytes]	Field	Bit	Description
		Abs Value	[0 ... 31]	Floating point value with IEEE/real*4 format Unit: %
40	Chunk GUID [16 Bytes]	911C8982 - 1C0F - 11D8 - 8AF0 - 00105A5BAE55		
56	Chunk Length [4 bytes]	This chunk's total length in bytes.		
60	Inverted Chunk Length [4 bytes]	The bitwise complement of the chunk length.		

6.7.7 CRC Checksum

The CRC (Cyclic Redundancy Check) Checksum feature adds a chunk to each image frame containing a 16 bit CRC checksum calculated using the Z-modem method. The CRC Checksum chunk is always the last chunk added to the image data stream and the chunk is always 32 bits in size. As shown in Figure 6-2, the checksum is calculated using all of the image data and all of the appended chunks except for the checksum itself.

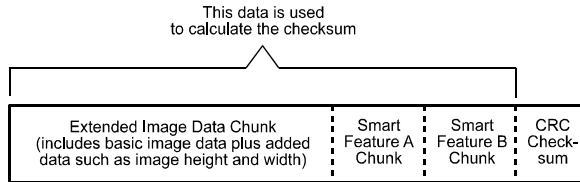


Figure 6-2: Data Used for the Checksum Calculation

	<p>The extended data stream feature (see Section 6.7.1) must be enabled in order to use the CRC Checksum feature or any of the other smart feature that adds information to the image data stream. Disabling the extended data stream feature switches off all smart features that add information to the image data stream.</p> <p>The CRC Checksum feature will only work when the camera is set for video format 7.</p> <p>The data transmission method used on A640f cameras is extremely reliable. The CRC Checksum feature is included on the camera because CRC checksums are so commonly used with data transmission applications.</p>
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Control and Status Register for the CRC Checksum Feature

Name	CRC Checksum	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	3B34004E - 1B84 - 11D8 - 83B3 - 00105A5BAE55	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
----	[1 ... 30]	Reserved
Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable

CRC Checksum Chunk Layout

The CRC checksum is an exception to the normal chunk structure. The CRC chunk is always 32 bits wide and is always the last chunk appended to the image data. The lower 16 bits of the chunk are filled with the checksum and the upper 16 bits of the chunk are filled with zeros.

Bit	Description
[0 ... 7]	CRC Checksum low byte
[8 ... 15]	CRC Checksum high byte
[16 ... 23]	0x00
[24 ... 31]	0x00

Using the Checksum to Check the Data Integrity

When the checksum smart feature is enabled, the following two C functions can be used to check if an acquired frame contains a valid CRC checksum. The user must pass the acquired image buffer and the buffer's length in bytes to the CheckBuffer() function. The CheckBuffer() function uses the CRC16() function to calculate the checksum.

These two samples are intended to aid you in developing the code for your application. They are provided solely as examples.

```
/** \brief Calculates a 16 bit CRC checksum
 * \param pData Pointer to the data buffer
 * \param nbyLength Size of the buffer in bytes
 * \return The CRC checksum
 */
unsigned short CRC16(const unsigned char *pData, unsigned long nbyLength)
{
    unsigned long i, j, c, bit;
    unsigned long crc = 0;
    for (i=0; i<nbyLength; i++) {
        c = (unsigned long)*pData++;
        for (j=0x80; j;>=1) {
            bit = crc & 0x8000;
            crc <<= 1;
            if (c & j) bit ^= 0x8000;
            if (bit) crc ^= 0x1021;
        }
    }
    return (unsigned short) (crc & 0xffff);
}

/** \brief Verifies a frame buffer's CRC checksum
 * \param pData Pointer to the frame
 * \param nbyLength Size of frame in bytes
 * \return 1, if the check succeeds, 0 otherwise
 */
int CheckBuffer(const unsigned char* pData, unsigned long nbyLength)
{
    unsigned long nCurrentCRC, nDesiredCRC;
    /* Calculate the CRC checksum of the buffer. Don't take the last four bytes
     containing the checksum into account */
    nCurrentCRC = CRC16(pData, nbyLength - sizeof( unsigned long ));
    /* Retrieve the desired CRC value from the data buffer */
    nDesiredCRC = ((unsigned long*) pData)[ nbyLength / sizeof ( unsigned long ) - 1];
    /* Return TRUE if they are equal */
    return nCurrentCRC == nDesiredCRC;
}
```

6.7.8 Test Images

A640f cameras include a test image mode as a smart feature. The test image mode is used to check the camera's basic functionality and its ability to transmit an image via the video data cable. The test image mode can be used for service purposes and for failure diagnostics. In test mode, the image is generated with a software program and the camera's digital devices and does not use the optics, the CCD pixel array, or the ADC. Three test images are available on **A640f** cameras.

When a test image is active, the gain, brightness, and exposure time have no effect on the image.



The test image smart feature does not add information to the image data stream and can be enabled even when the extended data stream feature (see Section 6.7.1) is disabled.

The test image feature will work when the camera is set for any valid video format.

Test Image one

Test image one is designed for use with monochrome, 8 bit output modes. As shown in Figure 6-3, test image one consists of rows with several gray scale gradients ranging from 0 to 255. Assuming that the camera is operating at full resolution and is set for a monochrome, 8 bit output mode, when the test images are generated:

- Row 0 starts with a gray value of 0 for the first pixel,
- Row 1 starts with a value of 1 for the first pixel,
- Row 2 starts with a gray value of 2 for the first pixel, and so on.

(If the camera is operating at a lower resolution when the test images are generated, the basic appearance of the test pattern will be similar to Figure 6-3, but the starting pixel values on each row will not be as described above.)

The mathematical expression for test image one is:

$$\text{Gray Value} = [x + y] \text{ MOD } 256$$

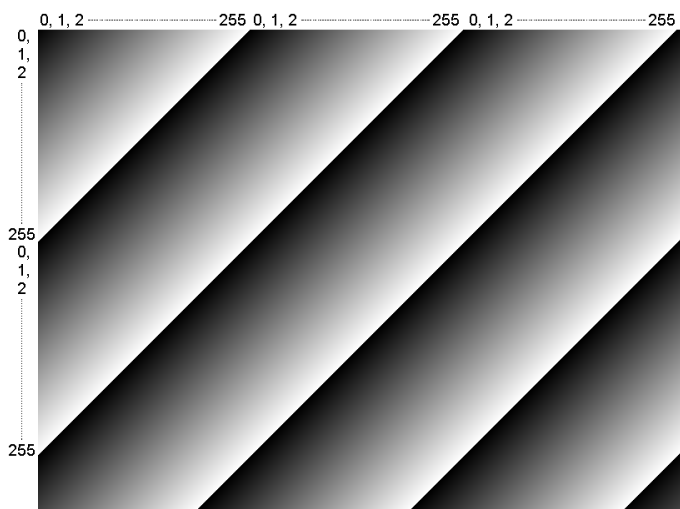


Figure 6-3: Test Image One

Test Image Two

Test image two is designed for use with monochrome, 16 bit output modes. Test image two consists of rows with several gray scale gradients ranging from 0 to 4095. Assuming that the camera is operating at full resolution and is set for a monochrome, 16 bit output mode, when the test images are generated:

- Row 0 starts with a gray value of 0 for the first pixel, 1 for the second pixel, 2 for the third pixel, 3 for the fourth pixel, ...
- Row 1 starts with a gray value of 4 for the first pixel, 5 for the second pixel, 6 for the third pixel, 7 for the fourth pixel, ...
- Row 2 starts with a gray value of 8 for the first pixel, 9 for the second pixel, 10 for the third pixel, 11 for the fourth pixel, ...
- Row 3 starts with a gray value of 12 for the first pixel, 13 for the second pixel, 14 for the third pixel, 15 for the fourth pixel, ...

(If the camera is operating at a lower resolution when the test images are generated, the basic appearance of the test pattern will be similar to the description above, but the starting pixel values on each row will not be as described.)

The mathematical expression for test image two is:

$$\text{Gray Value} = [x + 4y] \text{ MOD } 4096$$



Test image two is designed as a 16 bit test pattern. A 16 bit test pattern can not be properly displayed on standard 8 bit monitors. If you set the camera for 16 bit output and enable test pattern two, the pixel values in the test pattern will not be as described above when viewed on an 8 bit monitor.

If you set the camera for 8 bit output and enable test pattern two, the pixel values in the test pattern will not be as described above.

Test Image Three


Test image three is similar to test image one but it is not stationary. The image moves by 1 pixel from right to left whenever a one-shot or a continuous-shot command signal is sent to the camera.

Control and Status Register for the Test Image Feature

Name	Test Images	
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.	
CSR GUID	2A411342 - C0CA - 4368 - B46E - EE5DEEBF0548	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
-----	[1 ... 7]	Reserved
Image Inq 1 (Read only)	[8]	Presence of test image 1 0: Not Available 1: Available
Image Inq 2 (Read only)	[9]	Presence of test image 2 0: Not Available 1: Available
Image Inq 3 (Read only)	[10]	Presence of test image 3 0: Not Available 1: Available
Image Inq 4 (Read only)	[11]	Presence of test image 4 0: Not Available 1: Available
Image Inq 5 (Read only)	[12]	Presence of test image 5 0: Not Available 1: Available
Image Inq 6 (Read only)	[13]	Presence of test image 6 0: Not Available 1: Available
Image Inq 7 (Read only)	[14]	Presence of test image 7 0: Not Available 1: Available
-----	[15]	Reserved
Image On (Read / write)	[16 ... 18]	0: No test image active 1: Test image 1 active 2: Test image 2 active 3: Test image 3 active
-----	[19 ... 31]	Reserved


6.7.9 Extended Version Information

A640f cameras include a register that contains version numbers for the camera's internal software. For troubleshooting purposes, Basler technical support may ask you to read this register and to supply the results.

	<p>The extended version information smart feature does not add information to the image data stream and can be accessed even when the extended data stream feature (see Section 6.7.1) is disabled.</p> <p>The extended version feature will work when the camera is set for any valid video format.</p>
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Control and Status Register for the Extended Version Information Feature

Name	Extended Version Information	
Address	See "Determining the Address of Smart Features CSRs" on page 6-4 .	
CSR GUID	2B2D8714 - C15E - 4176 - A235 - 6EF843D747B4	
Field	Bit	Description
Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
-----	[1 ... 7]	Reserved
Length	[8 ... 15]	Specifies the length in quadlets of the "string" field.
-----	[16 ... 31]	Reserved
Version Info	[n Bytes]	An ASCII character string that includes the version numbers for the camera's internal software. The length of this string field is equal to the number of quadlets given in the "length" field above.

	<p>The ASCII character string in the Version Info field contains the camera's "firmware ID" number. You can read the string to determine your camera's firmware ID. The ID number's position in the string is described in Section 1-1.</p>
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6.7.10 Lookup Table

The **A640f** camera has a sensor that reads pixel values at a 12 bit depth, however, the camera can be set to output pixel values at an 8 bit depth. When set for 8 bit output, the camera normally uses an internal process to convert the 12 bit pixel values from the sensor to the 8 bit values transmitted out of the camera. **A640f** cameras also include a smart feature that allows you to use a custom lookup table to map the 12 bit sensor output to 8 bit camera output rather than using the internal process.

The lookup table is essentially just a list of 4096 values, however, not every value in the table is actually used. If we number the values in the table from 0 through 4095, the table works like this:

- The number at location 0 in the table represents the 8 bit value that will be transmitted out of the camera when the sensor reports that a pixel has a value of 0.
- The numbers at locations 1 through 7 are not used.
- The number at location 8 in the table represents the 8 bit value that will be transmitted out of the camera when the sensor reports that a pixel has a value of 8.
- The numbers at locations 9 through 15 are not used.
- The number at location 16 in the table represents the 8 bit value that will be transmitted out of the camera when the sensor reports that a pixel has a value of 16.
- The numbers at locations 17 through 23 are not used.
- The number at location 24 in the table represents the 8 bit value that will be transmitted out of the camera when the sensor reports that a pixel has a value of 24.
- And so on.

As you can see, the table does not include an 8 bit output value for every pixel value that the sensor can report. So what does the camera do when the sensor reports a pixel value that is between two values that have a defined 8 bit output? In this case, the camera performs a straight line interpolation to determine the 8 bit value that it should transmit. For example, assume that the sensor reports a pixel value of 12. In this case, the camera would perform a straight line interpolation between the values at location 8 and location 16 in the table. The result of the interpolation would be reported out of the camera at an 8 bit depth.

Another thing to keep in mind about the table is that location 4088 is the last location that will have a usable 8 bit value associated with it. (Locations 4089 to 4095 are not used.) If the sensor reports a value above 4088, the camera will not be able to perform an interpolation. In cases where the sensor reports a value above 4088, the camera simply transmits the 8 bit value from location 4088 in the table.

Please look at page [6-27](#) and examine the layout of the control and status register for the lookup table smart feature. You will notice that the first two quadlets of the register include bits that allow you to check for this feature's presence and to enable or disable the feature. These initial two quadlets are followed by 4096 quadlets. The 4096 quadlets contain the values that make up the customized lookup table.

The advantage of the lookup table feature is that it allows the user to customize the response curve of the camera. The graphs below represent the contents of two typical lookup tables. The first graph is for a lookup table where the values are arranged so that the output of the camera increases linearly as the sensor output increases. The second graph is for a lookup table where the values are arranged so that the camera output increases quickly as the sensor output moves from 0 through 2048 and increases gradually as the sensor output moves from 2049 through 4096.

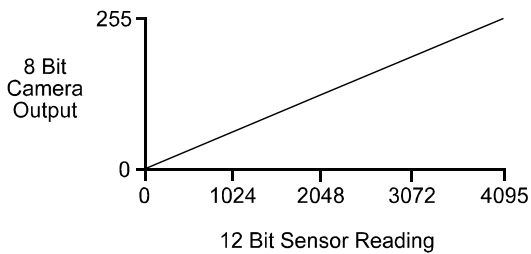


Figure 6-4: Lookup Table with Values Mapped in a Linear Fashion

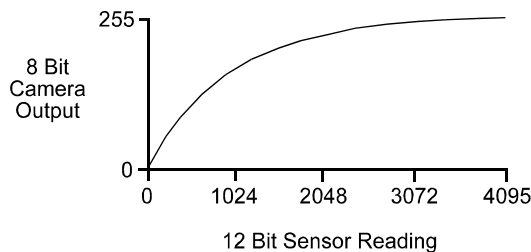


Figure 6-5: Lookup Table with Values Mapped for Higher Camera Output at Low Sensor Readings



The lookup table smart feature does not add information to the image data stream and can be accessed even when the extended data stream feature (see Section 6.7.1) is disabled.

The gain and offset functions remain active when the lookup table is used. Gain and offset are applied to the pixel values reported from the sensor **before** the pixel values are processed with the lookup table.

The lookup table feature will work when the camera is set for any valid video format that outputs Mono 8, Raw 8 or YUV 4.2.2.

When you enable the lookup table feature, a default lookup table is automatically loaded into the camera (see Section 6.7.11 for more information about the default table). If you want use your own customized lookup table you must:

1. Use the look table feature Control and Status Register (CSR) to enable the lookup table feature.
2. Write the values for your customized lookup table to the CSR.

Control and Status Register for the Lookup Table Feature

Name	Lookup Table		
Address	See "Determining the Address of Smart Features CSRs" on page 6-4.		
CSR GUID	B28C667C - DF9D - 11D7 - 8693 - 000C6E0BD1B0		
Position	Field	Bit	Description
0	Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
	-----	[1 ... 30]	Reserved
	Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable
4	In Depth Inq (Read only)	[0 ... 15]	Bit depth of the pixel data reported by the sensor.
	Out Depth Inq (Read only)	[16 ... 31]	Bit depth of the pixel data transmitted from the camera.
8	Quadlet 0 (Read / write)	[1 Quadlet]	Defines the 8 bit value that will be transmitted from the camera when the 12 bit pixel value from the sensor is 0. (The 8 LSBs of the quadlet carry the data for the field. The 24 MSBs are all zeros.)
12 ... 36	Quadlet 1 ... 7 (Read / write)	[7 Quadlets]	Not used. The values written in these quadlets will be ignored.
40	Quadlet 8 (Read / write)	[1 Quadlet]	Defines the 8 bit value that will be transmitted from the camera when the 12 bit pixel value from the sensor is 8.
44 ... 68	Quadlet 9 ... 15 (Read / write)	[7 Quadlets]	Not used. The values written in these quadlets will be ignored.
72	Quadlet 16 (Read / write)	[1 Quadlet]	Defines the 8 bit value that will be transmitted from the camera when the 12 bit pixel value from the sensor is 16.
76 ... 100	Quadlet 17 ... 23 (Read / write)	[7 Quadlets]	Not used. The values written in these quadlets will be ignored.
104	Quadlet 24 (Read / write)	[1 Quadlet]	Defines the 8 bit value that will be transmitted from the camera when the 12 bit pixel value from the sensor is 16.
	•	•	•
	•	•	•
	•	•	•
16296	Quadlet 4072 (Read / write)	[1 Quadlet]	Defines the 8 bit value that will be transmitted from the camera when the 12 bit pixel value from the sensor is 16.

16300 ... 16324	Quadlet 4073 ... 4079 (Read / write)	[7 Quadlets]	Not used. The values written here will be ignored.
16328	Quadlet 4080 (Read / write)	[1 Quadlet]	Defines the 8 bit value that will be transmitted from the camera when the 12 bit pixel value from the sensor is 4080.
16332 ... 16356	Quadlet 4081 ... 4087 (Read / write)	[7 Quadlets]	Not used. The values written here will be ignored.
16360	Quadlet 4088 (Read / write)	[1 Quadlet]	Defines the 8 bit value that will be transmitted from the camera when the 12 bit pixel value from the sensor is 4088.
16364 ... 16388	Quadlet 4089 ... 4095 (Read / write)	[7 Quadlets]	Not used. The value written here will be ignored.

Using the SFF Viewer to Upload a Lookup Table

The Configurator window in the Basler SFF Viewer (see Section 6.4) includes a drop down list that can be used to enable the lookup table feature. It also includes an *Upload* button that can be used to easily load a text file containing a customized lookup table into the camera. The file must be plain text and must be formatted correctly (see Figure 6-6). The file must have 4096 lines with each line containing two comma-separated values. The first value on each line represents a 12 bit pixel reading from the sensor and the second value represents the corresponding 8 bit output that will be transmitted from the camera.

There is only a direct match between the reading values and the output values for certain combinations. An output value between direct matches is calculated with reference to the closest lower and upper direct match. The calculation involves linear interpolation between the neighboring direct matches and rounding to obtain an integer. For interpolation, output values between direct matches must be entered as 0 in the text file (an entry of 0 will trigger the interpolation). The reading values of 4089 through 4095 will be assigned output values. These output values are equal to the direct match of the reading value of 4088.

The sample below shows part of a typical text file for a lookup table. Assuming that you have enabled the lookup table feature on your camera and used the *Upload* button to load a file similar to the sample into the camera, e.g. the following matches will result:

- If the sensor reports that a pixel has a value of 0, the camera will output a value of 0 (a direct match).
- If the sensor reports that a pixel has a value of 8, the camera will output a value of 1 (a direct match).
- If the sensor reports that a pixel has a value of 16, the camera will output a value of 3 (a direct match).
- If the sensor reports that a pixel has a value of 4080, the camera will output a value of 254 (a direct match)
- If the sensor reports that a pixel has a value of 4088, the camera will output a value of 255 (a direct match).
- If the sensor reports that a pixel has a value of 2, interpolation between 0 and 1 will occur and the camera will output a value of 0.
- If the sensor reports that a pixel has a value of 4082, interpolation between 254 and 255 will occur and the camera will output a value of 254.

- If the sensor reports that a pixel has a value of 4085, interpolation between 254 and 255 will occur and the camera will output a value of 255.

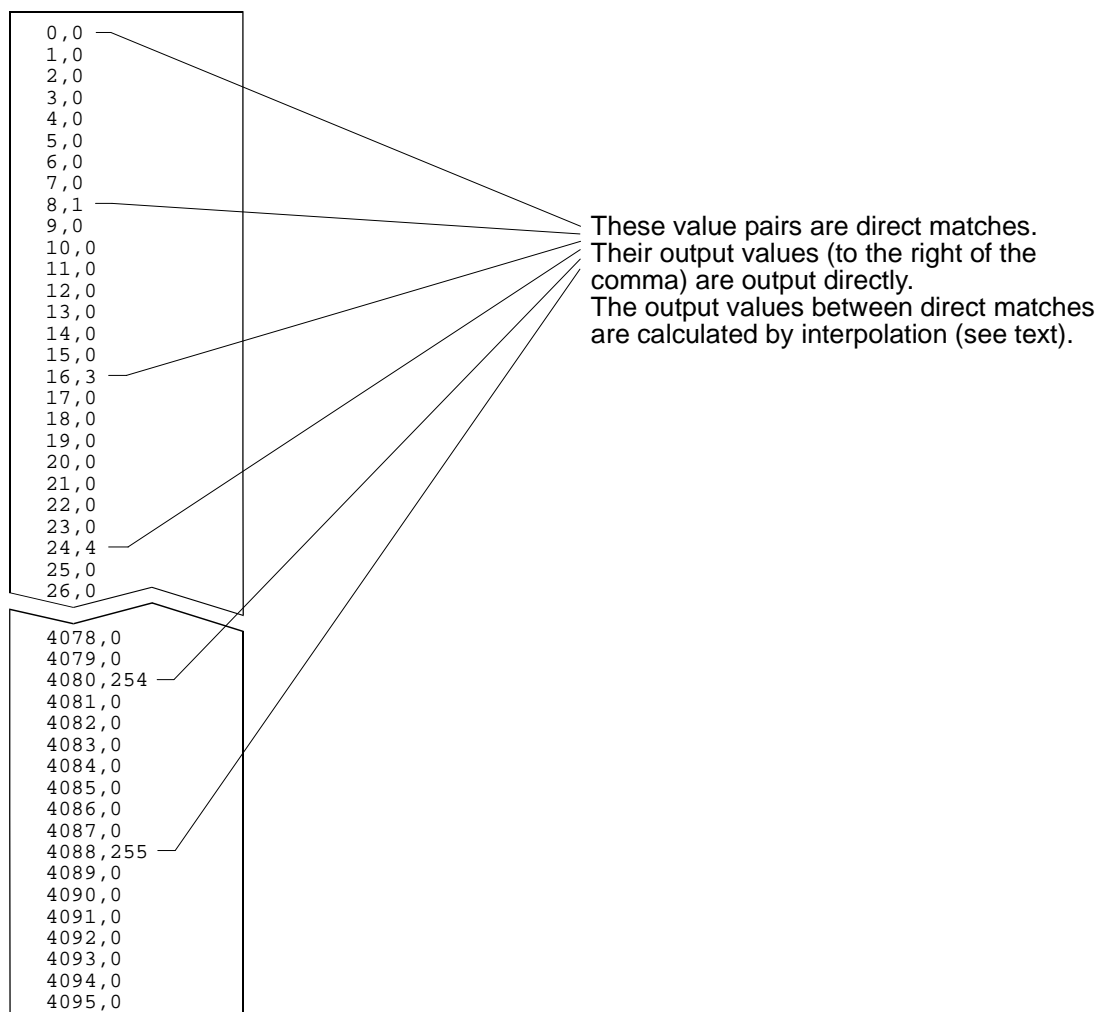


Figure 6-6: Sample Text File for Use With *Upload* Button

6.7.11 Lossless Compression

The **A640f** includes a feature that allows lossless compression of the 12 bit output from the camera's sensor to 8 bit output transmitted from the camera. The basis for the lossless compression feature is a mathematical process that compresses the 12 bit output from the sensor to 8 bits by removing information characterized as noise. Because this method removes only the portion of the sensor's output that represents noise, no image information is lost and the resulting images have an extended dynamic range compared to normal 8 bit images.

Lossless compression is implemented on the **A640f** by means of a lookup table. To enable lossless compression, simply enable the lookup table feature as described in Section [6.7.10](#). When you enable the lookup table feature, a default table is automatically loaded into the camera. The values in the default lookup table were determined using the lossless compression technique. So if you operate the camera with the lookup feature enabled and the default table loaded, the camera will output 8 bit data via lossless compression.

6.7.12 Trigger Flag and Trigger Counter

A640f cameras include a trigger flag and trigger counter feature. The trigger counter increments by one each time an image capture is triggered regardless of whether the trigger is internal (one shot or continuous shot commands) or is external (hardware or software trigger). Triggers that occur when the camera is not ready are discarded and not counted. The trigger counter wraps to zero after 65535 is reached.

If one or more triggers has been detected since the last time the Trigger Flag field was read, the trigger flag is set to one. The flag self clears with each read access.

Writes to the Trigger Count or Trigger Flag fields are ignored.

The counter field or the flag field can be polled by your camera control software to detect the receipt of a trigger signal by the camera. The camera control software can react synchronously to each trigger signal received. By using the results of the polling to know when a trigger signal is received by the camera, you can eliminate the need for a hard wired signal from the hardware device that is issuing the trigger. Keep in mind that your degree of precision depends on your polling frequency and the 1394 bus latency.



The trigger flag and trigger counter smart feature does not add information to the image data stream and can be accessed even when the extended data stream feature (see Section 6.7.1) is disabled.

The trigger flag and counter feature is always enabled regardless of the video format.

Control and Status Register for the Trigger Flag and Counter Feature

Name	Trigger Flag and Counter		
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.		
CSR GUID	16C31A78 - 3F75 - 11D8 - 94EC - 00105A5BAE55		
Position	Field	Bit	Description
0	Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
	-----	[1 ... 15]	Reserved
	Trigger Count (Read only)	[16 ... 31]	The trigger counter increments by one each time an image capture is triggered. The counter is reset at power on or when an initialize command is issued.
4	-----	[0 ... 30]	Reserved
	Trigger Flag (Read only)	[31]	The flag is set to 1 by each trigger. It is cleared by a read access to this register.

6.7.13 Output Port Configuration

A640f cameras are equipped with four physical output ports designated as Output Port 0, Output Port 1, Output Port 2, and Output Port 3. The output port configuration feature can be used to change the assignment of camera output signals (such as Integrate Enabled and Trigger Ready) to the physical output ports.

As shown on pages 6-33 and 6-34, there is a control and status register (CSR) for each physical output port. The Source Select field in each register is used to assign a camera signal to the associated output port. For example, the Source Select field in the register for Output Port 0 is used to assign a camera output signal to physical output port 0.

Each physical output port can be unassigned or it can have one and only one camera output signal assigned to it.

You can assign a camera output signal to more than one physical output port. For example, the Trigger Ready signal could be assigned to both physical output port 0 and physical output port 1.

The Source Select field can also be used to designate an output port as “user set.” If an output port is designated as user set, its state can be set to high or low by using the User Setting field in the CSR for the port.

The Invert field can be used to invert the signal before it is applied to the output port and the Monitor field can be used to check the current state of the output port.

When using the output port configuration feature, you should follow this sequence:

1. Read the Presence Inq field and the Source Select Inq field for the physical port you want to work with. Determine whether the port configuration feature is available for the port and if the source for the port is selectable.
2. Use the Source Select field to select a source for the output port.
(If you select “User set” as the source, the state of the physical output port may change when you set the bits in the Source Select field. This is an artifact of the camera design.)
3. Check the Monitor Inq, Invert Inq, and User Setting Inq fields. The state of these fields will tell you if the Monitor, Invert, and User Setting fields are available. (The availability of the Monitor, Invert, and User Setting fields will vary depending on the selected source.)
4. If the Invert field is available, set the field as desired.
5. If you selected “User set” as the source, use the User Setting field to set the state of the output as desired.
6. If the Monitor field is available, use the field as desired to check the current state of the output.



The output port configuration smart feature does not add information to the image data stream and can be accessed even when the extended data stream feature (see Section 6.7.1) is disabled.

The output port configuration feature is always enabled regardless of the video format.

By default, the Integrate Enabled signal is assigned to physical output port 0 and the Trigger Ready Signal is assigned to physical output port 1.

Control and Status Registers for the Output Port Configuration Feature

Name	Output Port 0 Configuration		
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.		
CSR GUID	5A889D7E - 41E5 - 11D8 - 845B - 00105A5BAE55		
Position	Field	Bit	Description
0	Presence Inq (Read only)	[0]	Presence of the output port 0 configuration feature 0: Not Available 1: Available
	Monitor Inq (Read only)	[1]	Presence of the monitor field 0: Not Available 1: Available
	Invert Inq (Read only)	[2]	Presence of the invert field 0: Not Available 1: Available
	User Setting Inq (Read only)	[3]	Presence of the user setting field 0: Not Available 1: Available
	-----	[4 ... 26]	Reserved
	Source Select (Read / write)	[27 ... 31]	Write a value to select a source signal for output port 0: 0: Integrate Enabled signal 1: Trigger Ready signal 3: User set (state can be set with the User Setting field described below) 4: Strobe
4	Source Select Inq (Read only)	[0 ... 31]	If bit n is set, then value n is valid for use in the Source Select field. For example, if bit 0 is set, then 0 is a valid value for use in the Source Select field. If bit 1 is set, then 1 is a valid value for use in the Source Select field. Etc.
8	-----	[0 ... 30]	Reserved
	Monitor (Read only)	[31]	Shows the current state of the output: 0: Low (non-conducting) 1: High (conducting)
12	-----	[0 ... 30]	Reserved
	Invert (Read / write)	[31]	Enables signal inversion: 0: Do not invert 1: Invert
16	-----	[0 ... 30]	Reserved
	User Setting (Read / write)	[31]	If the Source Select field is set to “user set”, this field sets the state of the output: 0: Low (non-conducting) 1: High (conducting) (Sets the state of the output before the inverter.)
20	-----	[0 ... 31]	Reserved

Name	Output Port 1 Configuration		
Address	See “Determining the Address of Smart Features CSRs” on page 6-4 .		
CSR GUID	949D820A - 4513 - 11D8 - 9EB1 - 00105A5BAE55		
Position	Field	Bit	Description
0	Same as port 0.		
4	Same as port 0.		
8	Same as port 0.		
12	Same as port 0.		
16	Same as port 0.		
20	Same as port 0.		

Name	Output Port 2 Configuration		
Address	See “Determining the Address of Smart Features CSRs” on page 6-4 .		
CSR GUID	C14E5072 - 4513 - 11D8 - 81F3 - 00105A5BAE55		
Position	Field	Bit	Description
0	Same as port 0.		
4	Same as port 0.		
8	Same as port 0.		
12	Same as port 0.		
16	Same as port 0.		
20	Same as port 0.		

Name	Output Port 3 Configuration		
Address	See “Determining the Address of Smart Features CSRs” on page 6-4 .		
CSR GUID	E79233CA - 4513 - 11D8 - 9B9A - 00105A5BAE55		
Position	Field	Bit	Description
0	Same as port 0.		
4	Same as port 0.		
8	Same as port 0.		
12	Same as port 0.		
16	Same as port 0.		
20	Same as port 0.		

6.7.14 Startup Memory Channel

As described in Section 3.12, A640f cameras include four memory channels that can be used to store camera configuration sets. Memory channel 0 contains a factory configuration set. Channels 1, 2 and 3 can be used to store user created configuration sets. The startup memory channel smart feature lets you designate a memory channel and when the camera is powered on or reset, the contents of the designated channel will be copied into the work set in the camera's volatile memory.

To designate a startup memory channel, write a value to the Channel field of the Startup Memory Channel CSR.



You can only designate memory channel 1, 2, or 3 as the startup channel if you have previously saved a configuration set into the designated channel. You cannot use an empty memory channel as the startup channel. See Section 3.12.

The startup memory channel smart feature does not add information to the image data stream and can be accessed even when the extended data stream feature (see Section 6.7.1) is disabled.

The startup memory channel smart feature is always enabled regardless of the video format.

Control and Status Register for the Startup Memory Channel Feature

Name	Startup Memory Channel		
Address	See "Determining the Address of Smart Features CSRs" on page 6-4.		
CSR GUID	93A06C5C - 87BF - 11D8 - 86DD - 00105A5BAE55		
Position	Field	Bit	Description
0	Presence Inq (Read only)	[0]	Presence of this feature 0: Not Available 1: Available
	-----	[1 ... 27]	Reserved
	Channel	[28 ... 31]	Selects a memory channel. At camera power on or reset, the selected channel will be copied into the camera's work configuration set. 0: Channel 0 (Factory set) 1: Channel1 2: Channel 2 3: Channel 3 Default = 0

6.7.15 Shutter Time Base

As described in Section 3.2.1, exposure time is determined by a combination of two values. The first is the setting in the Value field of the Shutter control register (see page 4-32). The second is the Shutter Time Base. Exposure time is determined by the product of these two values:

$$\text{Exposure Time} = (\text{Shutter Value Setting}) \times (\text{Shutter Time Base})$$

The shutter time base is fixed at 20 μs by default and the exposure time is normally adjusted by changing the setting in the Value field of the Shutter control register. However, if you require an exposure time that is shorter or longer than what you can achieve by changing the shutter value alone, the Shutter Time Base CSR can be used to change the shutter time base.

To change the shutter time base:

- Set the Enable field in the Shutter Time Base CSR to 1
- Set the Time Base field to your desired time base value

Example

Assume that you have set the Value field of the Shutter control register to 325. Also assume that you have enabled the time base smart feature and that you have set the Time Base field in the Shutter Time Base CSR to 0.000150 second. In this case:

$$\text{Exposure Time} = (\text{Shutter Value Setting}) \times (\text{Shutter Time Base})$$

$$\text{Exposure Time} = (325) \times (0.000150 \text{ s})$$

$$\text{Exposure Time} = 0.048750 \text{ s}$$



The shutter time base smart feature does not add information to the image data stream and can be accessed even when the extended data stream feature (see Section 6.7.1) is disabled.

The shutter time base smart feature can be enabled regardless of the video format.

Control and Status Register for the Shutter Time Base Feature

Name	Shutter Time Base		
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.		
CSR GUID	648BE1DA - A416 - 11D8 - 9B47 - 00105A5BAE55		
Position	Field	Bit	Description
0	Presence Inq (Read only)	[0]	Presence of the shutter time base feature 0: Not Available 1: Available
	-----	[1 ... 30]	Reserved
	Enable (Read / write)	[31]	Enable / Disable this feature 0: Disable 1: Enable
4	Increment (Read only)	[0 ... 31]	Increment (in seconds) by which the time base field can be adjusted. The value in the increment field is a standard IEEE-754 single precision (32 bit) floating point number.
8	Min (Read only)	[0 ... 31]	Minimum value (in seconds) for the time base field. The value in the min field is a standard IEEE-754 single precision (32 bit) floating point number.
12	Max (Read only)	[0 ... 31]	Maximum value (in seconds) for the time base field. The value in the max field is a standard IEEE-754 single precision (32 bit) floating point number.
16	Time Base (Read / write)	[0 ... 31]	Sets the shutter time base in seconds. The time base can range from 0.000015 second to 0.001221 second in increments of 0.000001 second. The value in the time base field is a standard IEEE-754 single precision (32 bit) floating point number. Default = 0.000020 second

6.7.16 Strobe Time Base

The strobe time base smart feature can be used to change the delay time base and the duration time base for the strobe control feature (see Section 3.7).

Changing the Strobe Delay Time Base

As described in Section 3.7, the delay for any one of the strobe signals is determined by a combination of two values. The first is the setting in the Delay Value field of the corresponding Strobe Control register (see page 4-53). The second is the Strobe Delay Time Base. For example, the Strobe 0 delay will be determined by the product of these two parameters:

$$\text{Strobe 0 Delay} = (\text{Strobe 0 Delay Value Setting}) \times (\text{Strobe Delay Time Base})$$

The strobe delay time base is fixed at 1/1024 ms by default and the strobe delay time is normally adjusted by changing the setting in the Delay Value field of the corresponding Strobe Control register. However, if you require a delay that is longer than what you can achieve by changing the strobe delay value alone, the Strobe Time Base CSR can be used to change the strobe delay time base.

To change the strobe delay time base:

- Set the Delay Time Base field in the Strobe Time Base CSR to your desired time base value

Example

Assume that you have set the Delay Value field of the Strobe 0 control register to 186. Also assume that you have set the Delay Time Base field in the Strobe Time Base CSR to 14. In this case:

$$\text{Strobe 0 Delay} = (\text{Strobe 0 Delay Value Setting}) \times (\text{Strobe Delay Time Base})$$

$$\text{Strobe 0 Delay} = (186) \times (14/1024 \text{ ms})$$

$$\text{Strobe 0 Delay} = 2.54 \text{ ms}$$

Changing the Strobe Duration Time Base

As described in Section 3.7, the duration for any one of the strobe signals is determined by a combination of two values. The first is the setting in the Duration Value field of the corresponding Strobe Control register (see page 4-53). The second is the Strobe Duration Time Base. For example, the Strobe 0 duration will be determined by the product of these two parameters:

$$\text{Strobe 0 Duration} = (\text{Strobe 0 Duration Value Setting}) \times (\text{Strobe Duration Time Base})$$

The strobe duration time base is fixed at 1/1024 ms by default and the strobe duration is normally adjusted by changing the setting in the Duration Value field of the corresponding Strobe Control register. However, if you require a duration that is longer than what you can achieve by changing the strobe duration value alone, the Strobe Time Base CSR can be used to change the strobe duration time base.

To change the strobe duration time base:

- Set the Duration Time Base field in the Strobe Time Base CSR to your desired time base value

Example

Assume that you have set the Duration Value field of the Strobe 0 control register to 423. Also assume that you have set the Duration Time Base field in the Strobe Time Base CSR to 5. In this case:

Strobe 0 Duration = (Strobe 0 Duration Value Setting) x (Strobe Duration Time Base)

Strobe 0 Duration = (423) x (5/1024 ms)

Strobe 0 Duration = 2.07 ms



There is only one setting for the strobe delay time base and this single setting is used by all of the available strobe outputs.

There is only one setting for the strobe duration time base and this single setting is used by all of the available strobe outputs.

The strobe time base smart feature does not add information to the image data stream and can be accessed even when the extended data stream feature (see Section 6.7.1) is disabled.

The strobe time base smart feature can be enabled regardless of the video format.

Control and Status Register for the Strobe Time Base Feature

Name	Strobe Time Base		
Address	See “Determining the Address of Smart Features CSRs” on page 6-4.		
CSR GUID	E77E6336 - E617 - 11D8 - 9653 - 00105A5BAE55		
Position	Field	Bit	Description
0	Presence Inq (Read only)	[0]	Presence of the shutter time base feature 0: Not Available 1: Available
	-----	[1 ... 15]	Reserved
	Duration Time Base (Read / write)	[16 ... 23]	The value in this field is an integer value and can range between 1 and 85. The value sets the duration time base in units of 1/1024 ms. Example: If the value in this field is set to 14, the duration time base will be 14/1024 ms (~ 13.7 μs) Default = 1
	Delay Time Base (Read / write)	[24 ... 31]	The value in this field is an integer value and can range between 1 and 85. The value sets the delay time base in units of 1/1024 ms. Example: If the value in this field is set to 14, the delay time base will be 14/1024 ms (~ 13.7 μs) Default = 1

6.8 Customized Smart Features

The Basler **A640f** has significant processing capabilities and Basler can accommodate customer requests for customized smart features. A great advantage of the smart features framework is that it serves as a standardized platform for parameterizing any customized smart feature and for returning the results from the feature.

The Basler camera development team is ready and able to handle requests for customized smart features. The cost to the customer for adding a customized smart feature to the **A640f** will depend on the complexity of algorithm, software, and firmware development, of incorporating the feature within the smart features framework, and of testing to ensure that the feature meets specifications. Please contact your Basler sales representative for more details about customized smart features.

7 Mechanical Considerations

The **A640f** camera housing is manufactured with high precision. Planar, parallel, and angular sides guarantee precise mounting with high repeatability.

**Caution!**

The camera is shipped with a cap on the lens mount. To avoid collecting dust on the sensor, make sure that at all times either the cap is in place or a lens is mounted on the camera.

7.1 Camera Dimensions and Mounting Facilities

The dimensions for **A640f** cameras are as shown in Figure 7-1.

A640f cameras are equipped with two M3 mounting holes on the top and four M3 mounting holes on the bottom as indicated in the drawings.

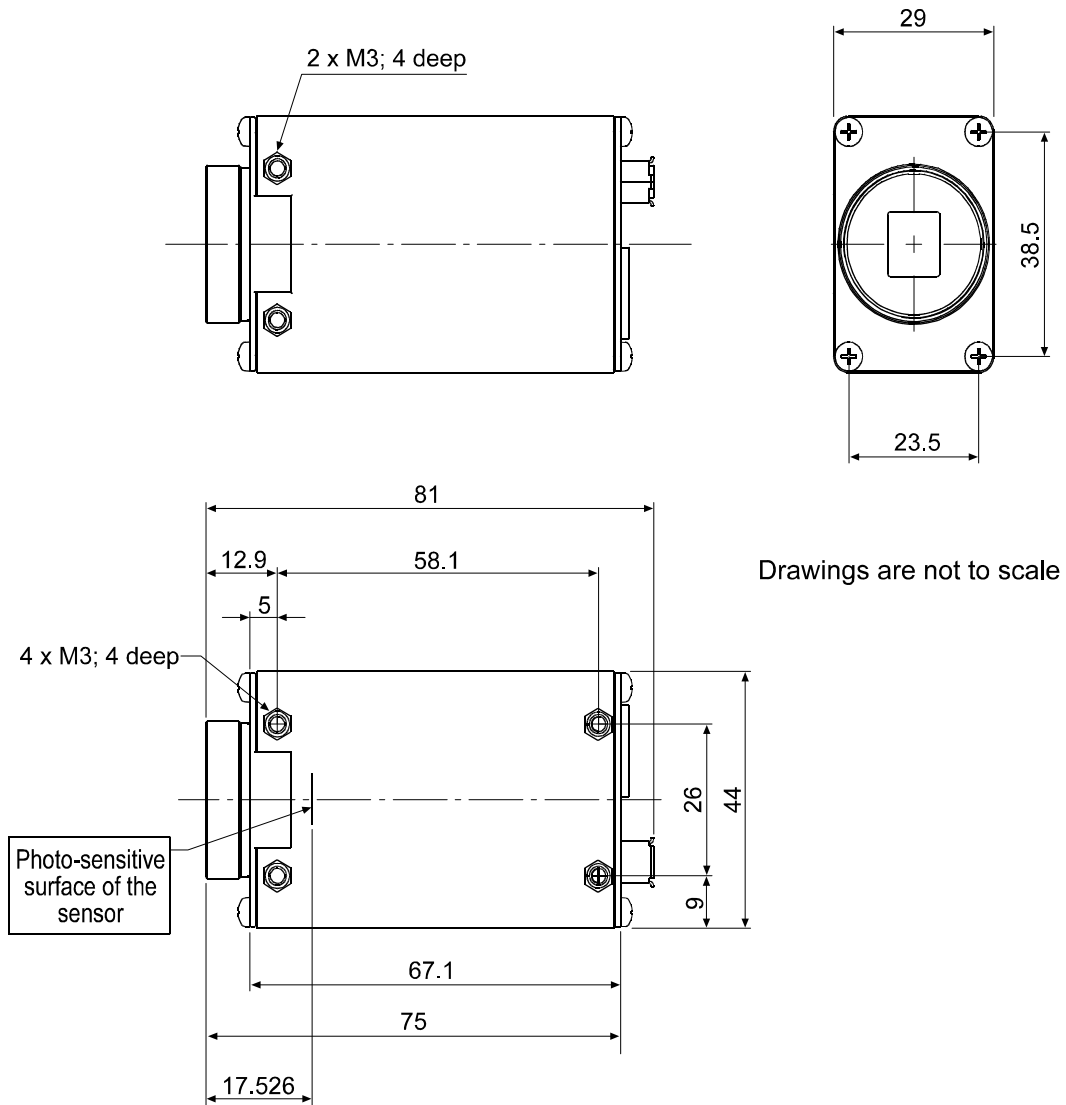


Figure 7-1: **A640f** Mechanical Dimensions (in mm)

7.2 Sensor Positioning Accuracy

The sensor positioning accuracy in the horizontal and vertical directions is as shown in Figure 7-2. Rotational accuracy is also shown in the figure.

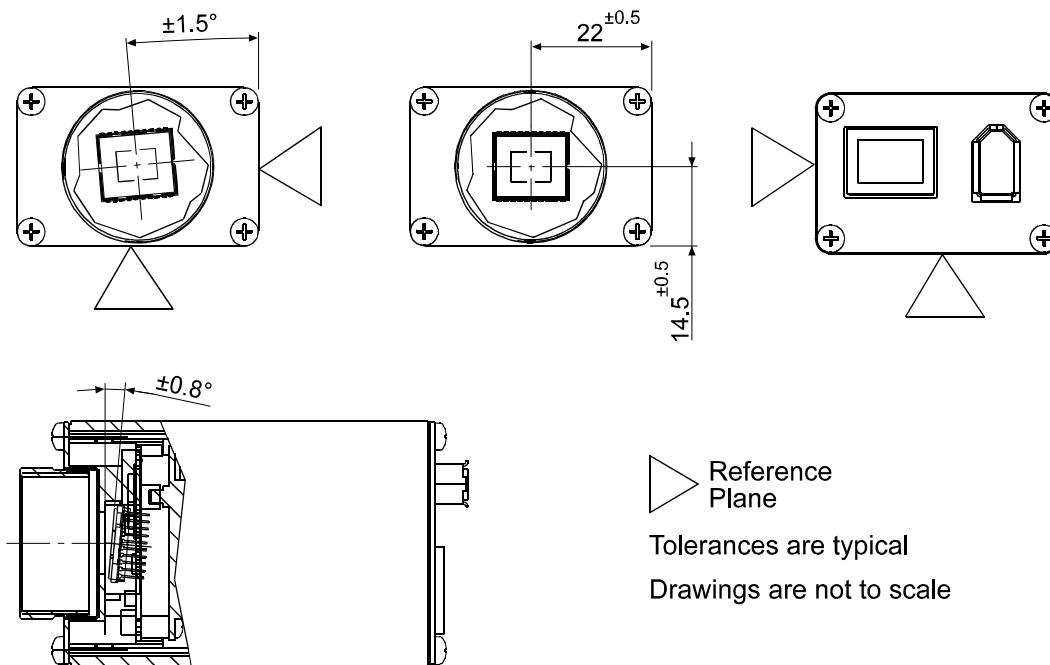


Figure 7-2: Sensor Positioning Accuracy

7.3 Maximum Lens Thread Length on the A641fc

A641fc cameras are normally equipped with a C-mount lens adapter that contains an internal IR cut filter. As shown in Figure 7-3, the thread length of the C-mount lens used on the camera must be less than 7.5 mm. If a lens with a longer thread length is used, the IR cut filter will be damaged or destroyed and the camera will no longer operate.

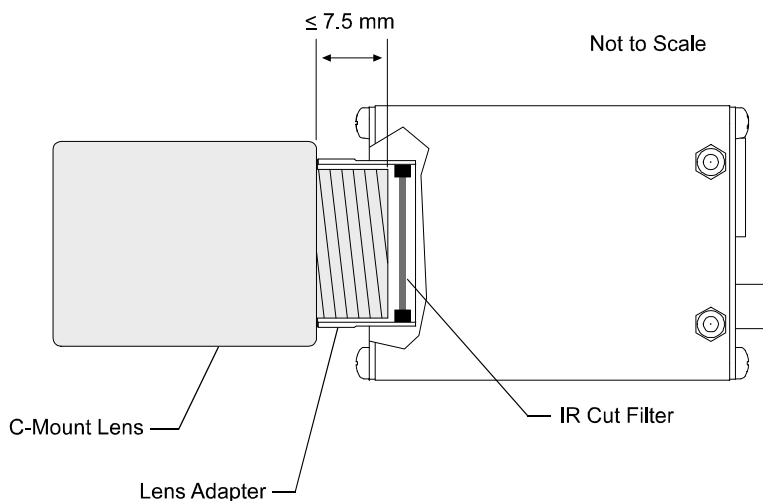


Figure 7-3: Maximum Lens Thread Length on A641fc Cameras

	<p>Caution!</p> <p>A641fc color cameras are equipped with an IR cut filter mounted in of the lens adapter. The location of the filter limits the thread length of the lens that can be used on the camera. The thread length on your lens must be less than 7.5 mm. If a lens with a longer thread length is used, the camera will be damaged and will no longer operate.</p>
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7.4 Mechanical Stress Test Results

The A640f was submitted to an independent mechanical testing laboratory and subjected to the stress tests listed below. After mechanical testing, the camera exhibited no detectable physical damage and produced normal images during standard operational testing.

Test	Standard	Conditions
Vibration (sinusoidal each axis)	DIN IEC 60068-2-6	10-58 Hz / 1.5 mm_58-500 Hz / 20 g_1 Octave/Minute 10 repetitions
Shock (each axis)	DIN IEC 60068-2-27	20 g / 11 ms / 10 shocks positive 20 g / 11 ms / 10 shocks negative
Bump (each axis)	DIN IEC 60068-2-29	20 g / 11 ms / 100 shocks positive 20 g / 11 ms / 100 shocks negative

Table 7-1: Mechanical Tests

8 Technical Support

8.1 Technical Support Resources

If you need advice about your camera or if you need assistance troubleshooting a problem with your camera, you can contact the Basler technical support team for your area. Basler technical support contact information is located in the front pages of this manual.

You will also find helpful information such as frequently asked questions, downloads, and application notes on the Basler website at:

www.baslerweb.com/indizes/beitrag_index_en_22089.html

8.2 Obtaining an RMA Number

Whenever you want to return material to Basler, you must request a Return Material Authorization (RMA) number before sending it back. The RMA number **must** be stated in your delivery documents when you ship your material to us! Please be aware that if you return material without an RMA number, we reserve the right to reject the material.

You can find detailed information about how to obtain an RMA number on the Basler website at:

www.baslerweb.com/beitraege/beitrag_en_79701.html

8.3 Before Calling Basler Technical Support

When a problem has occurred and if you can access the camera, check the error flags (see Section 3.11) as the first step toward solving the problem yourself. If you can't solve the problem, contact Basler Technical Support.

To help you as quickly and efficiently as possible when you have a problem with a Basler camera, it is important that you collect several pieces of information before you contact technical support.

Copy the form that appears on pages 8-2 and 8-3 and fill it out (use an extra sheet of paper, if necessary). Fax the page to your local dealer or to your nearest Basler support center. Or, you can write an e-mail listing the requested pieces of information and with the requested files attached. Our technical support contact numbers are shown in the front section of this manual.

1 The camera's product ID: _____

2 The camera's serial number: _____

3 1394 adapter that you use with the camera: _____

4 Describe the problem in as much detail as possible
(If you need more space, use an extra sheet of paper).

5 If known, what's the cause of the problem?

6 When did the problem occur? After start. While running.
 After a certain action (e.g., a change of parameters):

7 How often did/does the problem occur? Once. Every time.
 Regularly when:

 Occasionally when:

- 8 How severe is the problem? Camera can still be used.
 Camera can be used after I take this action:

 Camera can no longer be used.

- 9 Did your application ever run without problems? Yes No

- 10 Parameter set: It is very important for Basler Technical Support to get a copy of the exact camera parameters that you were using when the problem occurred.

To make a copy of the parameters, use the dump register tool. To get the tool, go to: www.baslerweb.com/beitraege/beitrag_en_19478.html. The tool works with XP PCs only, and the BCAM 1394 Driver must be installed. Send the generated file to Basler Technical Support. Or, you can look up the settings with the BCAM Viewer by using View > Camera Features and View > Properties.

If you cannot access the camera, please try to state the following parameter settings:

- Video format: _____
 Video mode: _____
 Frame rate: _____
 Exposure time (shutter): _____
 Gain: _____
 Brightness: _____

If video format 7 is in use:

- Color coding: _____
 Bytes per packet: _____
 AOI position: _____
 AOI size (horiz. & vertical): _____

- 11 Live image/test image: If you are having an image problem, try to generate and save live images that show the problem. Also generate and save test images. Please save the images in BMP format, zip them, and send them to Basler Technical Support.

Revision History

Doc. ID Number	Date	Changes
DA00073201	1 June 2005	Initial release of the A640f User's Manual.
DA00073202	1 July 2005	<p>Modified values of offsets in Section 3.3.2</p> <p>Added format/mode/frame rate combinations for color cameras in Section 3.10</p> <p>Added entries in Sections 4.4.1.3 and 4.4.1.4 according to additions in Section 3.10</p> <p>Changed description in Section 6.7.10 (Lookup Table)</p> <p>Modified Section 8 to specifically take account of format 7</p>
DA00073203	1 March 2006	<p>Changed firmware version in Section 1.1.</p> <p>Replaced Figure 1-1.</p> <p>Added Section 2.4.1.</p> <p>Replaced link to Chapter 7 by link to Chapter 6 in Chapter 4.</p> <p>Added resolution values to inquiry register tables in Section 4.4.1.4.</p> <p>Changed values for frame rate to 1 in Section 4.4.1.7.</p> <p>Added inquiry register for frame rate feature in Section 4.4.1.8.</p> <p>Changed ISO register table in Section 4.4.2.1.</p> <p>Added control and status register for frame rate feature in Section 4.4.2.2.</p> <p>Added Section 6.7.4 (Gray Value Stamp feature).</p> <p>Added Section 6.7.5 (I/O Stamp feature).</p> <p>Added Section 7.4 (Mechanical Stress Test Results).</p>
DA00073204	5 December 2008	<p>Corrected the contact information in the front pages.</p> <p>Added Section 1.5.2 providing storage environmental requirements.</p> <p>Added a warning not to remove the serial number tag to Section 1.6.</p> <p>Corrected the description of using the software trigger to control exposure start in Section 3.2.4.</p> <p>Corrected the contents of the note box on page 3-16.</p> <p>Corrected the description of the Memory Save Channel CSR on page 4-28.</p> <p>Removed the link related to downloading the SFF software from Section 6.4.</p> <p>Added Section 8.2 describing how to obtain an RMA number.</p> <p>Updated all instances of the Basler web address.</p>
DA00073205	7 December 2010	<p>Updated the European and American contact addresses.</p> <p>Added the PS2805C-4 optocoupler in Figure 2-3.</p> <p>Removed feedback page.</p>

Index

Numerics

1394b compatibility 2-4

A

advanced features registers 4-57

area of interest 3-22

B

bayer filter 3-26

BCAM 1394 driver 4-1

bit depth 3-30

block reads and writes 4-2

brightness 3-19

buffering 3-17

C

cables

 maximum length 1-2, 2-4

 other requirements 2-4

camera models 1-3

camera power 2-4

cleaning the camera and sensor 1-6

color creation 3-26

color filter ID 3-28

configuration sets 3-43

connections, general description 2-1

connector types 2-3

continuous-shot operation 3-4

CRC checksum smart feature 6-18

customized smart features 6-40

cycle time stamp smart feature 6-12

D

data formats 5-7

data structure 5-17

DCAM values smart feature 6-15

dimensions 7-2

E

environmental requirements 1-5

error flags 3-42

exposure start

 controlling via the 1394 interface 3-3

 controlling with a software trigger 3-5

 controlling with an ExTrig signal 3-8

 controlling with shot commands 3-4

 recommended method for controlling 3-17

exposure time, setting 3-3

extended data stream smart feature 6-9

extended version info smart feature 6-24

external trigger signal

 controlling exposure with 3-8

 min high/low time 3-8

F

factory configuration set 3-43

firmware ID number 1-1

flags 3-42

frame buffering 3-17

frame counter smart feature 6-11

frame rate

 basic specification 1-2

 changes with AOI 3-24

 standard frame rates 3-34, 3-37

functional description 3-1

G

gain 3-19

gray value stamp smart feature 6-13

H

housing size 1-2

humidity requirements 1-5

I

I/O stamp smart feature 6-14

IEEE 1394 Device Information 2-4

image data formats 5-7

image data structure 5-17

input circuit samples 2-7

input ports 2-5

input/output control 3-33

integrate enabled signal 3-12

IR cut filter 7-4

L

lens adapters 1-2

lens thread length 7-4

level controlled exposure mode 3-9

lookup table smart feature 6-25

lossless compression smart feature 6-30

M

mechanical considerations 7-1, 8-1

mechanical stress test 7-5

models, camera 1-3

mounting facilities 7-2

N

non-overlapped exposure 3-13

O

one-shot operation 3-4
output circuit samples 2-8
output port configuration smart feature 6-32
output ports 2-5
overlapped exposure 3-13

P

packet payloads 5-2
parallel I/O control 3-33
performance specifications 1-2
pin assignments 2-2
pixel depth 3-30
pixel size 1-2
power requirements 1-2, 2-4
precautions 1-6
programmable exposure mode
 with a software trigger 3-5
 with an external trigger signal 3-8

R

registers implemented in the camera 4-3–4-57
return material authorization 8-1
RMA number 8-1

S

sensor
 pixel size 1-2
 positioning accuracy 7-3
 size 1-2
 type 1-2
shot commands
 controlling exposure with 3-4
shutter time base smart feature 6-36
smart features
 CRC checksums 6-18
 customized smart features 6-40
 cycle time stamp 6-12
 DCAM values 6-15
 defined 6-1
 extended data stream 6-9
 extended version info 6-24
 frame counter 6-11
 gray value stamp 6-13
 I/O stamp 6-14
 lookup table 6-25
 lossless compression 6-30
 output port configuration 6-32
 requirements 6-2
 shutter time base 6-36
 startup memory channel 6-35
 strobe time base 6-38

test image 6-21
trigger flag and counter 6-31
smart features framework
 defined 6-1
smart features framework software 6-2
software trigger
 controlling exposure with 3-5
specifications 1-2
spectral response 1-3, 1-4
startup memory channel 3-44
startup memory channel smart feature 6-35
strobe control 3-31
strobe time base smart feature 6-38
support 8-1

T

technical support 8-1
temperature requirements 1-5
test image smart feature 6-21
trigger counter smart feature 6-31
trigger flag smart feature 6-31
trigger ready signal 3-15

U

user configuration sets 3-43

V

ventilation requirements 1-5
video format
 changing the setting 4-2
video formats, modes & frame rates
 customizable, color cameras 3-40
 customizable, monochrome cameras 3-36
 standard, color cameras 3-37
 standard, monochrome cameras 3-34
video output formats 1-2

W

weight 1-2
white balance 3-27
work configuration set 3-43

Y

YUV 3-26