

## CP Rev 2.2

CP Rev 2.2		FreeRun	Software Trigger	Hardware Trigger	Trigger Trigger	Denoiser	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	LUT	Reverse (Mirror)	PixelFormats <sup>1</sup>	Region of Interest	Decimation (FPGA)	Decimation (Sensor) <sup>2</sup>	Binning (Sensor) <sup>3</sup>	Binning (FPGA)	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware
U3-304xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-306xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-307xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-308xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-30CxCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-326xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-327xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-328xCP Rev. 2.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-380xCP Rev. 2.2	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4</sup>	✓	-	✓	✓	2.20
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 <sup>4</sup>	✓	-	✓	✓	2.20
U3-386xCP Rev. 2.2	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.20
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.20
U3-388xCP Rev. 2.2	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4,5</sup>	✓	-	✓	✓	2.20
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 <sup>4,5</sup>	✓	-	✓	✓	2.20
U3-389xCP Rev. 2.2	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4</sup>	✓	-	✓	✓	2.20	
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RG88, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 <sup>4</sup>	✓	-	✓	✓	2.20	

<sup>1</sup> PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RG88, BGR8 and RGB10p32 are debayered formats.

<sup>2</sup> Increases maximum framerate.

<sup>3</sup> Color binning on monochrome sensor can lead to image artifacts.

<sup>4</sup> Only combined horizontal and vertical binning.

<sup>5</sup> The frame rate does not increase with binning/decimation.

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

CP / SE		Image Acquisition										Image Adjustments										On-board Image Processing										Others				
		FreeRun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Demoser	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	LUT	Reverse (Mirror)	PixelFormats <sup>1</sup>	Region of Interest	Decimation (FPGA)	Decimation (Sensor) <sup>2</sup>	Binning (FPGA)	Binning (Sensor) <sup>2</sup>	Chunks	Sequencer	Events	Firmware Update	LS supported Firmware								
U3-300x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-304x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-306x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-307x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-308x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-308x CP	P	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	2.2									
U3-309x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1									
U3-30Cx CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.9									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.9									
U3-320x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1									
U3-326x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-327x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-328x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0									
U3-329x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1									
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1									
U3-380x CP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4</sup>	✓	-	✓	✓	2.1										
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 <sup>4</sup>	✓	-	✓	✓	2.1										
U3-386x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.0										
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.0										
U3-388x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4,5</sup>	✓	-	✓	✓	2.0										
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 <sup>4,5</sup>	✓	-	✓	✓	2.0										
U3-3890 CP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4</sup>	✓	-	✓	✓	2.0										
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 <sup>4</sup>	✓	-	✓	✓	2.0										
U3-399x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>4</sup>	✓	✓	✓	✓	2.5										
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.5										

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

<sup>2</sup> Increases maximum framerate.

<sup>3</sup> Color binning on monochrome sensor can lead to image artifacts.

<sup>4</sup> Only combined horizontal and vertical binning.

<sup>5</sup> The frame rate does not increase with binning/decimation.

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

LE Rev. 1.2

		FreeRun	Software Trigger <sup>2</sup>	Hardware Trigger <sup>2</sup>	Trigger Controlled Exposure <sup>2</sup>	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing <sup>3</sup>	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats <sup>1</sup>	Region of Interest	Decimation (FPGA)	Decimation (Sensor) <sup>2</sup>	Binning (FPGA)	Binning (Sensor) <sup>2</sup>	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware <sup>7</sup>
U3-304xLE Rev. 1.2	M	✓	✓	✓	✓	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	2x2	-	-	-	✓	2.20
	C	✓	✓	✓	✓	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, BayerRG8, BayerG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	-	-	-	-	✓	2.20
U3-327xLE Rev. 1.2	M	✓	✓	✓	✓	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	1x2	-	-	-	✓	2.20
	C	✓	✓	✓	✓	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, BayerRG8, BayerG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	-	-	-	-	✓	2.20
U3-386xLE Rev. 1.2	M	✓	✓	✓	-	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	-	-	-	-	✓	2.20
	C	✓	✓	✓	-	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, BayerRG8, BayerG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	-	-	-	-	✓	2.20
U3-388xLE Rev. 1.2	M	✓	✓	✓	-	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	2x2 <sup>3,4,5</sup>	-	-	-	✓	2.20
	C	✓	✓	✓	-	✓	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, BayerRG8, BayerG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	2x2 <sup>4,5</sup>	-	-	-	✓	2.20

<sup>1</sup> PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.  
<sup>2</sup> Increases maximum framerate.  
<sup>3</sup> Color binning on monochrome sensor can lead to image artifacts.  
<sup>4</sup> Only combined horizontal and vertical binning.  
<sup>5</sup> The frame rate does not increase with binning/decimation.  
<sup>6</sup> Only supported by PCB models as the inputs/outputs are not accessible in the housing versions.  
<sup>7</sup> In development. The model is not yet in series production, but will be introduced shortly.  
 If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

XLE / XCP XC		Image Acquisition	FreeRun	Software Trigger	Hardware Trigger <sup>1</sup>	Trigger Controlled Exposure <sup>2</sup>	Demoker	Long Exposure	Line Scan	Line Scan High-Speed	Flashing <sup>3</sup>	PWM Flashing	Image Adjustments	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats <sup>4</sup>	Region of Interest	Decimation (FPGA)	Decimation (Sensor) <sup>5</sup>	Binning (Sensor) <sup>6</sup>	Binning (FPGA)	Others	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware
			Image Acquisition	Flashing	Image Adjustments	On-board Image Process.	Others																									
U3-356x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	2,4x2,4	-	2x2 <sup>5</sup>	-	-	-	-	✓	2.9
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	2,4x2,4	-	2x2 <sup>5</sup>	-	-	-	-	✓	2.9
U3-368x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.6/2.9
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.6/2.9
U3-38Jx XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.11
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	2x2,4	-	2x2 <sup>4</sup>	-	-	-	-	✓	2.11
U3-36L0XC	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	-	-	2x2 <sup>4</sup>	-	-	-	-	✓	2.11
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	-	-	2x2 <sup>4</sup>	-	-	-	-	✓	2.12

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

<sup>2</sup> Increases maximum framerate.

<sup>3</sup> Color binning on monochrome sensor can lead to image artifacts.

<sup>4</sup> Only combined horizontal and vertical binning.

<sup>5</sup> The frame rate does not increase with binning/decimation.

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

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

ACP		Image Acquisition										Flashing		Image Adjustments							On-board Image Processing	PixelFormats <sup>1</sup>					Others				
		FreeRun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoise	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	Region of Interest	Decimation (FPGA)	Decimation (Sensor) <sup>2</sup>	Binning (FPGA)	Binning (Sensor) <sup>2</sup>	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware		
U3-304x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	2.2			
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
U3-306x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	2.2			
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
U3-307x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	2.2			
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
U3-308x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	2.2			
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
U3-30Cx ACP	P	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	2.2			
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	2.9			
U3-326x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.9			
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	2.2			
U3-327x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	2.2			
U3-328x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	2.2			
U3-380x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 <sup>3,4</sup>	✓	-	✓	2.2			
U3-386x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	2.2			
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	2.2			
U3-388x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4,5</sup>	✓	-	✓	2.2			
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 <sup>4,5</sup>	✓	-	✓	2.2			
U3-3890 ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 <sup>3,4</sup>	✓	-	✓	2.2				
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 <sup>4</sup>	✓	-	✓	2.2				

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

<sup>2</sup> Increases maximum framerate.

<sup>3</sup> Color binning on monochrome sensor can lead to image artifacts.

<sup>4</sup> Only combined horizontal and vertical binning.

<sup>5</sup> The frame rate does not increase with binning/decimation.

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