

		Image Acquisition						Image Adjustments						On-board Image Processing						Others					
		FreeRun	Software Trigger	Hardware Trigger	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Color Correction	Gamma	LUT	PixelFormats <sup>1)</sup>	Region of Interest	Decimation	Binning	IP Settings	Bandwidth Management	Chunks	Firmware Update	1st supported Firmware		
GV-504x CP/SE/FA	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	✓	✓	1.5		
	C	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	✓	✓	1.5		
GV-520x SE/FA	M	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	✓	✓	1.4		
	C	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	✓	✓	✓	1.4		
GV-524x CP/SE/FA	M	✓	✓	✓	-	✓	✓	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono10,	✓	✓	✓	✓	✓	-	✓	1.3		
	C	✓	✓	✓	-	✓	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG10, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	✓	-	✓	1.3		
GV-525x CP/SE/FA	M	✓	✓	✓	-	✓	✓	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono10	✓	✓	✓	✓	✓	-	✓	1.3		
	C	✓	✓	✓	-	✓	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG10, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	✓	-	✓	1.3		
GV-526x CP/SE/FA	M	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	✓	✓	1.2		
	C	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	✓	✓	1.2		
GV-527x CP/SE/FA	M	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	✓	✓	1.0		
	C	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	✓	✓	1.0		
GV-528x CP/SE/FA	M	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	✓	✓	1.0		
	C	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	✓	✓	1.0		
GV-529x SE/FA	M	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	✓	✓	1.4		
	C	✓	✓	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	✓	✓	1.4		
GV-548x CP/SE/FA	M	✓	✓	✓	-	-	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	-	✓	1.3		
GV-558x CP/SE/FA	M	✓	✓	✓	✓	✓	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	✓	-	✓	1.3		
	C	✓	✓	✓	-	-	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	-	✓	1.3		
GV-586x CP/SE/FA	M	✓	✓	✓	✓	✓	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	-	✓	1.3		
	C	✓	✓	✓	✓	✓	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	-	✓	1.1		
GV-588x CP/SE/FA	M	✓	✓	✓	✓	✓	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	-	✓	1.1		
	C	✓	✓	✓	✓	✓	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, Mono10p, Mono12p, Mono10, Mono12	✓	✓	-	✓	✓	-	✓	1.9		
GV-589x CP/SE/FA	M	✓	✓	✓	-	-	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	-	✓	1.9		
	C	✓	✓	✓	-	-	-	✓ <sup>2)</sup>	✓ <sup>2)</sup>	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	✓	-	✓	1.9		

<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> Flashing (on ExposureActive) only available in trigger mode.