

# MARS GigE Cameras User Manual

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# Preface

We really appreciate your choosing of DAHENG IMAGING products.

The MARS GigE series (MARS-G) camera is DAHENG IMAGING's mature area scan industrial digital camera, featuring high resolution, high definition and extremely low noise. The camera is equipped with standard GigE interface, supports Power over Ethernet (PoE, IEEE802.3af compliant), and is easy to install and use.

The MARS family cameras are especially suitable for machine vision applications such as industrial inspection, medical, scientific research, education, security and so on.

This manual describes in detail on how to install and use the MARS GigE digital cameras.

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## 1. Introduction

### 1.1. Series Introduction

The MARS GigE series (MARS-G) camera is DAHENG IMAGING's mature area scan industrial digital camera, featuring outstanding performance, powerful features, outstanding price/performance ratio. The camera supports Power over Ethernet (PoE, IEEE802.3af compliant), which is easy to install and use. The MARS-G-P series cameras are available in a variety of resolutions and frame rates, and are available with CMOS sensors from leading chip manufacturers.

The MARS-G-P series digital camera transmits image data through the GigE data interface. Thanks to the locking screw connectors, the MARS series cameras can secure the reliability of cameras deployed in harsh industrial environments. Featuring high reliability and high price/performance ratio, the MARS series cameras are especially suitable for machine vision applications such as industrial inspection, medical, scientific research, education, security and so on.

### 1.2. Naming Rules

Details of the MARS GigE series (MARS-G) camera are given in the general specifications below. Each camera model name is determined by its sensor's maximum resolution, maximum frame rate at maximum resolution, the color/monochrome type of the sensor, etc.

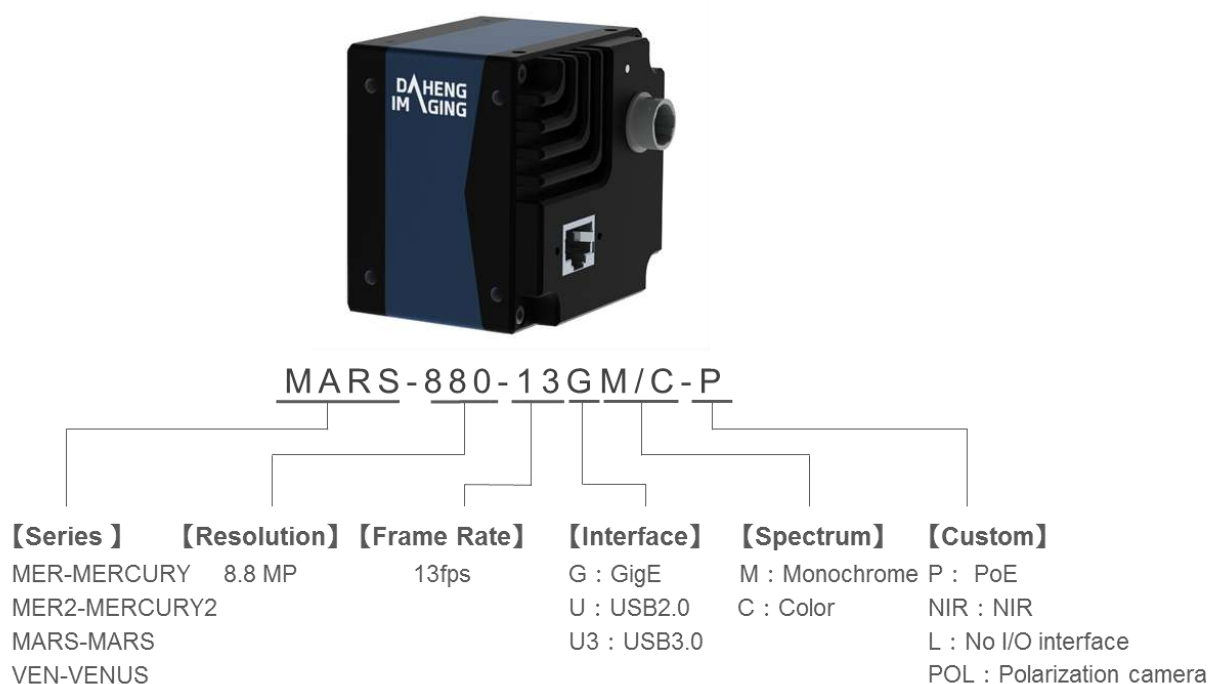


Figure 1-1 Naming rules

### 1.3. Standards

The camera follows the GigE Vision 1.2 standard, the GEN<i>CAM3.0 standard and the IEEE802.3af standard.

### 1.4. Document, CAD/Technical Drawing and Software Downloads

Product related document, CAD/Technical drawing and software can be downloaded from the [Downloads](#) of DAHENG IMAGING website. The relevant contents are as follows:

|                       |   |
|-----------------------|---|
| Document              | MARS GigE Cameras User Manual                           |
| CAD/Technical Drawing | DAHENG IMAGING MARS-G-P CAD/Technical Drawing           |
| Software              | Galaxy Windows SDK—USB3.0, GigE, MERCURY USB2.0 Cameras |
|                       | Galaxy Linux SDK—USB3.0, GigE, MERCURY USB2.0 Cameras   |

## 2. Precautions

### 2.1. Guidelines for Avoiding EMI and ESD

- 1) CAT-5e cables or above with S/STP shielding are recommended.
- 2) Using shielded cable can avoid electro-magnetic interface. Shielding layer of the cable should conduct to ground nearby and not until stretched too long. When many devices need conduct to ground, using single point grounding to avoid earth loop.
- 3) Try to use camera cables that are the correct length. Avoid coiling camera cables. If the cables are too long, use a meandering path rather than coiling the cables.
- 4) Keep your cameras away from equipment with high voltage, or high current (as motor, inverter, relay, etc.). If necessary, use additional shielding.
- 5) ESD (electro-static discharge) may damage cameras permanently, so use suitable clothing (cotton) and shoes, and touch the metal to discharge the electro-static before operating cameras.

### 2.2. Environmental Requirements

- 1) Housing temperature during operation: 0°C ~ 45°C, humidity during operation: 10% ~ 80%.
- 2) Storage temperature: -20°C ~ 70°C.
- 3) To avoid collecting dust in the optical filter, always keep the plastic cap on cameras when no lens is mounted.
- 4) PC requirement: Intel Core 2 Duo, 2.4GHz or above, and 2GB memory or above.
- 5) NIC requirement: Intel Pro 1000 NIC or higher performance Gigabit LAN confirming to IEEE802.3af standard, CAT-5e or CAT-6 cables, less than 100m, Gigabit Switch confirming to IEEE802.3af standard.
- 6) Make sure that cameras are transported in the original factory packages.

### 2.3. Camera Mechanical Installation Precautions

Camera installation requirements:

- 1) The screw and camera have a screw length between 3 and 4.8 mm.
- 2) Screw assembly torque  $\leq 5\text{N.M}$ . If the screw assembly torque is too large, it may cause the camera thread stripping.

## 3. Installation Guidelines

### 3.1. Host Preparation

#### 3.1.1. Software Package

The Software package of DAHENG IMAGING's MARS series is used to control the MARS series camera to provide stable, real-time image transmission, and provides a free SDK and abundant development sample source code. The package is composed of the following modules:

- 1) Driver Package (Driver): This package provides the MARS series camera driver program, such as: the GigE Vision cameras' Filter Driver Program.
- 2) Interface Library (API): This package provides the camera control interface library and the image processing interface library, supports the user for secondary development.
- 3) Demonstration Program (GalaxyView.exe): This demonstration program is used to display the camera control, image acquisition and image processing functions, the user can control the camera directly by the demonstration program, and the user can develop their own control program based on the camera interface library.
- 4) IP configurator (GxGigEIPConfig.exe): The tool is used to configure the camera IP address and to set the IP mode when the camera is powered on.
- 5) Sample: These samples demonstrate cameras' functions, the user can easily use these samples to control cameras, or refer to the samples to develop their own control programs.
- 6) Programmer's Manual: This manual is the users programming guide that instructs the users how to configure the programming environment and how to control cameras and acquisition images through the camera interface library.

You can download the latest software package from the website:  
[www.daheng-imaging.com/en/Downloads](http://www.daheng-imaging.com/en/Downloads).

#### 3.1.2. User Software Interface

After installing the MARS series camera software package, the user can use the demonstration program and the samples to control the camera, also the user can control the camera by the program which is written by the user themselves. The software package provides three kinds of program interface, the user can select the suitable one for use according to their own requirements:

##### 1) API Interface

In order to simplify the users' programming complexity, the package provides the general C programming interface GxIAP.dll and image processing algorithm interface DxImageProc.dll for the user to control the camera, and provides the samples and software development manual which are based on these interfaces. The API interface supports C/C++/C#/Python, etc.

##### 2) GenTL Interface

This interface is developed according to the standard of general transport layer in Gen<i>Cam standard, DAHENG IMAGING follows the Gen<i>Cam standard and provides the GenTL interface for the user, the user can use the GenTL interface directly to develop their own control program. The definition and usage of GenTL interfaces can be downloaded from the website of EMVA.

In addition, users can use some third-party software that supports Gen< i >Cam standard to control the camera, such as HALCON.

### 3) GigE Vision interface

The MARS series GigE Vision camera is compatible with the GigE Vision protocol, which allows the user to control the camera directly through the GigE Vision protocol. In addition, the user can use some third-party software that supports the GigE Vision protocol to control the camera, such as HALCON.

#### ● Note

GEN<i>CAM standard: GEN<i>CAM is administered by the European Machine Vision Association (EMVA). GenICam provides a generic programming interface for all kinds of cameras and devices. It provides a standard application programming interface (API), no matter what interface technology is being used. It mainly includes the following modules:

- GenAPI: an XML description file format defining how to capture the features of a device and how to access and control these features in a standard way
- GenTL: a generic Transport Layer Interface, between software drivers and libraries, that transports the image data from the camera to the application running on a PC
- SFNC: common naming convention for camera features, which promotes interoperability between products from different manufacturers

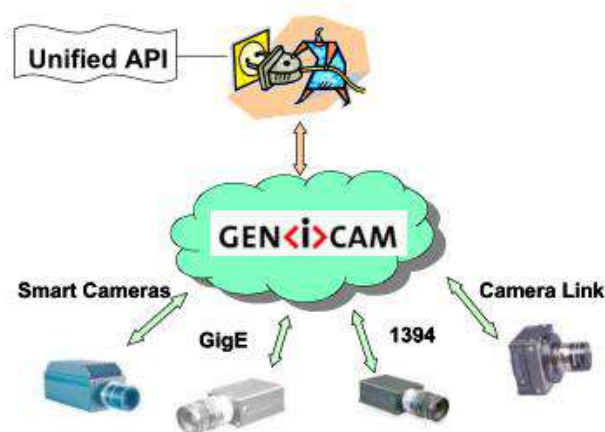


Figure 3-1 GEN<i>CAM standard schematic diagram

## 3.2. Camera Power

MARS-G-P series camera can get power in either of two different ways: via PoE (power over Ethernet) or via Hirose I/O port.

### 1) Via PoE (Power over Ethernet)

Via PoE (Power over Ethernet), i.e., via the Ethernet cable plugged into the camera's RJ-45 jack. Use the IEEE 802.3af compliant PSE (Power sourcing equipment) to power the MARS-G-P camera.

2) Via the Hirose I/O port

Camera can get power from the 12-pin Hirose I/O port via a standard I/O cable.

Nominal operating voltage is +12V ( $\pm 10\%$ ) ~ +24VDC ( $\pm 10\%$ ).

When you supply power to the camera both via the camera's RJ-45 jack and via the 12-pin Hirose I/O port, the camera will get power via the Hirose I/O port. And if you cut off the Hirose I/O port, the camera will get power via PoE and may restart.

- 1) Voltage outside of the specified range can cause damage.



- 2) The plug on the cable that you attach to the Hirose 12-pin receptacle must have 12 female pins. Using a plug designed for a smaller or a larger number of pins can damage the connector. See [section 7.3](#) for the definition of IO port.

### 3.3. Camera Driver Installation

#### 3.3.1. System Requirements

GalaxySDK is suitable for all cameras in the MARS series. The GalaxySDK contains various operating systems such as windows and Linux. The requirements for the operating system and version of the installation package are as follows:

| Operating Systems | Applicable Version   |
|-------------------|--|
| Windows           | <ul style="list-style-type: none"><li>➤ Windows XP (32bit, 64bit)</li><li>➤ Windows 7 (32bit, 64bit)</li><li>➤ Windows 8 (32bit, 64bit)</li><li>➤ Windows 8.1 (32bit, 64bit)</li><li>➤ Windows 10 (32bit, 64bit)</li></ul> |
| Linux             | <ul style="list-style-type: none"><li>➤ Ubuntu 12.04 or above, kernel version 3.5.0.23 or above</li></ul>  |
| Android           | <ul style="list-style-type: none"><li>➤ Android6 or above</li></ul>  |

#### 3.3.2. Driver Installation

The steps to install the GalaxySDK under Windows are as follows:

- 1) Download the corresponding version of the installation package from [www.daheng-imaging.com/en/Downloads](http://www.daheng-imaging.com/en/Downloads).
- 2) Run the installer.

- 3) Follow the instructions of the installation wizard to complete the installation process. During the installation process, you can choose the camera interface you need (USB2.0, USB3 Vision, GigE Vision, etc.).

During the installation process, especially when installing the \*.sys file, you must always pay attention to the anti-virus software to intercept the driver. If intercepted, it may cause the driver installation to fail.

### 3.4. Camera IP Configuration

The IP Configurator provided by GalaxySDK eliminates the need for users to configure IP for hosts and devices. Implement one-click configuration IP. You only need to follow the steps below to configure the camera IP. For details on how to use the tool, please refer to [section 9.1](#).

- 1) Connect the GigE camera to the network port of the current host.
- 2) Open the GigE IP Configurator of the installation package.
- 3) Click "Auto Config" on the right side of the GigE IP Configurator to automatically configure the IP.

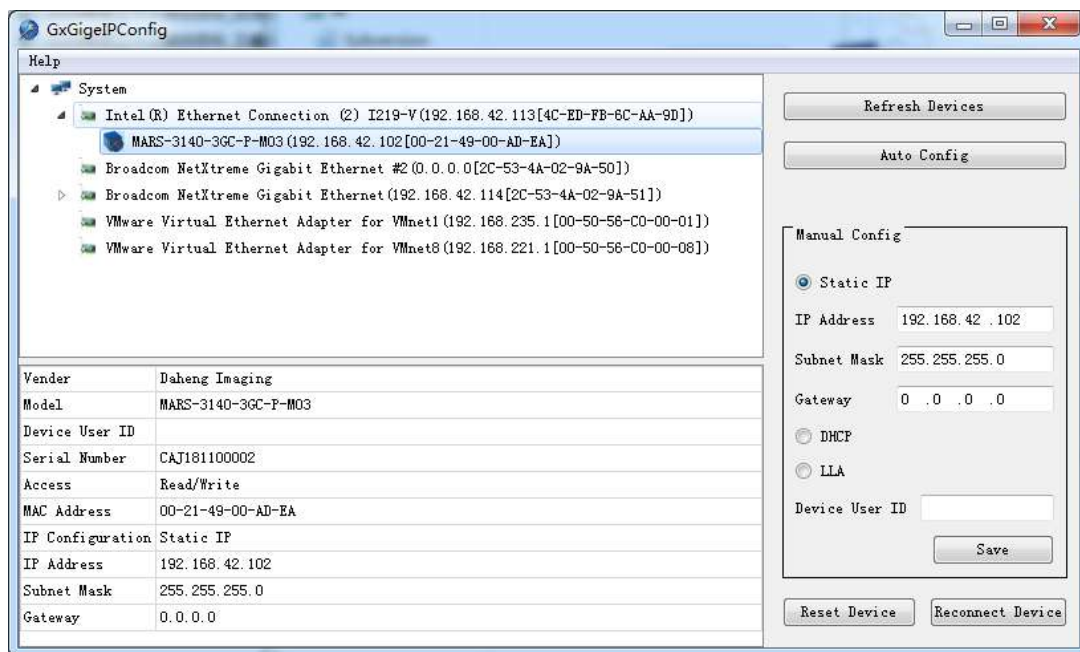


Figure 3-2 GigE IP Configurator

### 3.5. Open Device and Start Acquisition

After powering the device, connecting the device to the host, and configuring the IP, you can double-click the GalaxyView software to acquire image. The steps are as follows:

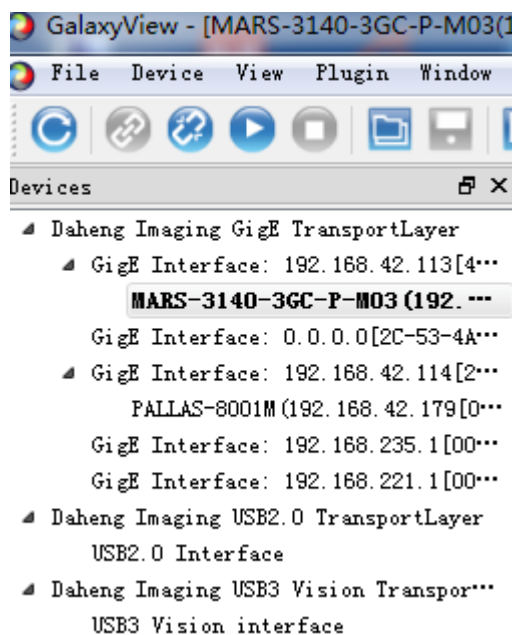




Figure 3-3 GalaxyView

- 1) Click the  icon on the Toolbar in the GalaxyView to refresh device list.
- 2) After the device is enumerated, double-click the device enumerated in the device list.
- 3) Click the  icon on the Toolbar to perform the Start Acquisition operation on the current device.



## 4. General Specifications

### 4.1. Explanation of Important Parameters

#### 4.1.1. About Spectral Response

QE: Which is the ratio of the average number of photoelectrons produced per unit time to the number of incident photons at a given wavelength.

Sensitivity: The change of the sensor output signal relative to the incident light energy. The commonly used sensitivity units are  $V/((W/m^2) \cdot s)$ ,  $V/lux \cdot s$ ,  $e^-/((W/m^2) \cdot s)$  or  $DN/((W/m^2) \cdot s)$ .

The spectral response graphs given by different manufacturers are different. Some graphs' ordinate is relative sensitivity response, and abscissa is wavelength. Some graphs' ordinate is QE, and abscissa is wavelength.

### 4.2. MARS-880-13GC-P / MARS-880-13GM-P

#### 4.2.1. Parameters

| Specifications     | MARS-880-13GC-P   | MARS-880-13GM-P |
|--------------------|---|-----------------|
| Resolution         | 4096×2160   |                 |
| Sensor Type        | Sony IMX267 global shutter CMOS   |                 |
| Optical Size       | 1 inch  |                 |
| Pixel Size         | 3.45μm×3.45μm   |                 |
| Frame Rate         | 12.1fps@4096×2160 (default)<br>13fps@4096×2160 (adjust the packet size to 8192 and reserved bandwidth to 7) |                 |
| ADC Bit Depth      | 12bit   |                 |
| Pixel Bit Depth    | 8bit, 12bit   |                 |
| Shutter Time       | 36μs~1s   |                 |
| Gain               | 0dB~24dB  |                 |
| Pixel Data Formats | Bayer RG8/Bayer RG12  | Mono8/Mono12    |
| Signal Noise Ratio | 39.89dB   | 39.81dB         |

|                      |  |
|----------------------|--|
| Synchronization      | External trigger, software trigger   |
| I/O                  | 1 input and 1 output with opto-isolated, 2 programmable GPIOs  |
| Operating Temp.      | 0°C~45°C   |
| Storage Temp.        | -20°C~70°C   |
| Operating Humidity   | 10%~80%  |
| Camera Requirements  | PoE (Power over Ethernet, IEEE802.3af compliant) or 12VDC-10%~24VDC+10%, supplied via the camera's 12-pin Hirose connector |
| Power Consumption    | < 3W@12VDC, <3.5W@PoE  |
| Lens Mount           | C  |
| Dimensions           | 50.4mm×62mm×62 mm (without lens adapter or connectors)   |
| Weight               | 274g   |
| Software             | Windows XP/Win7/Win8/Win10 32bit, 64bit OS   |
| Data Interface       | Fast Ethernet(100Mbit/s) or Gigabit Ethernet(1000Mbit/s)   |
| Programmable Control | Image size, gain, exposure time, trigger polarity, flash polarity  |
| Conformity           | CE, RoHS, GigE Vision, GenICam, IEEE802.3af  |

### 4.2.2. Spectral Response

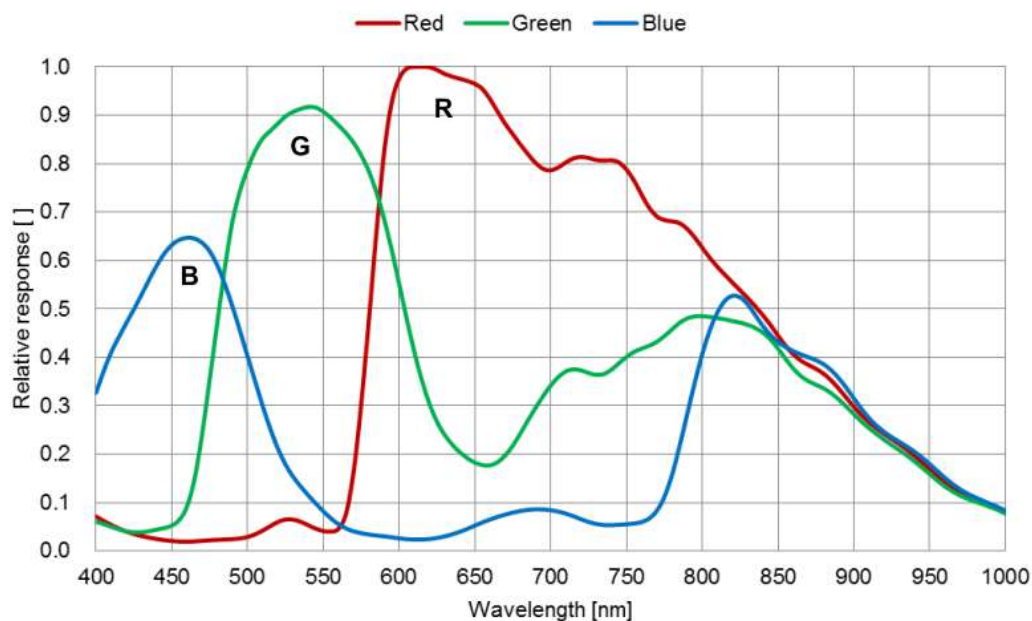


Figure 4-1 MARS-880-13GC-P sensor spectral response

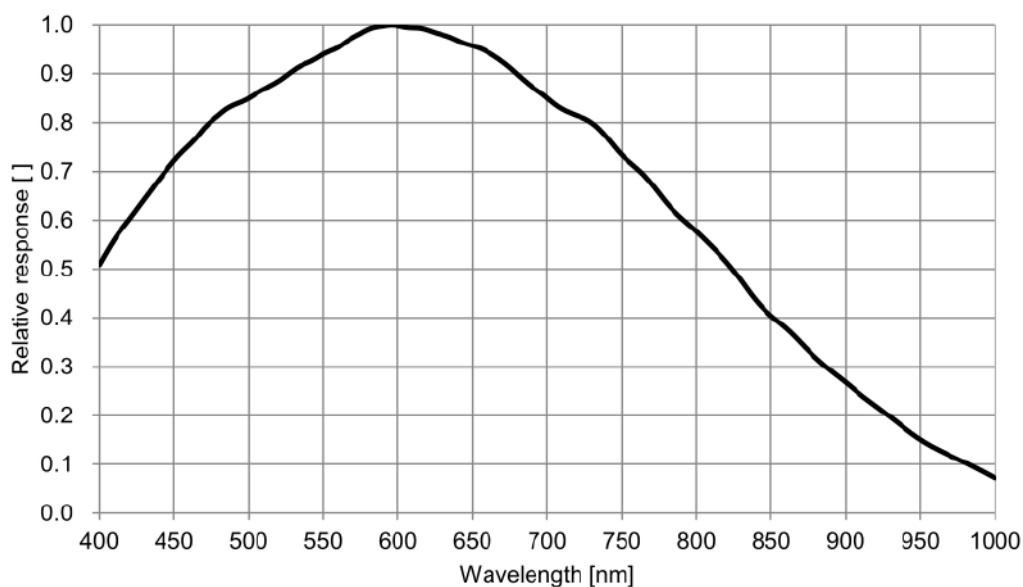


Figure 4-2 MARS-880-13GM-P sensor spectral response

## 4.3. MARS-1230-9GC-P / MARS-1230-9GM-P

### 4.3.1. Parameter

| Specifications | MARS-1230-9GC-P | MARS-1230-9GM-P |
|----------------|-----------------|-----------------|
| Resolution     | 4096×3000       |                 |

|                           |  |              |
|---------------------------|--|--------------|
| Sensor Type               | Sony IMX304 global shutter CMOS  |              |
| Optical Size              | 1.1 inch   |              |
| Pixel Size                | 3.45 $\mu$ m×3.45 $\mu$ m  |              |
| Frame Rate                | 8.7fps@4096×3000 (default)<br>9fps@4096×3000 (adjust the packet size to 8192 and reserved bandwidth to 5)                  |              |
| ADC Bit Depth             | 12bit  |              |
| Pixel Bit Depth           | 8bit, 12bit  |              |
| Shutter Time              | 36 $\mu$ s~1s  |              |
| Gain                      | 0dB~23.9dB   |              |
| Pixel Data Formats        | Bayer RG8/Bayer RG12   | Mono8/Mono12 |
| Signal Noise Ratio        | 39.88dB  | 39.75dB      |
| Synchronization           | External trigger, software trigger   |              |
| I/O                       | 1 input and 1 output with opto-isolated, 2 programmable GPIOs  |              |
| Operating Temp.           | 0°C~45°C   |              |
| Storage Temp.             | -20°C~70°C   |              |
| Operating Humidity        | 10%~80%  |              |
| Camera Power Requirements | PoE (Power over Ethernet, IEEE802.3af compliant) or 12VDC-10%~24VDC+10%, supplied via the camera's 12-pin Hirose connector |              |
| Power Consumption         | < 3W@12VDC, <3.5W@PoE  |              |
| Lens Mount                | C  |              |
| Dimensions                | 50.4mm×62mm×62 mm (without lens adapter or connectors)   |              |
| Weight                    | 274g   |              |
| Software                  | Windows XP/Win7/Win8/Win10 32bit, 64bit OS   |              |

|                      |   |
|----------------------|---|
| Data Interface       | Fast Ethernet(100Mbit/s) or Gigabit Ethernet(1000Mbit/s)          |
| Programmable Control | Image size, gain, exposure time, trigger polarity, flash polarity |
| Conformity           | CE, RoHS, GigE Vision, GenICam, IEEE802.3af                       |

### 4.3.2. Spectral Response

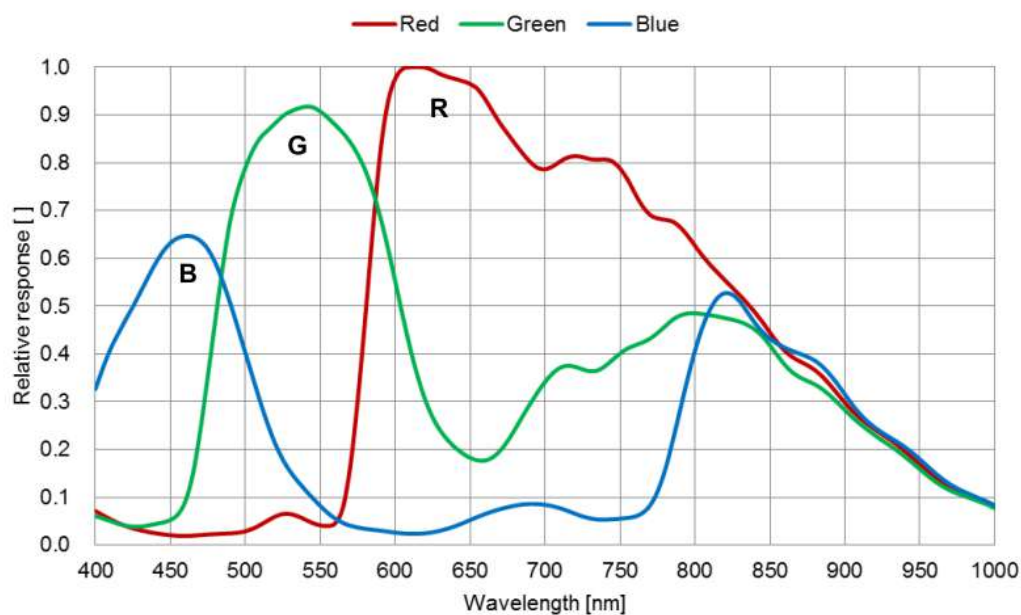


Figure 4-3 MARS-1230-9GC-P sensor spectral response

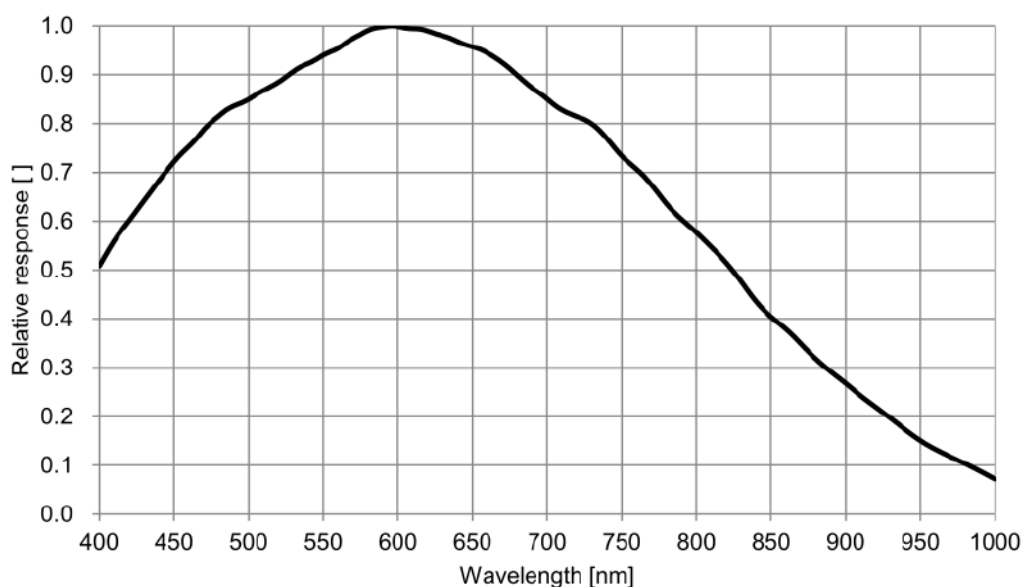


Figure 4-4 MARS-1230-9GM-P sensor spectral response

## 4.4. MARS-3140-3GC-P / MARS-3140-3GM-P

## 4.4.1. Parameter

| Specifications            | MARS-3140-3GC-P  | MARS-3140-3GM-P |
|---------------------------|--|-----------------|
| Resolution                | 6464 x 4852  |                 |
| Sensor Type               | Sony IMX342 global shutter CMOS  |                 |
| Optical Size              | 1.8 inch (APS-C)   |                 |
| Pixel Size                | 3.45μm×3.45μm  |                 |
| Frame Rate                | 3.4fps   |                 |
| ADC Bit Depth             | 12bit  |                 |
| Pixel Bit Depth           | 8bit, 12bit  |                 |
| Shutter Time              | 63μs~1s  |                 |
| Gain                      | 0dB~24dB   |                 |
| Pixel Data Formats        | Bayer RG8/Bayer RG12   | Mono8/Mono12    |
| Signal Noise Ratio        | 39.83dB  | 39.77dB         |
| Synchronization           | External trigger, software trigger   |                 |
| I/O                       | 1 input and 1 output with opto-isolated, 2 programmable GPIOs  |                 |
| Operating Temp.           | 0°C~45°C   |                 |
| Storage Temp.             | -20°C~70°C   |                 |
| Operating Humidity        | 10%~80%  |                 |
| Camera Power Requirements | PoE (Power over Ethernet, IEEE802.3af compliant) or 12VDC-10%~24VDC+10%, supplied via the camera's 12-pin Hirose connector |                 |
| Power Consumption         | < 5.5W@12VDC, <6W@PoE  |                 |
| Lens Mount                | F-Mount ( -M02 ) / M42-Mount (-M03) (optional)   |                 |

|                      |   |
|----------------------|---|
| Dimensions           | 52.1mm×62mm×62 mm (without F-Mount length)                        |
| Weight               | 292g  |
| Software             | Windows XP/Win7/Win8/Win10 32bit, 64bit OS                        |
| Data Interface       | Fast Ethernet(100Mbit/s) or Gigabit Ethernet(1000Mbit/s)          |
| Programmable Control | Image size, gain, exposure time, trigger polarity, flash polarity |
| Conformity           | CE, RoHS, GigE Vision, GenICam, IEEE802.3af                       |

#### 4.4.2. Spectral Response

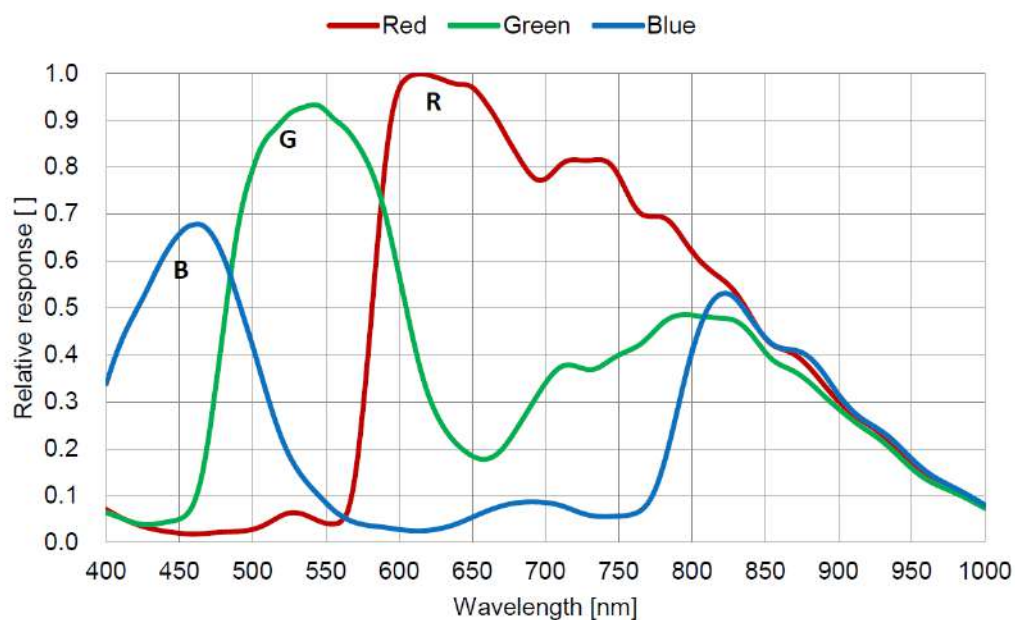


Figure 4-5 MARS-3140-3GC-P sensor spectral response

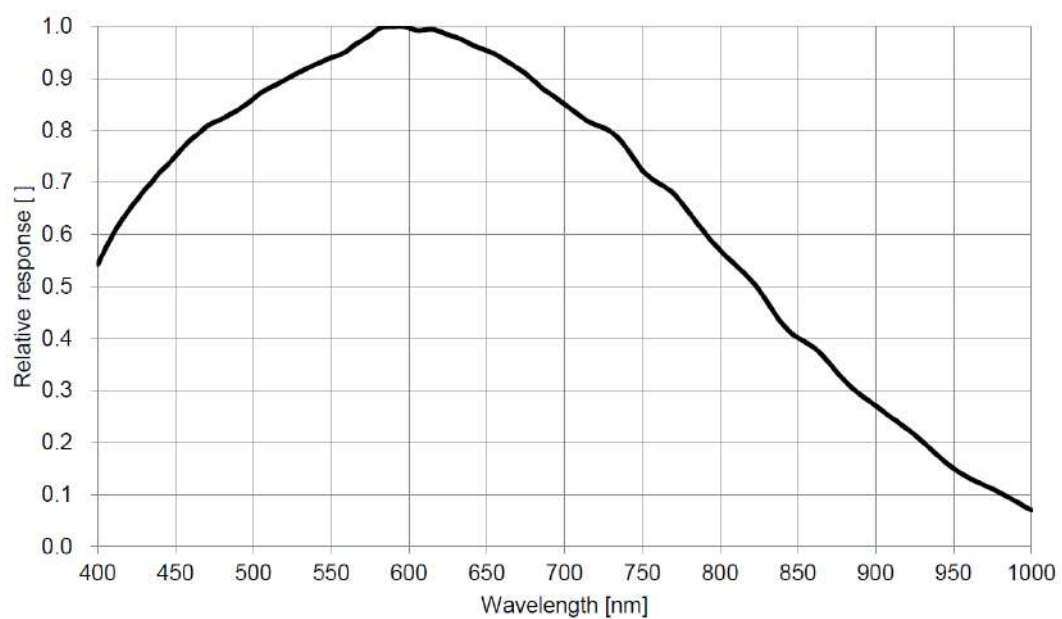
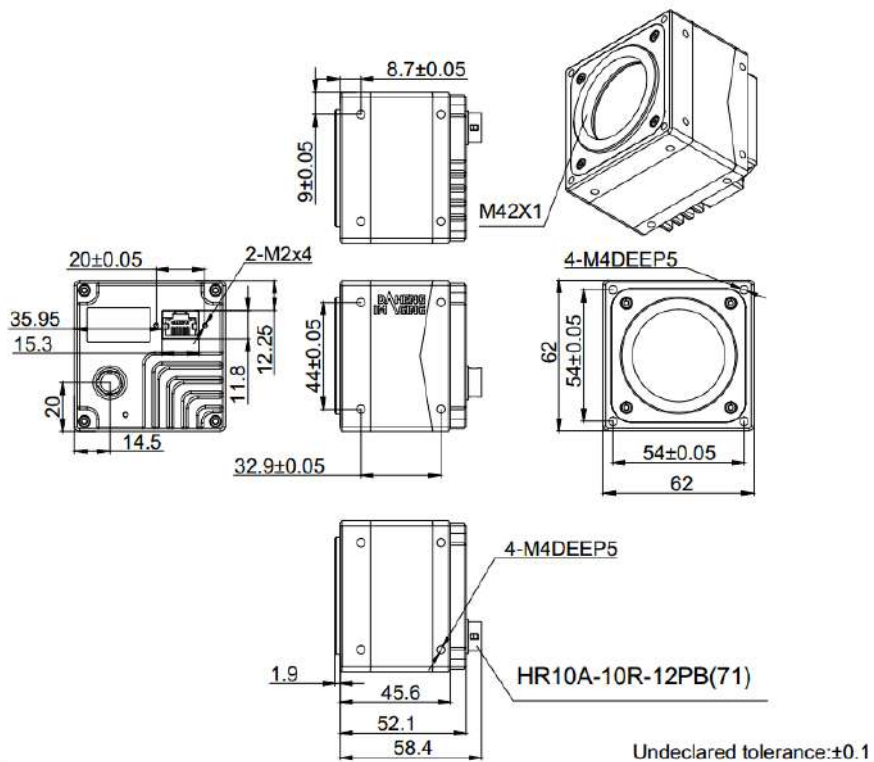
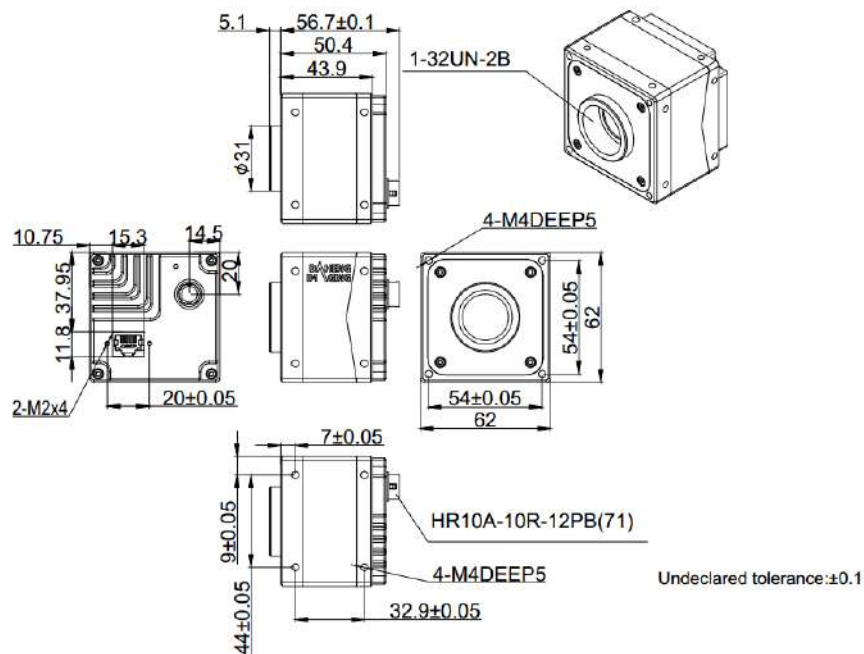


Figure 4-6 MARS-3140-3GM-P sensor spectral response



## 5. Dimensions

### 5.1. Camera Dimensions



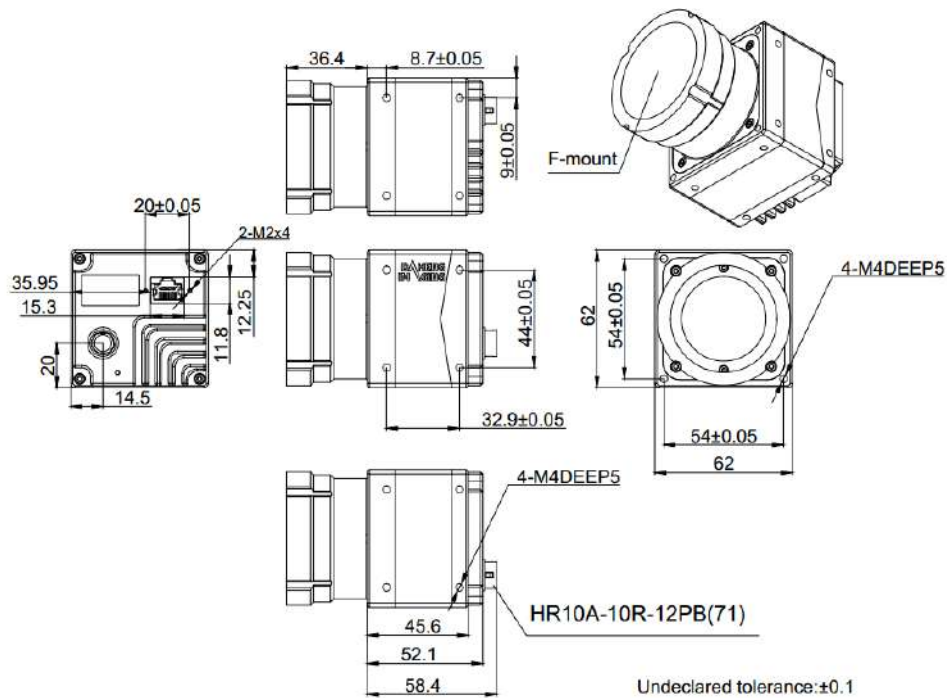


Figure 5-3 MARS-3140-3GM/C-P-M02 mechanical dimensions

## 5.2. Optical Interface

MARS-G-P cameras (except MARS-3140-3GM/C-P) are equipped with C-mount lens adapters. The back-flange distance is 17.526 mm (in the air). The maximum allowed thread length of lens should be less than 11.1mm, as shown in Figure 5-4. A longer lens thread will damage camera.

The MARS-3140-3GM/C-P cameras are equipped with the standard M42-Mount (-M03) and the F-Mount (-M02) lens adapters. The back-flange distance of the M42-Mount (-M03) lens is 12 mm (in the air), and the back-flange distance of F-Mount (-M02) lens is 46.5mm. The maximum allowed thread length of lens should be less than 5.4mm, As shown in Figure 5-5.

The color models are equipped with an IR filter and the cut-off frequency is 700nm. The mono models are equipped with transparent glasses. Remove IR-filters or transparent glasses will defocus the image plane.

Contact our technical support when the glass needed to be removed.

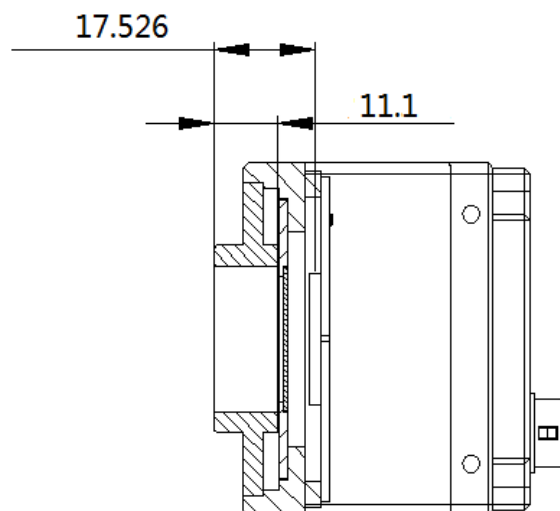


Figure 5-4 Optical interface of C-mount

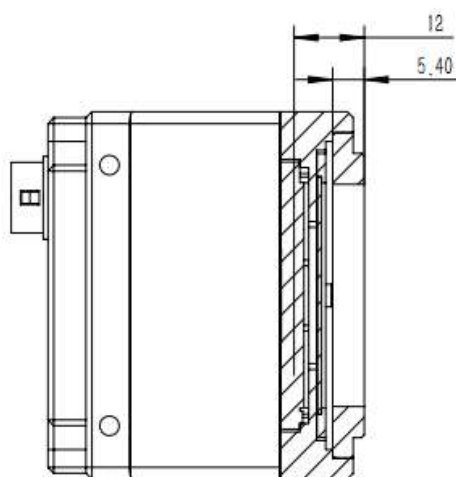


Figure 5-5 Optical interface of M42-mount

### 5.3. Tripod Adapter Dimensions

When customizing the tripod adapter, you need to consider the relationship between tripod adapter, screw length and step thickness of tripod adapter.

- 1) Screw length = tripod adapter step thickness + spring washer thickness + Screwing length of camera screw thread

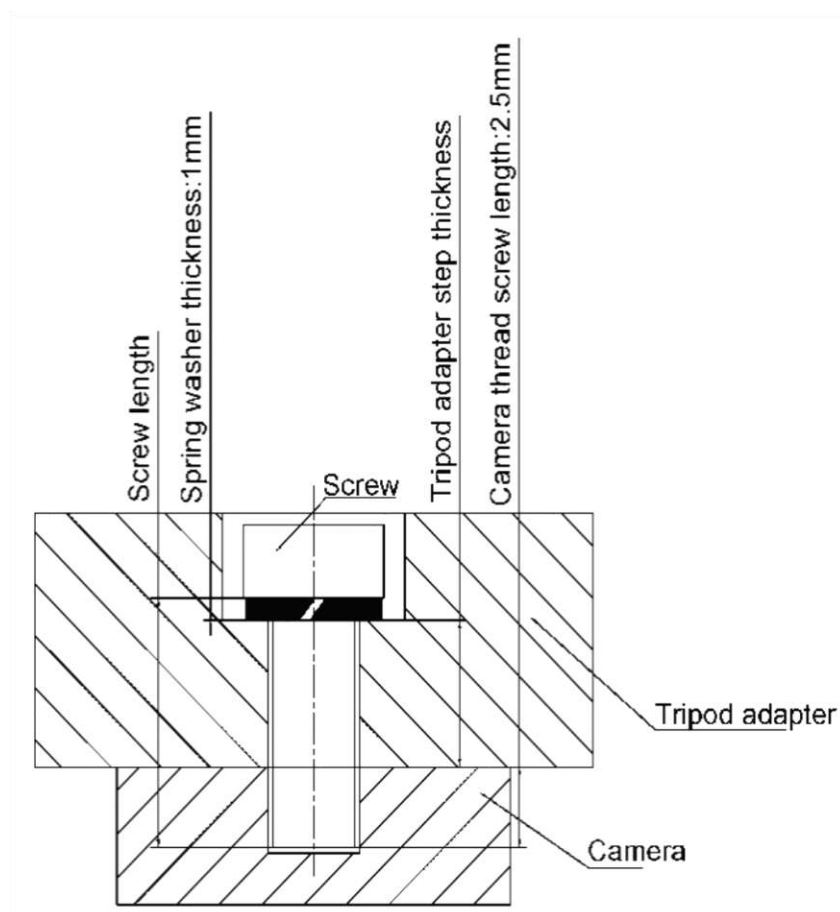


Figure 5-6 Schematic diagram of screw specification, tripod adapter step thickness and spring washer thickness

- 2) It is recommended that you select the screw specifications and the tripod adapter step thickness from the table below:

| Screw specification | Tripod adapter step thickness (mm) | Spring washer thickness (mm) | Screwing length of camera screw thread (mm) |
|---------------------|------------------------------------|------------------------------|---|
| M4*8 screw          | 2.2                                | 1                            | 4.8   |
| M4*10 screw         | 4.2                                | 1                            | 4.8   |



If the screw specification and the thickness of the tripod adapter do not conform to the requirement above, it may cause the camera thread hole through or thread stripping.

## 6. Filters and Lenses

### 6.1. Filters

The MARS color models are equipped with IR filters. The thickness of the filter is  $0.7\pm0.05\text{mm}$ , and the cut-off frequency is 700nm, which reduces the influence of invisible light on the image. The monochrome models are equipped with transparent glasses. The following are their specifications and spectral responses. Remove IR-filters or transparent glasses will defocus the image plane.

Contact our technical support when the glass needed to be removed.

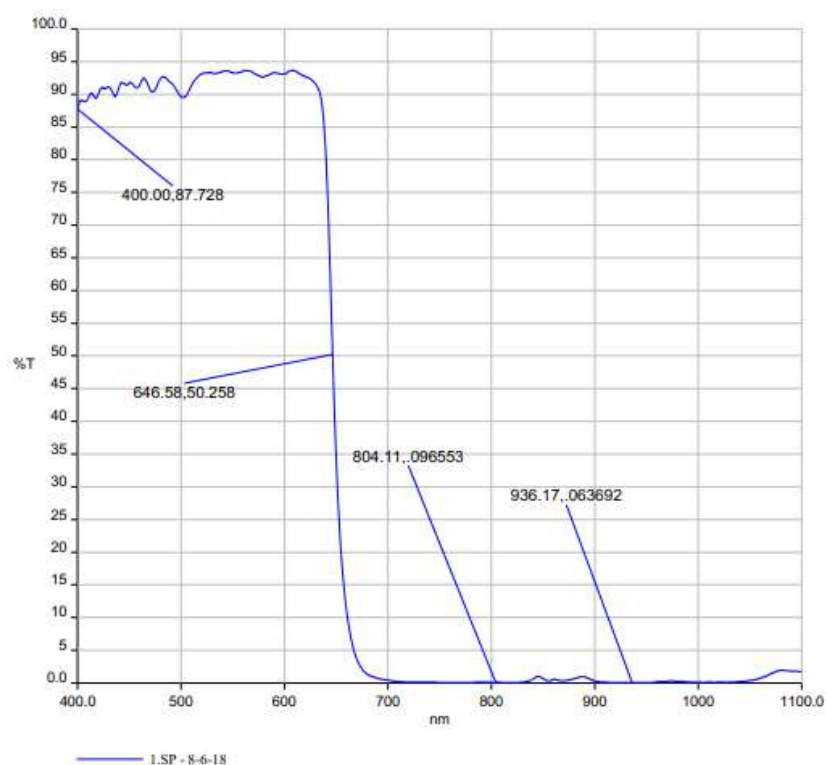


Figure 6-1 Infrared cut-off filter spectral response for MARS series color camera

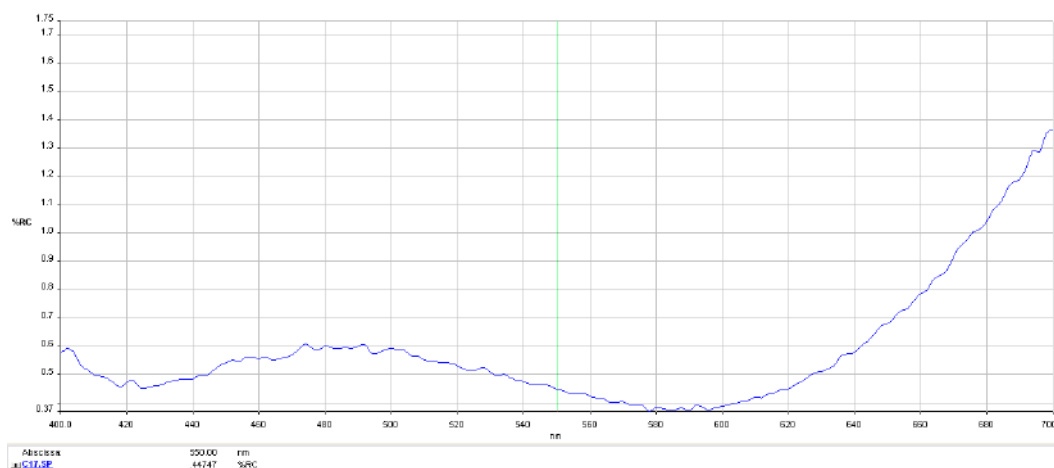


Figure 6-2 Transparent glass spectral response for MARS series mono camera

## 6.2. Lens Selection Reference

DAHENG IMAGING is a professional supplier for images and machine vision devices in China. In addition to industrial cameras, it also provides high-resolution, high-optical machine vision lenses for a wide range of industrial cameras on the market.

In order to meet the requirements of machine vision for high resolution and low distortion, DAHENG IMAGING released two series of lenses, including industrial lenses of 2 megapixels and 5 megapixels, with small size, light weight, high resolution and low distortion rate, etc.

When choosing a lens, there are several factors to consider:

### 1) Lens mount

- According to the connection methods of the lens and the camera, the commonly used mounts are C, CS, F, V, Leica, M42, M58, M72, M90, and so on
- The MARS series GigE digital camera is equipped with a standard C-Mount (the MARS-3140-3GM/C-P is equipped with a F/M42-Mount). When selecting a lens, select the lens of the same mount as the camera

### 2) Optical size

- The maximum sensor size that the lens image can cover. There are mainly 1/2", 2/3", 1/1.2", 1", 1.1", 4/3", and so on
- When selecting a lens, make sure that the optical size of the lens is not smaller than the sensor size of the digital camera

### 3) Resolution

- The resolution represents the ability of the lens to record the details of the object, usually in units of line pairs that can be resolved per millimeter: line pair/mm (lp/mm). The higher the resolution of the lens, the sharper the image
- When selecting a lens, make sure that the accuracy required by the system is less than the resolution of the lens

### 4) Working distance

- The distance from the first working surface of the lens to the object being measured
- When selecting a lens, make sure that the working distance is larger than the lens parameter "minimum object distance"

### 5) Focal length

- The focal length is the distance from the center point of the lens to the clear image formed on the focal plane. The smaller the focal length value, the larger the field of view of the digital camera

- For focal length calculation, we need to confirm three parameters: the field of view, the sensor size of the digital camera and the working distance. The focal length (f) of the expected lens can be calculated by the following formula

$f = \text{sensor size (horizontal or vertical)} * \text{Working distance} / \text{Field of View (corresponding to the horizontal or vertical direction of the sensor size)}$

The corresponding lens is selected by the calculated focal length.

### 6.2.1. HN-2M Series

The HN-2M series lenses are 2 megapixels for industrial, suitable for sensors with optical size of 1/2" ~ 2/3". This series of lenses has the following features:

- High optical performance with optical design supporting up to 2/3" sensor size, 6.2μm pixel size (up to 2 megapixels) sensor. 8 models with F values below 2.8, clear images can be obtained even in low light environment
- Excellent anti-shock and anti-vibration performance, with a unique mechanical structure, the optical axis fluctuates below 10μm
- The housing is small and compact, the minimum outer diameter is only φ29.5mm, and it can be installed in various limited spaces
- Easy to install, there are 3 fixing holes on the lens barrel for fixing the iris and focusing. The best fixing hole can be selected according to the installation environment

Models:

- HN-0612-2M-C1/2X
- HN-0914-2M-C2/3X
- HN-12.514-2M-C2/3X
- HN-1614-2M-C2/3X
- HN-2514-2M-C2/3X
- HN-3516-2M-C2/3X
- HN-5023-2M-C2/3X
- HN-7528-2M-C2/3X

### 6.2.2. HN-5M Series

The HN-5M series lenses are 5 megapixels for industrial, suitable for sensors with optical size of 2/3" ~ 1.1". This series of lenses has the following features:

- 5 megapixels resolution, the definition is consistent from the center to the periphery, greatly improving the distance between iris and photography

- The housing is small and compact, the minimum outer diameter is only  $\phi 29.5\text{mm}$ , and it can be installed in various limited spaces
- Easy to install, there are 3 fixing holes on the lens barrel for fixing the iris and focusing. The best fixing hole can be selected according to the installation environment

Models:

- HN-0619-5M-C2/3X
- HN-0816-5M-C2/3X
- HN-1216-5M-C2/3X
- HN-1616-5M-C2/3X
- HN-2516-5M-C2/3X
- HN-3519-5M-C2/3X
- HN-5024-5M-C2/3X



## 7. Electrical Interface

### 7.1. LED Light

An LED light is set on the back cover of camera which indicates camera's status, as shown in Table 7-1. LED light can display 3 colors: red, yellow and green.

| LED status         | Camera status  |
|--------------------|--|
| Off                | No power   |
| Solid red          | The camera is powered on, but the program does not start properly  |
| Solid green        | Ethernet is connected, but no data is being transmitted  |
| Solid yellow       | The camera starts properly, but the network connection is not established  |
| Flashing yellow    | The camera's permanent IP address and other real-time save parameters are incorrect or the camera is started in the userset mode, the parameter set is wrong, and the camera is switched to the default mode to start. Use the IP Configurator to save the camera IP or re-save the userset. After the camera is powered on, the LED status returns to green |
| Flashing green     | Data is being transmitted through Ethernet   |
| Flashing red-green | Camera initialization failed   |

Table 7-1 Camera status

### 7.2. Ethernet Port

Ethernet connector is a standard RJ45 jack, and the pin definition follows the Ethernet standard.

Ethernet port supports CAT-5e cables or above, and the cable length can be up to 100m.

Power can be supplied to the camera (MARS-G-P series) via Power over Ethernet (IEEE802.3af compatible), i.e., via the Ethernet cable plugged into the camera's RJ45 jack.

### 7.3. I/O Port

I/O port is implemented by 12-pin Hirose connector (No. HR10A-10R-12PB(71)), and the corresponding plug is HR10A-10P-12S(73).

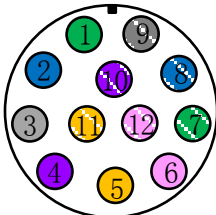
| Diagram   | Pin | Definition | Core Color   | Description                            |
|---|-----|------------|--------------|--|
|  | 1   | Line0+     | Green        | Opto-isolated input +                  |
|   | 2   | GND        | Blue         | PWR GND & GPIO GND                     |
|   | 3   | Line0-     | Grey         | Opto-isolated input -                  |
|   | 4   | POWER_IN   | Purple       | Camera external power, +12V DC~+24V DC |
|   | 5   | Line2      | Orange       | GPIO input/output                      |
|   | 6   | Line3      | Pink         | GPIO input/output                      |
|   | 7   | Line1-     | White Green  | Opto-isolated output -                 |
|   | 8   | Line1+     | White Blue   | Opto-isolated output +                 |
|   | 9   | NC1        | White Grey   | Not Connected, reserved                |
|   | 10  | GND        | White Purple | PWR GND & GPIO GND                     |
|   | 11  | NC2        | White Orange | Not Connected, reserved                |
|   | 12  | NC3        | White Pink   | Not Connected, reserved                |

Table 7-2 I/O port definition (back sight of camera)

The input power of MARS-G-P series digital camera must be +12V ~ +24VDC ( $\pm 10\%$ ) when powered by I/O port.



- 1) The polarity of power cannot be reversed, otherwise, camera or other peripherals could burn out.
- 2) The polarity of GPIO pins cannot be reversed, otherwise, camera or other peripherals could burn out.

### 7.3.1. Line0 (Opto-isolated Input) Circuit

Hardware schematics of opto-isolated input circuit is shown as Figure 7-1.



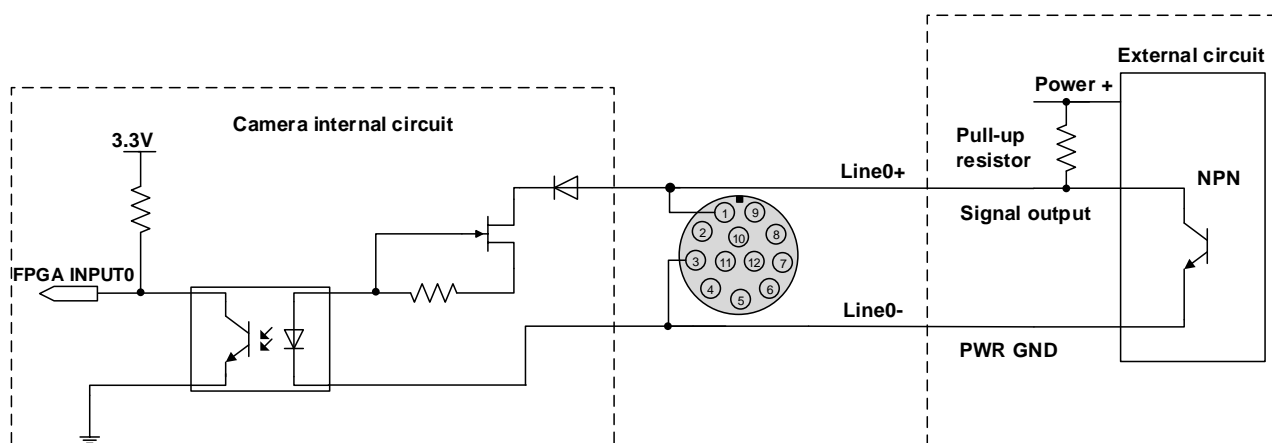


Figure 7-2 NPN photosensor connected to opto-isolated input circuit

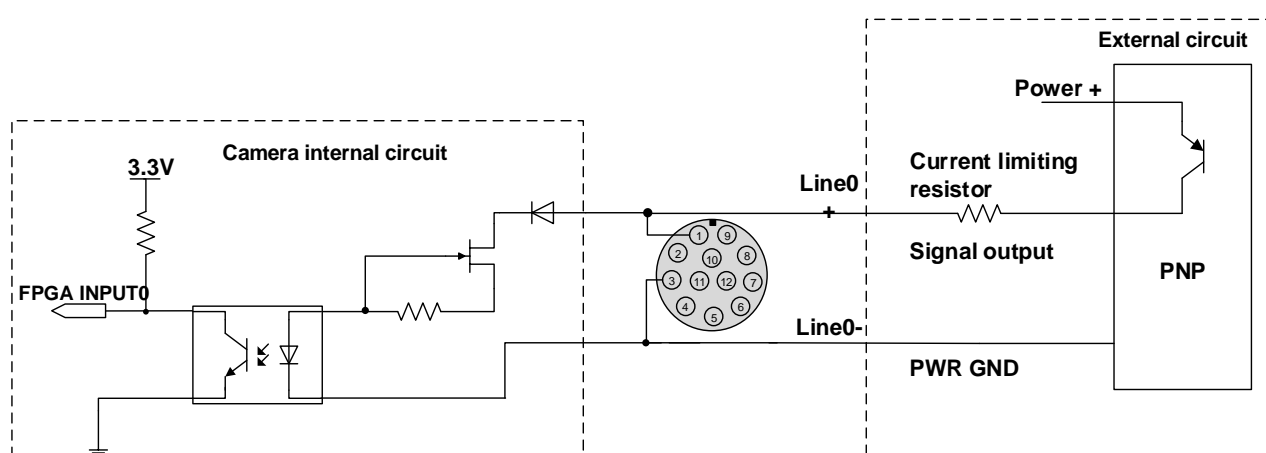


Figure 7-3 PNP photosensor connected to opto-isolated input circuit

- Rising edge delay:  $<50\mu\text{s}$  ( $0^{\circ}\text{C}\sim 45^{\circ}\text{C}$ ), parameter description as shown in Figure 7-4
- Falling edge delay:  $<50\mu\text{s}$  ( $0^{\circ}\text{C}\sim 45^{\circ}\text{C}$ ), parameter description as shown in Figure 7-4
- Different environment temperature and input voltage have influence on delay time of opto-isolated input circuit. Delay time in typical application environment (temperature is  $25^{\circ}\text{C}$ ) is as shown in Table 7-4

| Parameter          | Test condition | Value (us) |   |       |
|--------------------|----------------|------------|---|-------|
| Rising edge delay  | VIN=5V         | 3.02       | ~ | 6.96  |
|                    | VIN=12V        | 2.46       | ~ | 5.14  |
| Falling edge delay | VIN=5V         | 6.12       | ~ | 17.71 |
|                    | VIN=12V        | 8.93       | ~ | 19.73 |

Table 7-4 Delay time of opto-isolated input circuit in typical application environment

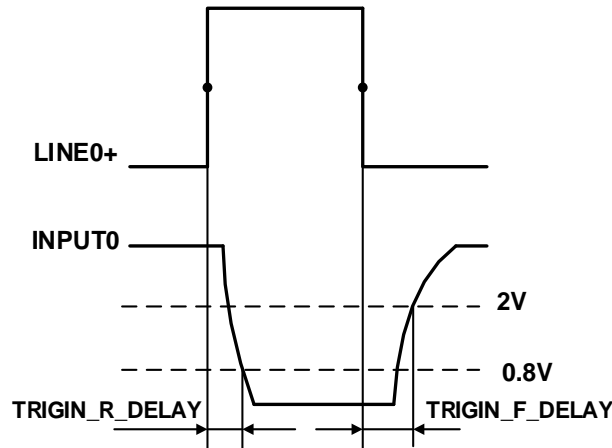


Figure 7-4 Parameter of opto-isolated input circuit

- Rising time delay (TRIGIN\_R\_DELAY): the response time from LINE0+ rises to 50% of amplitude to INPUT0 decreases to 0.8V
- Falling time delay (TRIGIN\_F\_DELAY): the response time from LINE0+ decreases to 50% of amplitude to INPUT0 rises to 2V

### 7.3.2. Line1 (Opto-isolated Output) Circuit

Hardware schematics of opto-isolated output circuit is shown as Figure 7-5.

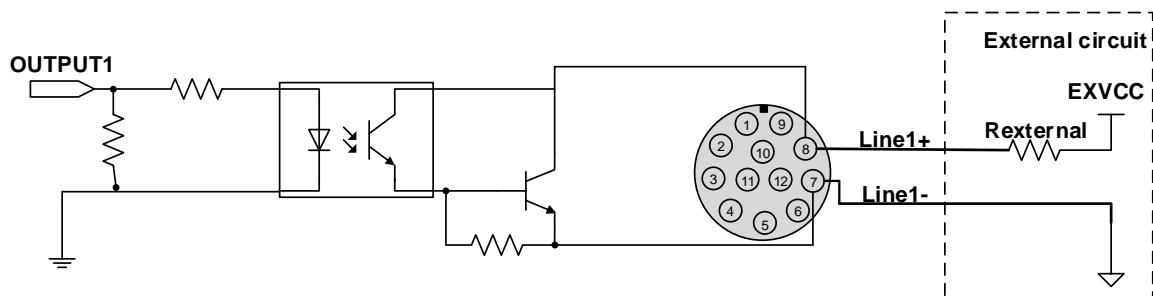


Figure 7-5 Opto-isolated output circuit

- Range of external voltage (EXVCC) is 5~24V
- Maximum output current of Line1 is 25mA
- Output voltage and output current of opto-isolated output circuit in typical application environment (temperature is 25°C) is as shown in Table 7-5

| External voltage<br>EXVCC | External resistance<br>Rexternal | Output voltage (V) | Output current (mA) |
|---------------------------|----------------------------------|--------------------|---------------------|
| 5V                        | 1kΩ                              | 0.90               | 4.16                |
| 12V                       | 1kΩ                              | 0.97               | 11.11               |
| 24V                       | 1kΩ                              | 1.04               | 23.08               |

Table 7-5 Output voltage and output current of opto-isolated output circuit in typical application environment

- Rising time delay =  $t_r + t_d$ :  $< 50\mu s$  ( $0^\circ C \sim 45^\circ C$ ) (parameter description is shown in Figure 7-6)
- Falling time delay =  $t_s + t_f$ :  $< 50\mu s$  ( $0^\circ C \sim 45^\circ C$ ) (parameter description is shown in Figure 7-6)
- Delay times in typical application conditions (environment temperature is  $25^\circ C$ ) are shown in Table 7-6

| Parameter                        | Test Condition   | Value (us) |   |       |
|----------------------------------|--|------------|---|-------|
| Storage time ( $t_s$ )           | External power is 5V,<br>pull-up resistor is 1k $\Omega$ | 6.16       | ~ | 13.26 |
| Delay time ( $t_d$ )             |  | 1.90       | ~ | 3.16  |
| Rising time ( $t_r$ )            |  | 2.77       | ~ | 10.60 |
| Falling time ( $t_f$ )           |  | 7.60       | ~ | 11.12 |
| Rising time delay = $t_r + t_d$  |  | 4.70       | ~ | 13.76 |
| Falling time delay = $t_f + t_s$ |  | 14.41      | ~ | 24.38 |

Table 7-6 Delay time of opto-isolated output circuit in typical application environment

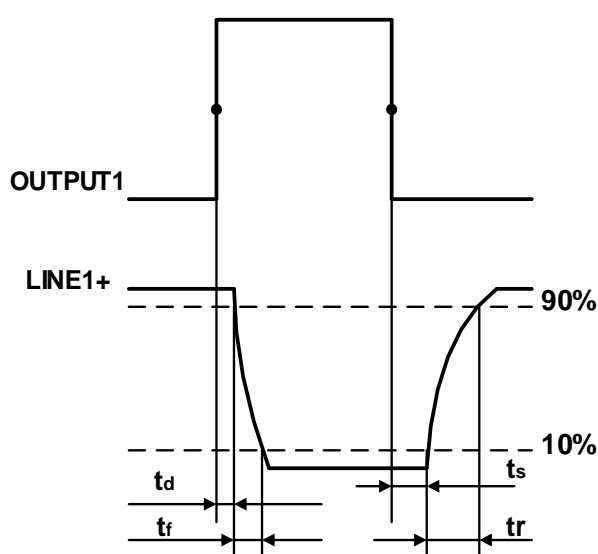


Figure 7-6 Parameter of opto-isolated output circuit

- Delay time ( $t_d$ ): the response time from OUTPUT1 rises to 50% of amplitude to LINE1+ decreases to 90% of amplitude
- Falling time ( $t_f$ ): the response time for LINE1+ to decrease from 90% of the amplitude to 10%
- Storage time ( $t_s$ ): the response time from OUTPUT1 decreases to 50% of amplitude to LINE1+ rises to 10% of amplitude
- Rising time ( $t_r$ ): the response time for LINE1+ to rise from 10% of the amplitude to 90%

### 7.3.3. GPIO 2/3 (Bidirectional) Circuit

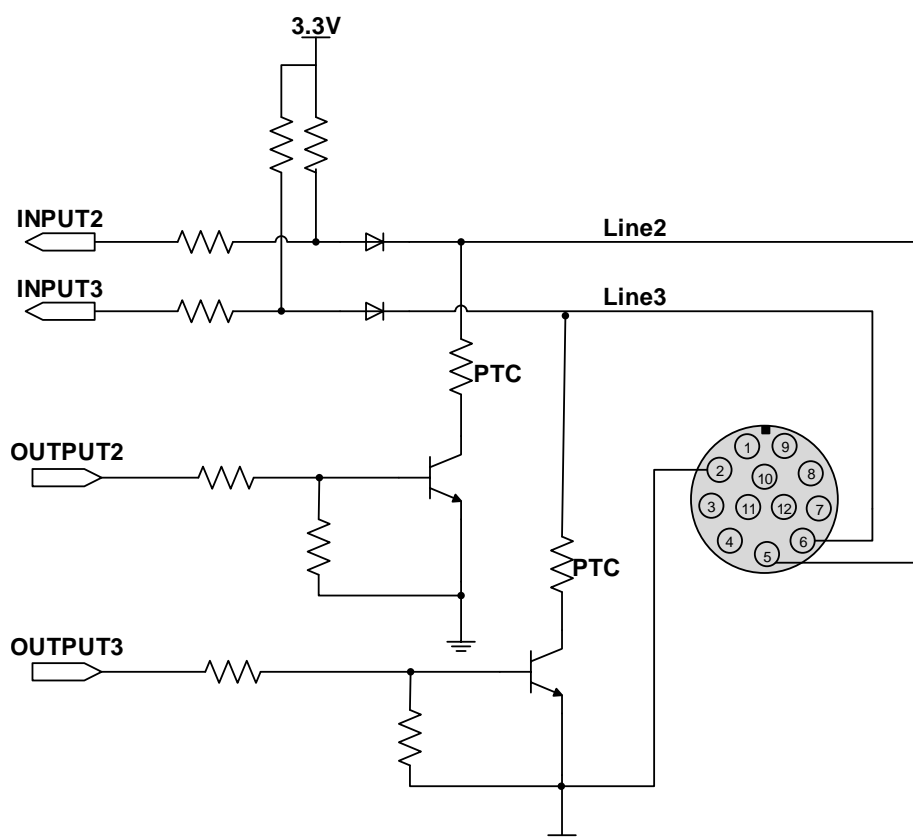


Figure 7-7 GPIO 2/3 (bidirectional) circuit

#### 7.3.3.1. Line2/3 is Configured as Input

When Line2/3 is configured as input, the internal equivalent circuit of camera is shown in Figure 7-8, taking Line2 as an example:

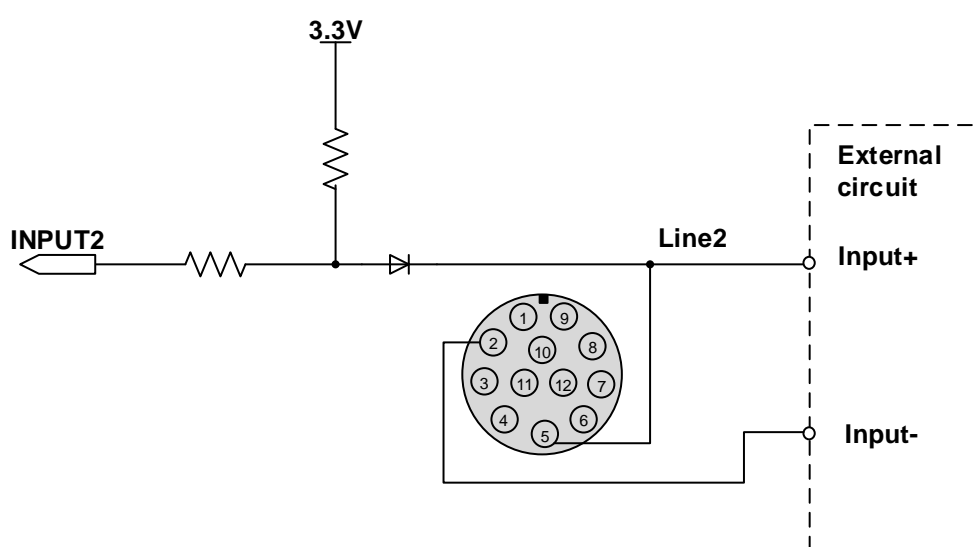


Figure 7-8 Internal equivalent circuit of camera when Line2 is configured as input



To avoid the damage of GPIO pins, please connect GND pin before supplying power to Line2/3.

- Logic 0 input voltage: 0V~+0.6V(Line2/3 voltage)
- Logic 1 input voltage: +1.9V~+24V(Line2/3 voltage)
- The status is unstable when input voltage is between 0.6V and 1.9V, which should be avoided
- When input of Line2/3 is high, input current is lower than 100uA. When input of Line2/3 is low, input current is lower than -1mA

When Line2/3 is configured as input. The connection method between them and NPN and PNP photoelectric sensors is shown in Figure 7-9 and Figure 7-10. The relationship between the pull-up resistor value and the external input voltage is shown in Table 7-3.

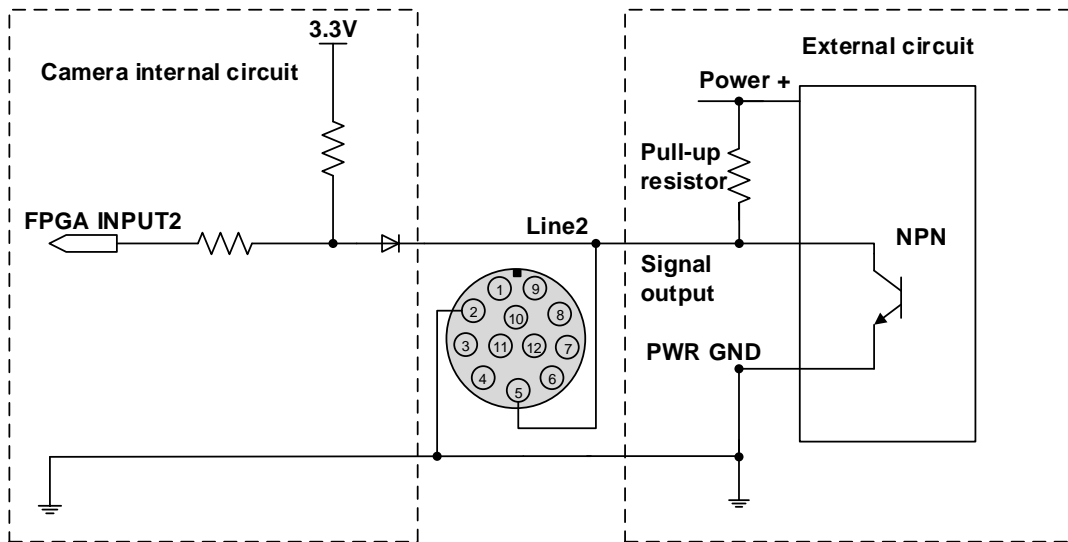


Figure 7-9 NPN photoelectric sensor connected to Line2 input circuit

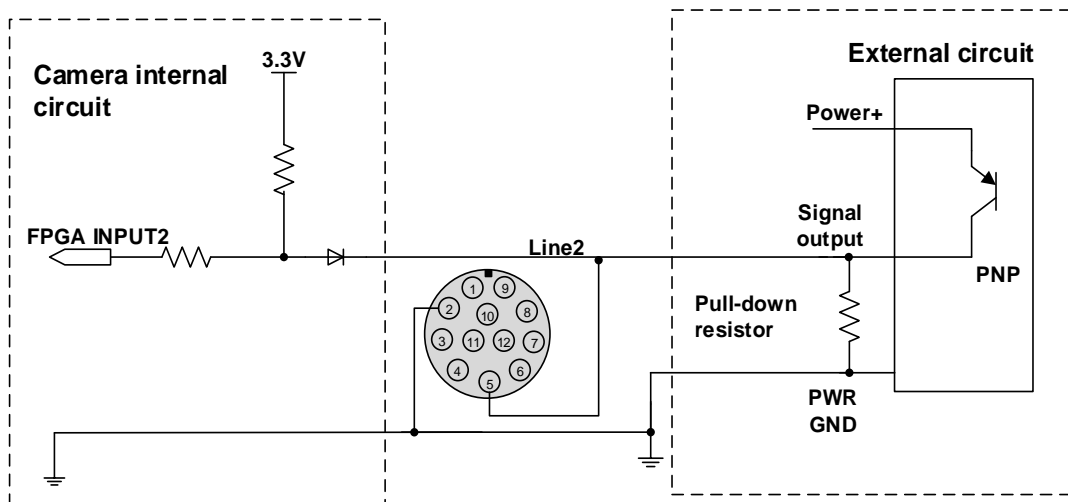


Figure 7-10 PNP photoelectric sensor connected to Line2 input circuit



When Line2/3 is configured as input, if the corresponding output device is common-anode connected, pull-down resistor over 1K should not be used, otherwise the input voltage of Line2/3 will be over 0.6V and logic 0 cannot be recognized stably.

- Input rising time delay:  $<2\mu\text{s}$  ( $0^{\circ}\text{C}\sim 45^{\circ}\text{C}$ ), parameter description as shown in Figure 7-4
- Input falling time delay:  $<2\mu\text{s}$  ( $0^{\circ}\text{C}\sim 45^{\circ}\text{C}$ ), parameter description as shown in Figure 7-4

### 7.3.3.2. Line2/3 is Configured as Output

- Range of external voltage (EXVCC) is 5~24V
- Maximum output current of Line2/3 is 25mA, output impedance is  $40\Omega$

Output voltage and output current in typical application conditions (temperature is  $25^{\circ}\text{C}$ ) are shown in Table 7-7.

| External voltage<br>EXVCC | External resistance<br>Rexternal | Line2/3 voltage (V) | Output current (mA) |
|---------------------------|----------------------------------|---------------------|---------------------|
| 5V                        | 1k $\Omega$                      | 0.19                | 4.8                 |
| 12V                       |                                  | 0.46                | 11.6                |
| 24V                       |                                  | 0.92                | 23.1                |

Table 7-7 Voltage and output current of Line2/3 in typical conditions

- Rising time delay =  $t_r+t_d$ :  $<20\mu\text{s}$  ( $0^{\circ}\text{C}\sim 45^{\circ}\text{C}$ ) (parameter description as shown in Figure 7-6)
- Falling time delay =  $t_s+t_f$ :  $<20\mu\text{s}$  ( $0^{\circ}\text{C}\sim 45^{\circ}\text{C}$ ) (parameter description as shown in Figure 7-6)
- Delay parameters are affected greatly by external voltage and external pull-up resistor, but little by temperature. Output delays in typical application conditions (temperature is  $25^{\circ}\text{C}$ ) are shown in Table 7-8

| Parameter                      | Test Conditions  | Value (us) |   |      |
|--------------------------------|--|------------|---|------|
| Storage time ( $t_s$ )         | External power is 5V,<br>pull-up resistor is 1k $\Omega$ | 0.17       | ~ | 0.18 |
| Delay time ( $t_d$ )           |  | 0.08       | ~ | 0.09 |
| Rising time ( $t_r$ )          |  | 0.11       | ~ | 0.16 |
| Falling time ( $t_f$ )         |  | 1.82       | ~ | 1.94 |
| Rising time delay = $t_r+t_d$  |  | 0.19       | ~ | 0.26 |
| Falling time delay = $t_f+t_s$ |  | 1.97       | ~ | 2.09 |

Table 7-8 Delay time when GPIO is configured as output in typical conditions

When Line2/3 is configured as output, the internal equivalent circuit of camera is shown in Figure 7-11, taking Line2 as an example.

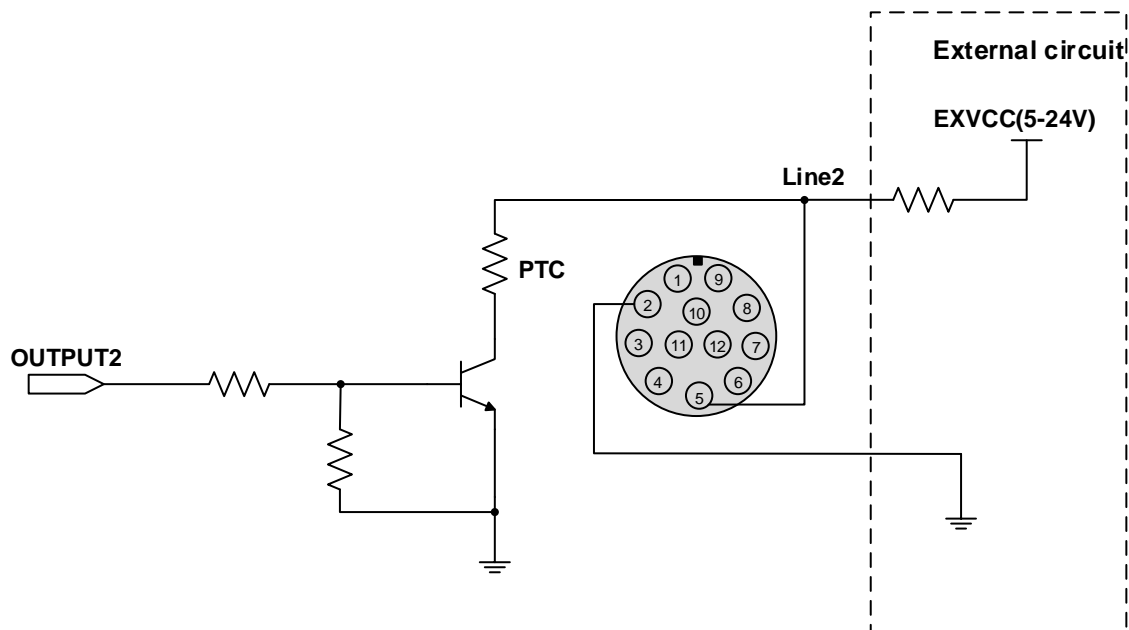


Figure 7-11 Internal equivalent circuit of camera when Line2 is configured as output

## 8. Features

### 8.1. I/O Control

#### 8.1.1. Input Mode Operation

##### 1) Configuring Line as input

The MARS-G-P series camera has three input signals: Line0, Line2, and Line3. In which the Line0 is uni-directional opto-isolated input, Line2 and Line3 are bi-directional lines which can be configured as input or output.

The camera's default input is Line0 when the camera is powered on. Line2 and Line3 are input by default, which can be configured to be input or output by LineMode.

##### 2) Input Debouncer

In order to suppress the interference signals from external trigger, the MARS-G-P series camera has the external trigger filtering feature, including rising edge filtering and falling edge filtering. The user can set the trigger filter feature by setting the "TriggerFilterRaisingEdge" and the "TriggerFilterFallingEdge". The range of the trigger filter feature is [0, 5000]  $\mu$ s, step: 1 $\mu$ s.

Example 1: Setting the rising edge filter width to 1ms, the pulse width less than 1ms in the rising edge will be filtered out, as shown in Figure 8-1:

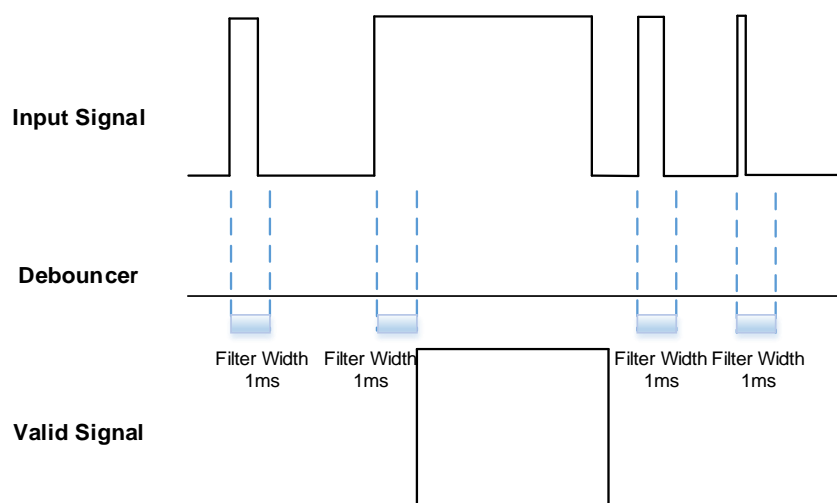


Figure 8-1 Input debouncer schematic diagram

##### 3) Trigger Delay

The MARS-G-P series camera has trigger delay feature. The user can set the trigger delay feature by setting "TriggerDelay". The range of the trigger delay feature is [0, 3000000]  $\mu$ s, step: 1 $\mu$ s.

Example 1: Setting the trigger delay value to 1000ms, and the trigger signal will be valid after 1000ms delay, as shown in Figure 8-2.

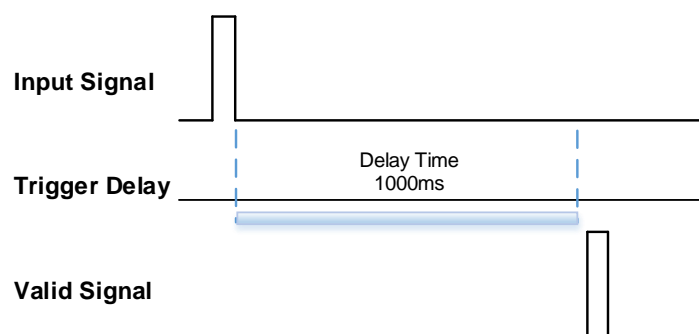


Figure 8-2 Trigger delay schematic diagram

#### 4) Input Inverter

The signal level of input lines is configurable for the MARS-G-P series camera. The user can select whether the input level is reverse or not by setting "LineInverter".

For the MARS-G-P series camera, the default input line level is false when the camera is powered on, indicating that the input line level is not reversed. If it is set as true, indicating that the input line level is reversed. As shown in the Figure 8-3:

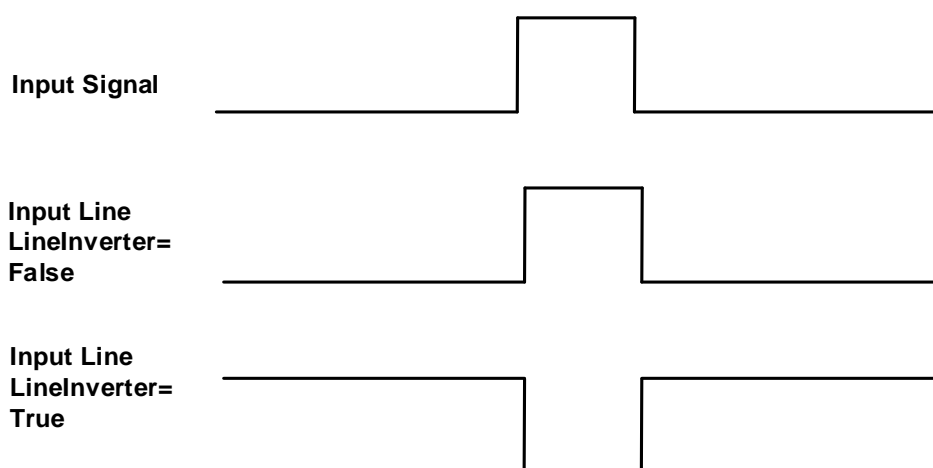


Figure 8-3 Setting input line reverse

### 8.1.2. Output Mode Operation

#### 1) Configuring Line as output

The MARS-G-P series camera has three output signals: Line1, Line2, and Line3. In which the Line1 is a uni-directional opto-isolated output I/O, Line2 and Line3 are bi-direction configurable I/Os.

The camera's default output is Line1 when the camera is powered on. Line2 and Line3 can be configured to be output by changing the "LineMode" of this line.

Each output source of the three output lines can be configurable, and the output source includes: Strobe, UserOutput0, UserOutput1, UserOutput2, ExposureActive, FrameTriggerWait, AcquisitionTriggerWait, and Timer1Active.

The default output source of the camera is UserOutput0 when the camera is powered on.

What status (high or low level) of the output signal is valid depends on the specific external circuit. The following signal diagrams are described as examples of active low.

- Strobe

In this mode the camera sends a trigger signal to activate the strobe. The strobe signal is active low. After receiving the trigger signal, the strobe signal level is pulled low, and the pull-low time is the sum of the exposure delay time and the exposure time.

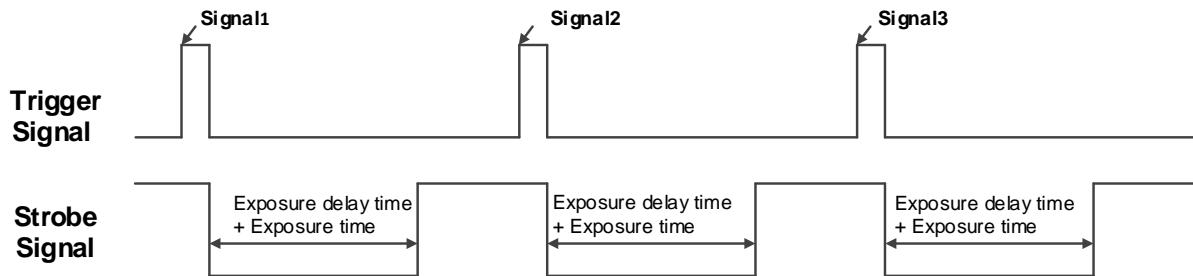


Figure 8-4 Strobe signal schematic diagram

- UserOutput

In this mode, the user can set the camera's constant output level for special processing, such as controlling the constant light source or the alarm light (two level types are available: high level or low level).

For example: select line2 as the output line, the output source is selected as UserOutput1, and the output value is defined as true.

"LineSelector" is selected as "line2", "LineMode" is set to "Output", "LineSource" is set to "UserOutput1", "UserOutputSelector" is selected as "UserOutput1", and "UserOutputValue" is set to "true".

- ExposureActive

You can use the "ExposureActive" signal to check whether the camera is currently exposing. The signal goes low at the beginning of the exposure and the signal goes high at the end of the exposure. For electronic rolling shutter cameras, the signal goes low when the exposure of the last line ends.

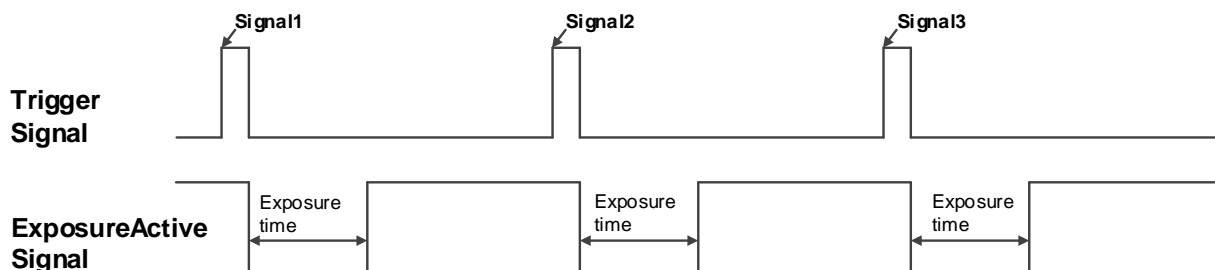


Figure 8-5 Global shutter "ExposureActive" signal schematic diagram

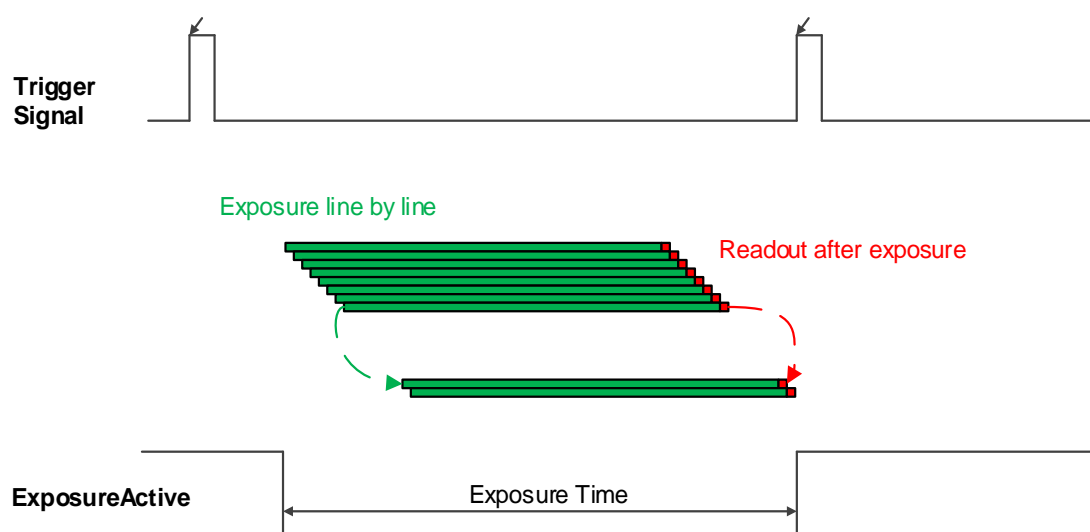


Figure 8-6 Electronic rolling shutter "ExposureActive" signal schematic diagram

This signal is also useful when the camera or target object is moving. For example, suppose the camera is mounted on a robotic arm that can move the camera to different position. Generally, it is not desirable for the camera to move during the exposure. In this case, you can check the exposure activity signal to know the exposure time so you can avoid moving the camera during this time.

- TriggerWait

The "TriggerWait" signal can be used to optimize the acquisition of the trigger image and to avoid excessive triggering.

It is recommended to use the "TriggerWait" signal only when the camera is configured for external trigger. For software trigger, please use the "AcquisitionStatus". When the camera is ready to receive a trigger signal of the corresponding trigger mode, the "TriggerWait" signal goes low. When the corresponding trigger signal is used, the "TriggerWait" signal goes high. It remains high until the camera is ready to receive the next trigger.

When the trigger mode is "FrameStart", the camera acquires only one frame of image when it receives the trigger signal. After receiving the trigger signal, the "FrameTriggerWait" signal is pulled low and the camera starts exposure transmission. After the transfer is complete, the "FrameTriggerWait" signal is pulled high.

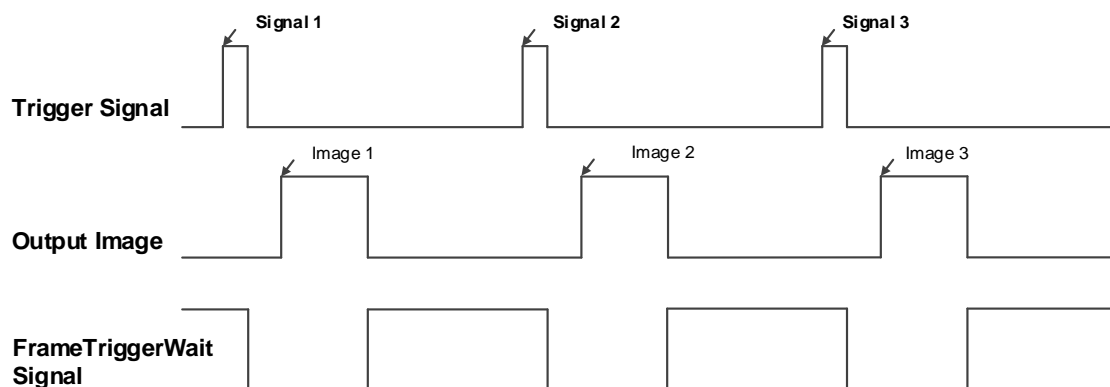


Figure 8-7 "FrameTriggerWait" signal schematic diagram

When the trigger mode is "FrameBurstStart", each time the camera receives a trigger signal, it will acquire multiple frames of image (the number of frames can be obtained by the function "AcquisitionFrameCount"). After receiving the trigger signal, the "AcquisitionTriggerWait" signal is pulled low and the camera starts the exposure transmission. When the transfer is completed, the "AcquisitionTriggerWait" signal will be pulled high.

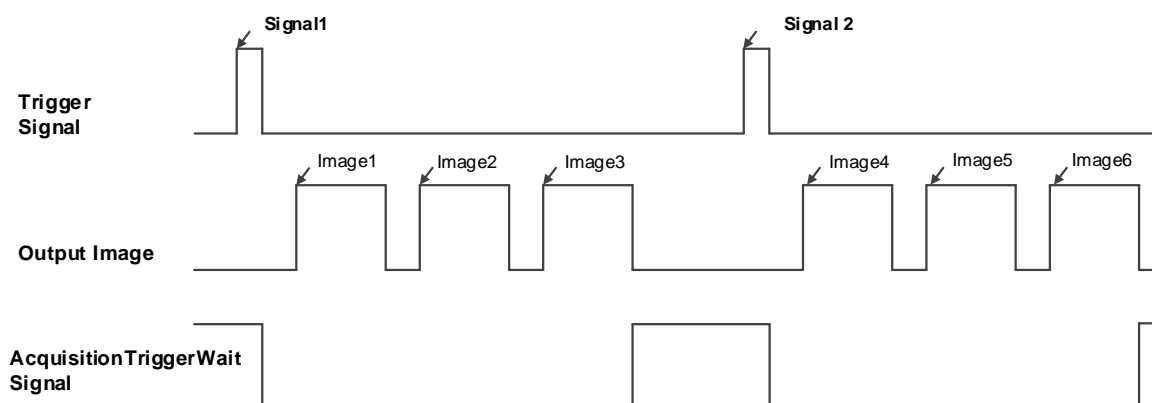


Figure 8-8 "AcquisitionTriggerWait" signal schematic diagram

## 2) Setting the user-defined status for the output lines

The MARS-G-P series camera can select the user-defined output by setting "LineSource", by setting "UserOutputValue" to configure the output signal.

By setting "UserOutputSelector" to select UserOutput0, UserOutput1 or UserOutput2.

By setting "UserOutputValue" to set the user-defined output value, and the default value is false when the camera is powered on.

## 3) Output Inverter

In order to facilitate the camera IO configuration and connection, the MARS-G-P series camera has the function of configurable output signal level. The user can select whether the output level is reverse or not by setting "LineInverter".

The default output signal level is false when the camera is powered on, indicating that the output line level is not reversed. If it is set as true, indicating that the output line level is reversed. As shown in the Figure 8-9.

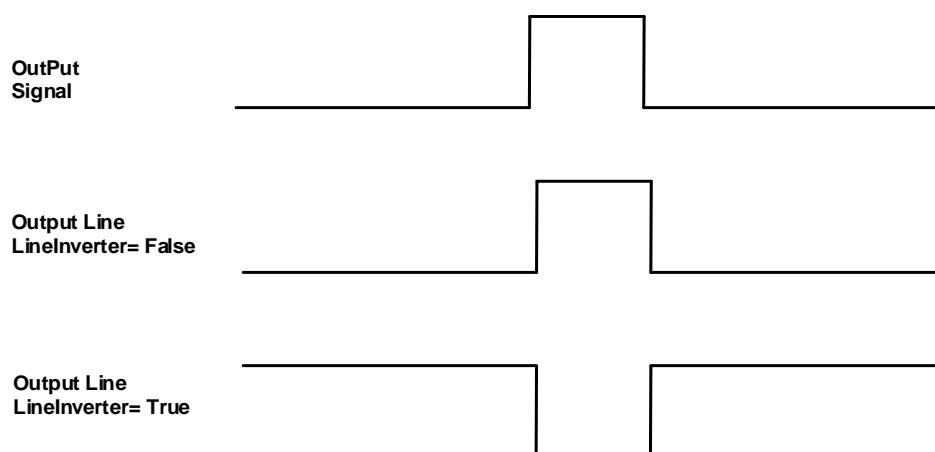


Figure 8-9 Set output line reversion

### 8.1.3. Read the LineStatus

#### 1) Read the level of single line

The MARS-G-P series camera can get the line's signal status. When the device is powered on, the default status of Line0 and Line1 is false, and the default status of Line2 and Line3 is true.

#### 2) Read all the lines level

The MARS-G-P series camera can get the current status of all lines. On the one hand, the signal status is the status of the external IO after the reversal of the polarity. On the other hand, signal status level can reflect the external IO level.

All the lines level status bit of the MARS-G-P series camera are shown in Table 8-1. The default polarity does not reverse, and the default value is 0xC.

| Line3 | Line2 | Line1 | Line0 |
|-------|-------|-------|-------|
| 1     | 1     | 0     | 0     |

Table 8-1 Camera line status bit

## 8.2. Image Acquisition Control

### 8.2.1. Acquisition Start and Stop

#### 8.2.1.1. Acquisition Start

It can send **Acquisition Start** command immediately after opening the camera. The acquisition process in continuous mode is illustrated in Figure 8-10, and the acquisition process in trigger mode is illustrated in Figure 8-11.

- **Continuous Acquisition**



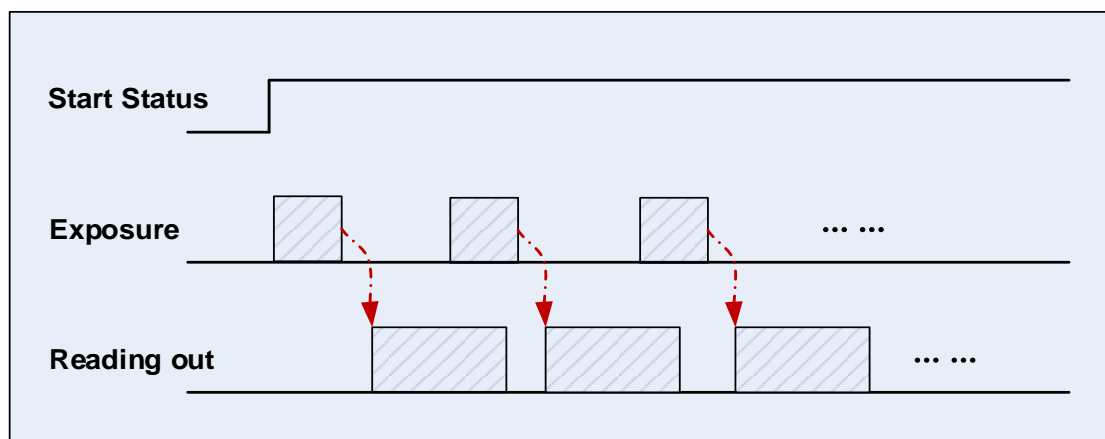


Figure 8-10 Continuous acquisition process

In continuous mode, a camera starts to expose and read out after receiving the **AcquisitionStart** command. The frame rate is determined by the exposure time, ROI and some other parameters.

- **Trigger Acquisition**

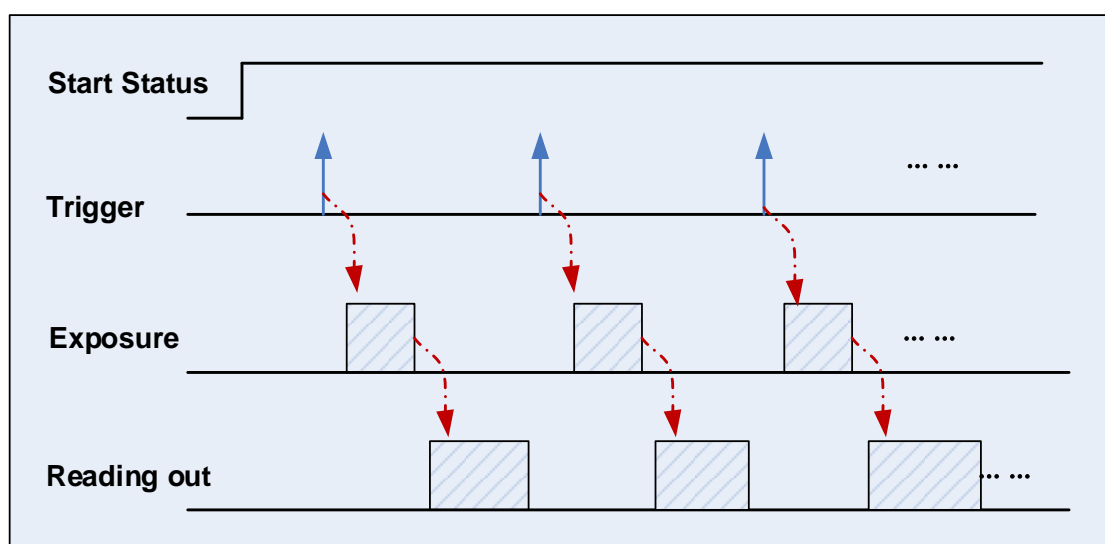


Figure 8-11 Trigger acquisition process

In trigger mode, sending **AcquisitionStart** command is not enough, a trigger signal is also needed. Each time a frame trigger is applied (including software trigger and external trigger), the camera will acquire and transmit a frame of image.

#### 8.2.1.2. Acquisition Stop

It can send **AcquisitionStop** command to camera at any time. The acquisition stop process is irrelevant to acquisition mode. But different stop time will result in different process, as shown in Figure 8-12 and Figure 8-13.

- **Acquisition stop during reading out**

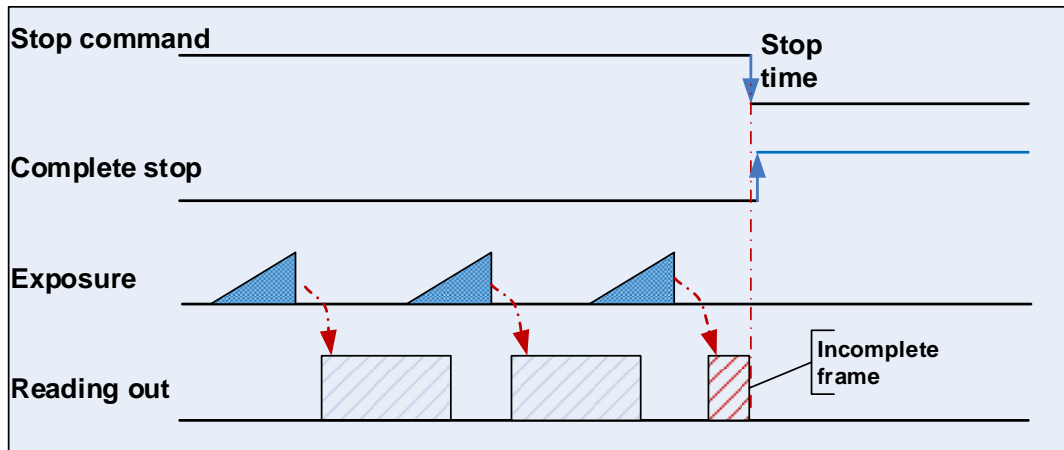


Figure 8-12 Acquisition stop during reading out

As shown in Figure 8-12, when the camera receives an acquisition stop command during reading out, it stops transferring frame data immediately. The currently transferred frame data is regarded as incomplete frame and will be discarded.

- **Acquisition stop during blanking**

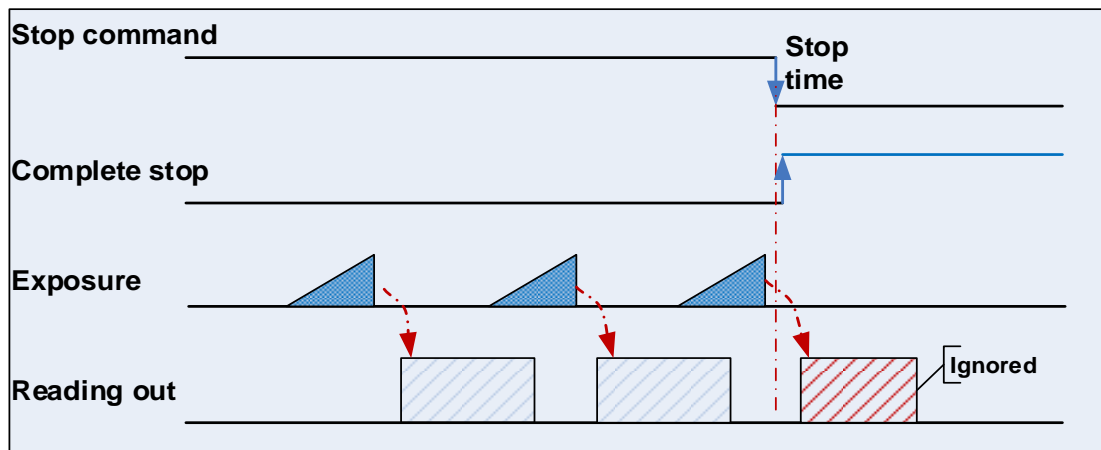


Figure 8-13 Acquisition stop during blanking

After the camera transferred a whole frame, the camera goes into wait state. When user sends an **AcquisitionStop** command in wait state, the camera will return to stop-finished state. The camera will not send any frames even if it is just going to start the next exposing.

### 8.2.2. Acquisition Mode

Two camera acquisition modes are available: single frame acquisition mode and continuous acquisition mode.

- **Single frame acquisition mode:** In single frame acquisition mode, the camera will only acquire one frame of image at a time

1) When the trigger mode is set to On, the trigger type is arbitrary

After executing the **AcquisitionStart** command, the camera waits for a trigger signal, which may be a software trigger or an external trigger of the camera. When the camera receives the trigger signal and acquires an image, the camera will automatically stop image acquisition. If you want to acquire another frame of image, you must execute the **AcquisitionStart** command again.

2) When the trigger mode is set to Off

After executing the **AcquisitionStart** command, the camera acquires one frame of image and then automatically stops image acquisition. If you want to acquire another frame of image, you must execute the **AcquisitionStart** command again.



In single frame acquisition mode, you must execute the **AcquisitionStop** command to set the functions that cannot be set in the acquisition status, such as ROI, package size, etc.

- Continuous acquisition mode: In continuous acquisition mode, the camera continuously acquires and transmits images until the acquisition is stopped

1) When the trigger mode is set to On, the trigger type is **FrameStart**

After executing the **AcquisitionStart** command, the camera waits for a trigger signal, which may be a software trigger or an external trigger of the camera. Each time the camera receives a trigger signal, it can acquire a frame of image until the **AcquisitionStop** command is executed. It is not necessary to execute the **AcquisitionStart** command every time.

2) When the trigger mode is set to On, the trigger type is **FrameBurstStart**

After executing the **AcquisitionStart** command, the camera waits for a trigger signal, which may be a software trigger or an external trigger of the camera. Each time the camera receives a trigger signal, it can continuously acquire the set **AcquisitionFrameCount** frames of image. If the **AcquisitionStop** command is received during the acquisition process, the image being transmitted may be interrupted, resulting in the number of images acquired this time not reaching the **AcquisitionFrameCount** frames of image.

3) When the trigger mode is set to Off:

After executing the **AcquisitionStart** command, the camera will continuously acquire images until it receives the **AcquisitionStop** command.



You can check if the camera is in the waiting trigger status by the camera's trigger wait signal or by using the acquisition status function.

### 8.2.3. Trigger Type Selection

Two camera trigger types are available: **FrameStart** and **FrameBurstStart**. Different trigger types correspond to their respective set of trigger configurations, including trigger mode, trigger delay, trigger source, trigger polarity, and software trigger commands.

- FrameStart trigger mode

The **FrameStart** trigger is used to acquire one image. Each time the camera receives a **FrameStart** trigger signal, the camera begins to acquire an image.

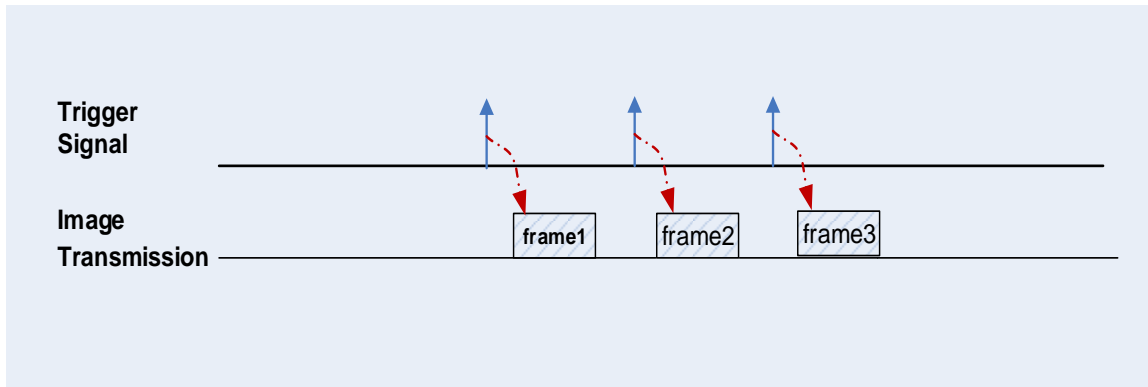


Figure 8-14 FrameStart trigger

- FrameBurstStart trigger mode

You can use the frame burst trigger to acquire a series of images ("continuous shooting" of the image). Each time the camera receives a **FrameBurstStart** trigger signal, the camera will start acquiring a series of images. The number of acquired image frames is specified by the "Acquisition burst frame count" parameter. The range of "Acquisition burst frame count" is 1~255, and the default value is 1.

For example, if the "Acquisition burst frame count" parameter is set to 3, the camera automatically acquires 3 images. Then, the camera waits for the next **FrameBurstStart** trigger signal. After receiving the next trigger signal, the camera will take another 3 images, and so on.

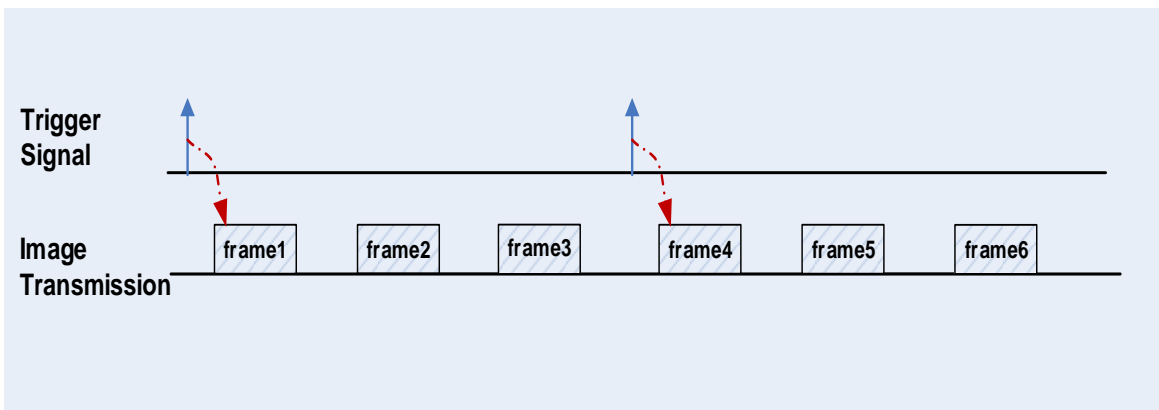


Figure 8-15 FrameBurstStart trigger

- FrameStart trigger mode and FrameBurstStart trigger mode are selected at the same time

If the **FrameStart** trigger mode and the **FrameBurstStart** trigger mode are selected at the same time, the trigger sequence is: first send the **FrameBurstStart** trigger signal, then send the **FrameStart** trigger signal. Each time a **FrameStart** trigger signal is sent, an image is acquired until the value of the "Acquisition burst frame count" parameter is reached.

For example, the **FrameStart** trigger mode and the **FrameBurstStart** trigger mode are selected at the same time. If the "Acquisition burst frame count" parameter is set to 3, when the camera receives a **FrameBurstStart** trigger signal, no image will be acquired. When the **FrameStart** trigger signal is received, the camera will acquire 1 image, each time a **FrameStart** trigger signal is received, the camera will acquire 1 image. When 3 images are acquired, the camera will wait for the next **FrameBurstStart** trigger signal, and so on.

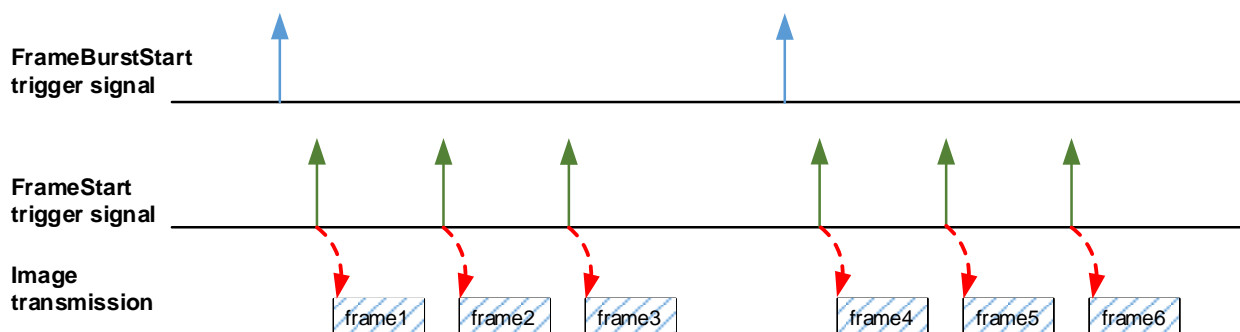


Figure 8-16 Two trigger modes are selected at the same time

### 8.2.4. Switching Trigger Mode

During the stream acquisition process, the user can switch the trigger mode of the camera without the **AcquisitionStop** command.

As shown below, switching the trigger mode at different positions will have different results.

- **Switch trigger mode during frame reading out**

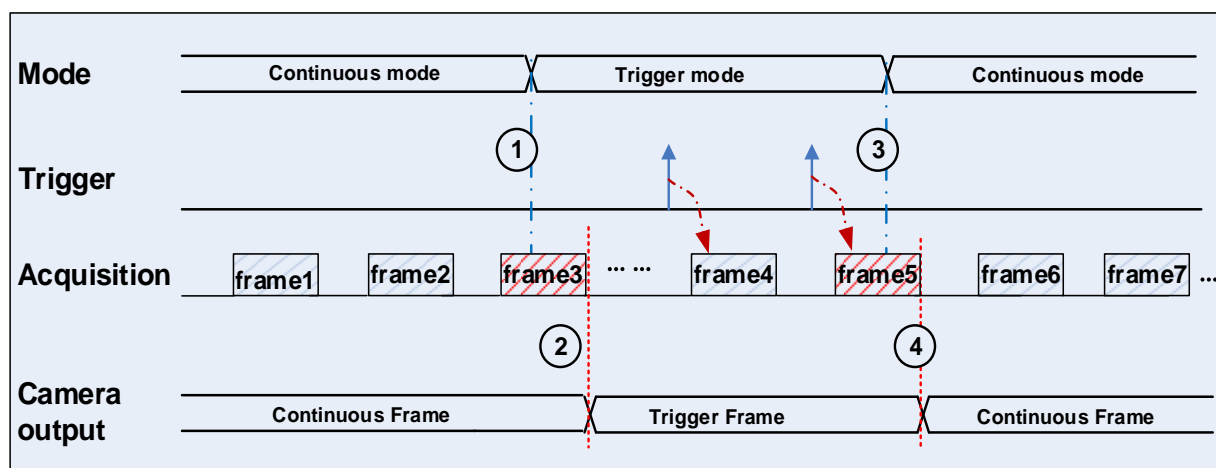


Figure 8-17 Switch trigger mode during frame reading out

As shown in Figure 8-17, the camera starts with trigger mode **OFF** after receiving acquisition start command.

At point 1, the camera gets a command of setting trigger mode **ON** while transferring the 3<sup>rd</sup> frame in trigger mode **OFF**. The trigger mode is not active until the 3<sup>rd</sup> frame is finished, at point 2, and then the trigger signal will be accepted. At point 3, the camera gets a command of switching back to **OFF**. It is also not active until the 5<sup>th</sup> frame is finished, it should wait a complete reading out. The camera switches from trigger mode to continuous mode at point 4, and then the camera works in continuous mode.

- **Switch trigger mode during blanking (or exposure)**

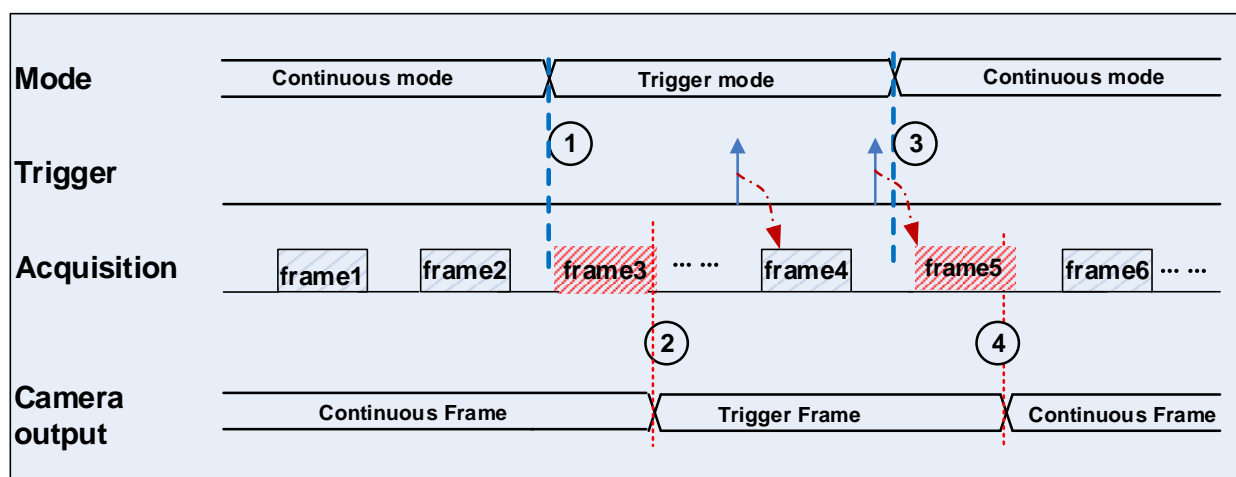


Figure 8-18 Switch trigger mode during blanking (or exposure)

As shown in Figure 8-18, the camera with trigger mode **OFF** begins after receiving an **AcquisitionStart** command.

At point 1, the camera gets a command of setting trigger mode **ON** while it is in wait state. The trigger mode is not active until the 3<sup>rd</sup> frame is finished (including exposure and reading out), i.e., point 2. Please note that the 3<sup>rd</sup> frame does not belong to trigger mode. All trigger frames need trigger signals or soft-trigger commands. At point 3, the camera gets a command of switching back to continuous mode. It is also not active until the 5<sup>th</sup> frame is finished, it should wait a complete frame. The camera switches from trigger mode to continuous mode at point 4, and then the camera works in continuous mode.

### 8.2.5. Continuous Mode and Configuration

#### ● Continuous mode configuration

The default value of **Trigger Mode** is **OFF** in default user set. If the camera is opened with default user set, the camera works in continuous mode directly. Otherwise, user can set **Trigger Mode OFF** to use continuous mode.

Other parameters also can be changed in **Trigger Mode OFF**.

#### ● Continuous mode features

In continuous acquisition mode, the camera acquires and transfers images according to camera parameter set.



In continuous mode, ROI size, packet delay may have effects on frame rate.

### 8.2.6. Software Trigger Acquisition and Configuration

#### ● Software trigger acquisition configuration

The camera supports software trigger acquisition mode. Three steps followed should be ensured.

- 1) Set the Trigger Mode to ON.

- 2) Set the Trigger Source to Software.
- 3) Send Software Trigger command.

All the software trigger commands are sent by the host through the Gigabit Ethernet bus, to trigger the camera to capture and transmission images.

#### ● Software trigger acquisition features

In software trigger acquisition mode, the camera begins to acquire one image after receiving software trigger commands. In general, the number of frames is equal to the number of software trigger commands. The relative features are illustrated below:

- 1) In software trigger acquisition mode, if the trigger frequency is lower than permissible maximal FPS (Frame per Second) of the camera, the current frame rate is trigger frequency. If the trigger frequency is higher than permissible maximal FPS (Frame per Second) of the camera, some software triggers are ignored and the current frame rate is lower than trigger frequency.
- 2) The trigger delay feature can control the camera delay interval between your triggers and the camera acquiring frames. The default value of trigger delay time is zero.

#### 8.2.7. External Trigger Acquisition and Configuration

##### ● External trigger acquisition configuration

The camera supports external trigger acquisition mode. Three steps followed should be ensured:

- 1) Set the Trigger Mode to ON.
- 2) Set the Trigger Source to Line0, Line2 or Line3.
- 3) Connect external trigger signal to Line0.

If the Trigger Source is set by Line2 or Line3, it should be ensured that the corresponding Line is set as Input.

Please refer to [section 8.1.1](#) for more information of the programmable GPIO interfaces.

##### ● External Trigger acquisition features

The relative features about the camera's trigger signal process are illustrated below:

- 1) The polarity of lines can be set to inverted or not inverted, and the default setting is not inverted.
- 2) Improper signal can be filtered by setting appropriate value to trigger filter. Raising edge filter and falling edge can be set separately. The range is from 0 to 5000 us. The default configuration is not use trigger filter.
- 3) The time interval between trigger and exposure can be through the trigger delay feature. The range of time interval covers from 0 to 3000000μs. The default value of trigger delay time is zero.

The features, like trigger polarity, trigger delay and trigger filter, can be select in the GalaxyView.



The camera's trigger source Line0 use opto-isolated circuit to isolate signal. Its internal circuit delay trigger signal and rising edge's delay time is less than falling edge's. There are a dozen clock cycles delay of rising edge and dozens clock cycles delay of falling edge. If you use Line0 to trigger the camera, the positive pulse signal's positive width will be wider (about 20-40 $\mu$ s) and the negative pulse signal's negative width will be narrower (about 20-40 $\mu$ s). You can adjust filter parameter to accurately filter trigger signal.

### ● Exposure delay

When an external trigger signal is received to the sensor to start exposure, there is a small delay, which is called the exposure delay and consists of four parts of time, as shown in Figure 8-19.

T1: The delay introduced by the hardware circuit when the external signal passes through the optocoupler or GPIO. The value is generally in the range of several  $\mu$ s to tens of  $\mu$ s. The delay is mainly affected by the connection mode, driving intensity and temperature. When the external environment is constant, the delay is generally stable.

T2: Delay introduced by the trigger filter. For example, if the trigger filter time is set to 50 $\mu$ s, T2 is 50 $\mu$ s.

T3: Trigger delay (trigger\_delay), the camera supports trigger delay feature. If the trigger delay is set to 200 $\mu$ s, T3 is 200 $\mu$ s.

T4: The sensor timing sequence delay, the internal exposure of the sensor is aligned with the row timing sequence, so T4 has a maximum row cycle jitter. The value of each sensor is different. Some products with large delay time (several hundred  $\mu$ s or more) have additional configuration time counted in T4.

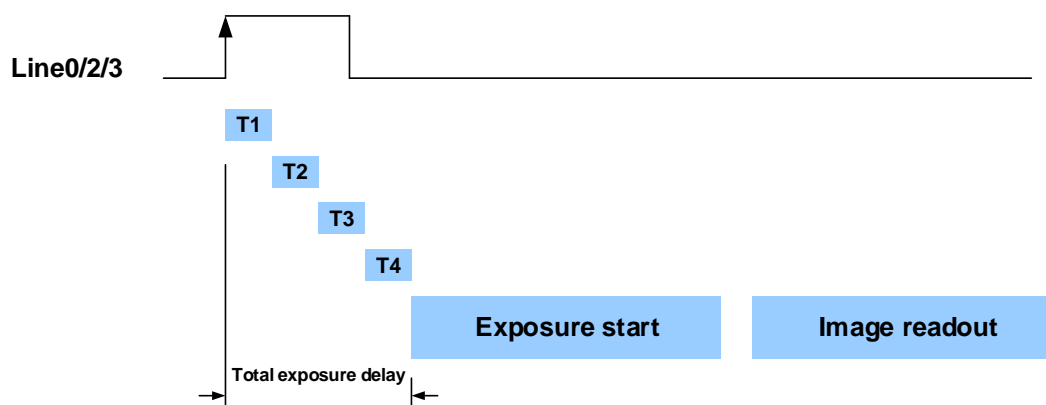


Figure 8-19 Exposure delay

The following table shows the total exposure delay time for each sensor.

T1 is calculated according to the typical delay (5 $\mu$ s) of line0. If it is line2/3, T1 can be ignored.

T2 is calculated as 0 $\mu$ s.

T3 is calculated as 0 $\mu$ s.

T4 is calculated according to the ROI settings and features of each sensor.



The exposure delay data for each model is as follows:

| Model             | Exposure delay (us) |
|-------------------|---------------------|
| MARS-1230-9GM/C-P | 5~27                |
| MARS-880-13GM/C-P | 5~27                |
| MARS-3140-3GM/C-P | 5~38                |

Table 8-2 MARS-G-P series camera exposure delay range

## 8.2.8. Set Exposure

### ● Global Shutter

The implementation process of global shutter is as shown in Figure 8-20, all the lines of the sensor are exposed at the same time, and then the sensor will read out the image data one by one.

The advantage of the global shutter is that all the lines are exposed at the same time, and the images do not appear offset and distortion when capturing moving objects.

The time width of the flash signal can be got by the following formula:

$$T_{strobe} = T_{exposure}$$

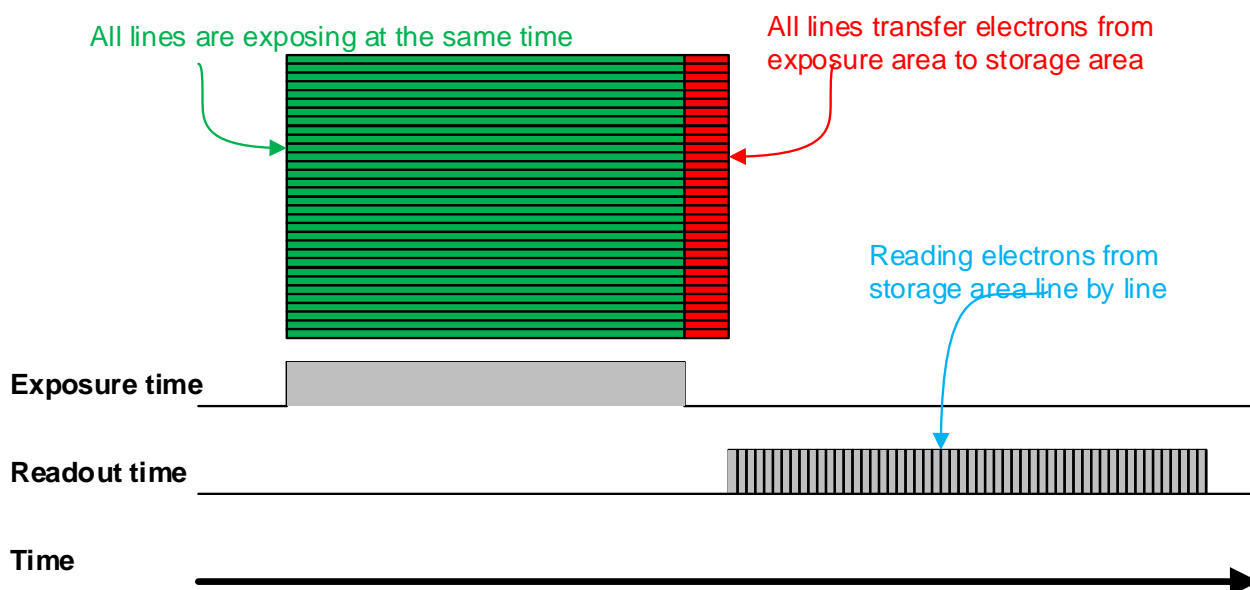


Figure 8-20 Global Shutter

### ● Electronic Rolling Shutter

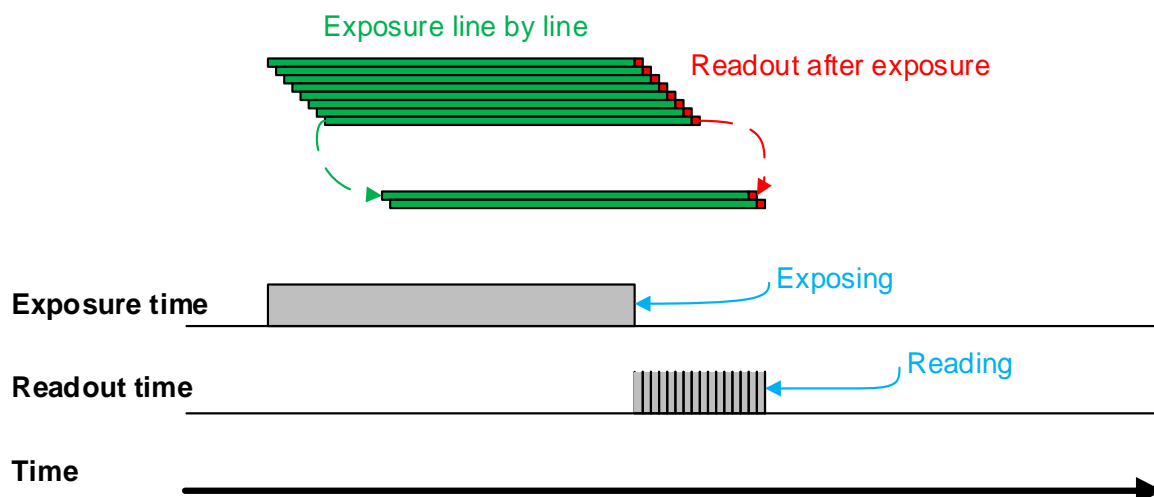


Figure 8-21 Electronic rolling shutter

The implementation process of electronic rolling shutter is as shown in Figure 8-21, different from the global shutter, electronic rolling shutter exposures from the first line, and starts the second line exposure after a row period. And so on, after N-1 line, the N line starts exposing. When the first line exposure ends, it begins to read out the data, and it need a row period time to read out one line (including the line blanking time). When the first line reads out completely, the second line just begins to read out, and so on, when the N-1 line is read out, the N line begins to read out, until the whole image is read out completely.

The electronic rolling shutter has low price and high resolution, which is a good choice for some static image acquisition.

The time width of the flash signal can be got by the following formula:

$$T_{strobe} = T_{exposure} - (N - 1) * T_{row}$$

### ● Setting the exposure time

The MARS-G-P series camera supports setting the exposure time, step: 1μs. The exposure time is shown as follows:

| Model             | Exposure Mode  | Adjustment Range (μs) | Steps (μs) | Actual Steps |
|-------------------|----------------|-----------------------|------------|--------------|
| MARS-880-13GM/C-P | Global Shutter | 36-1000000            | 1          | 1 row period |
| MARS-1230-9GM/C-P | Global Shutter | 36-1000000            | 1          | 1 row period |
| MARS-3140-3GM/C-P | Global Shutter | 63-1000000            | 1          | 1 row period |

Table 8-3 MARS-G-P series camera exposure time setting range

The exposure precision of the camera is limited by the sensor, when the steps in the user's interface and the demo display as 1μs, actually the steps is one row period. When the value of the ExposureTime cannot be divisible by the row period, round up to an integer should be taken, such as the row period is 36us, setting 80us exposure time, and the actual exposure time is 108us.

When the external light source is sunlight or direct current (DC), the camera has no special requirements for the exposure time. When the external light source is alternating current (AC), the exposure time must synchronize with the external light source (under 50Hz light source, the exposure time must be a multiple of 1/100s, under 60Hz light source, the exposure time must be a multiple of 1/120s), to ensure better image quality. You can set the exposure time that is synchronized with the external light source by using the demo or interface function.

The MARS-G-P series camera supports Auto Exposure feature. If the Auto Exposure feature is enabled, the camera can adjust the exposure time automatically according to the environment brightness. See [section 8.3.4](#) for more details.

### 8.2.9. Overlapping Exposure and Non-overlapping Exposure

There are two stages in image acquisition of the MARS-G-P series camera: exposure and readout. Once the camera is triggered, it begins to integrate and when the integration is over, the image data will be read out immediately.

The MARS-G-P series camera supports two exposure modes: overlapping exposure and non-overlapping exposure. The user cannot assign the overlapping exposure or non-overlapping exposure directly, it depends on the frequency of trigger signal and the exposure time. The two exposure mode are described as below.

- **Non-overlapping exposure**

In non-overlapping exposure mode, after the exposure and readout of the current frame are completed, then the next frame will expose and read out. As shown in the Figure 8-22, the N<sup>th</sup> frame is read out, after a period of time, the N+1<sup>th</sup> frame to be exposed.

The formula of non-overlapping exposure frame period:

non-overlapping exposure frame period > exposure time + readout time

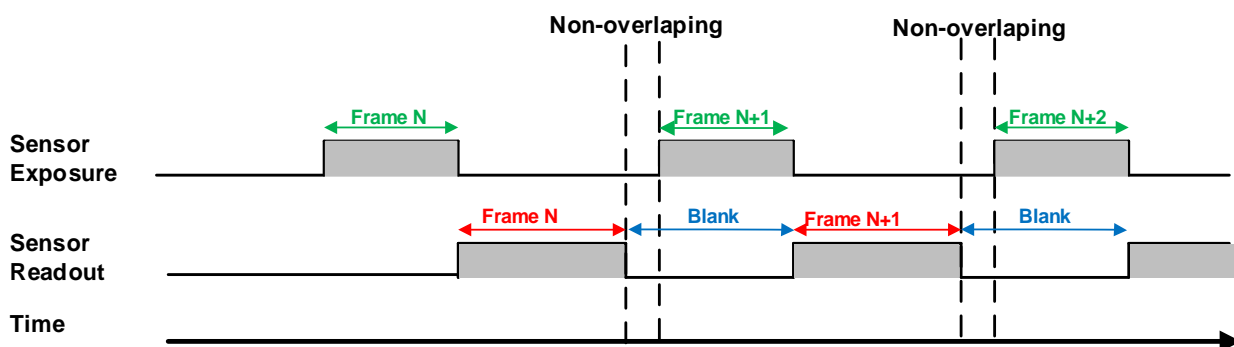


Figure 8-22 The exposure sequence diagram in non-overlapping exposure mode

- **Trigger acquisition mode**

If the interval between two triggers is greater than the sum of the exposure time and readout time, it will not occur overlapping exposure, as shown in Figure 8-23.

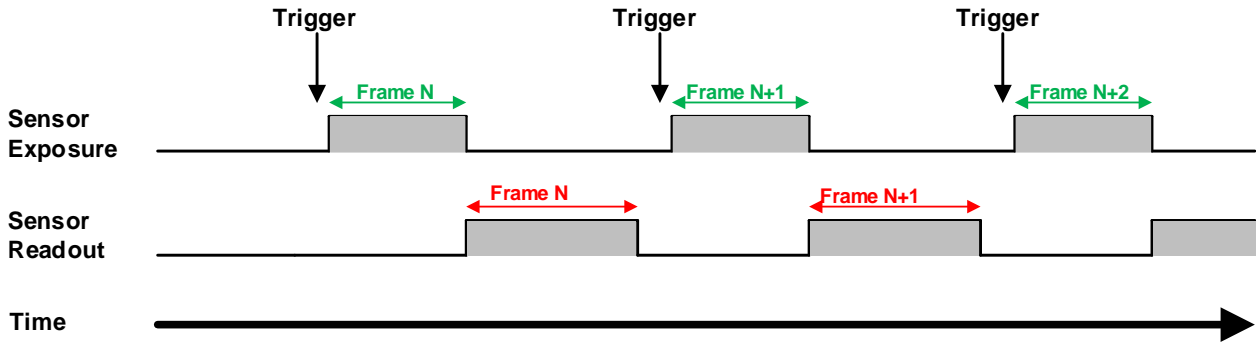


Figure 8-23 The trigger acquisition exposure sequence diagram in non-overlapping exposure mode

### ● Overlapping exposure

In overlapping exposure mode, the current frame image exposure process is overlapping with the readout of the previous frame. That is, when the previous frame is reading out, the next frame image has been started exposure. As shown in the Figure 8-24, when the  $N^{\text{th}}$  frame image is reading out, the  $N+1^{\text{th}}$  frame image has been started exposure.

The formula of overlapping exposure frame period:

overlapping exposure frame period  $\leq$  exposure time + readout time

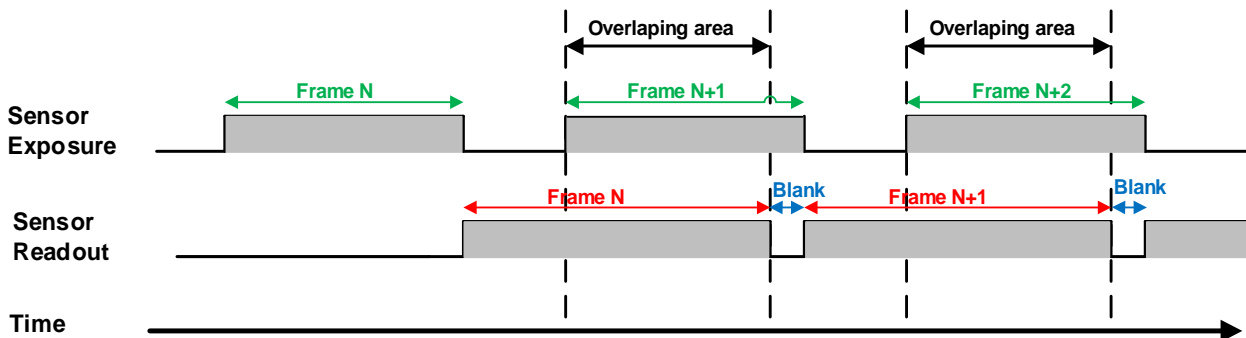


Figure 8-24 The exposure sequence diagram in overlapping exposure mode

### ● Trigger\_mode OFF

If the exposure time is greater than the frame blanking time, the exposure time and the readout time will be overlapped. As shown in the Figure 8-24.

### ● Trigger\_mode ON

When the interval between two triggers is less than the sum of exposure time and the readout time, it will occur overlapping exposure, as shown in Figure 8-25.

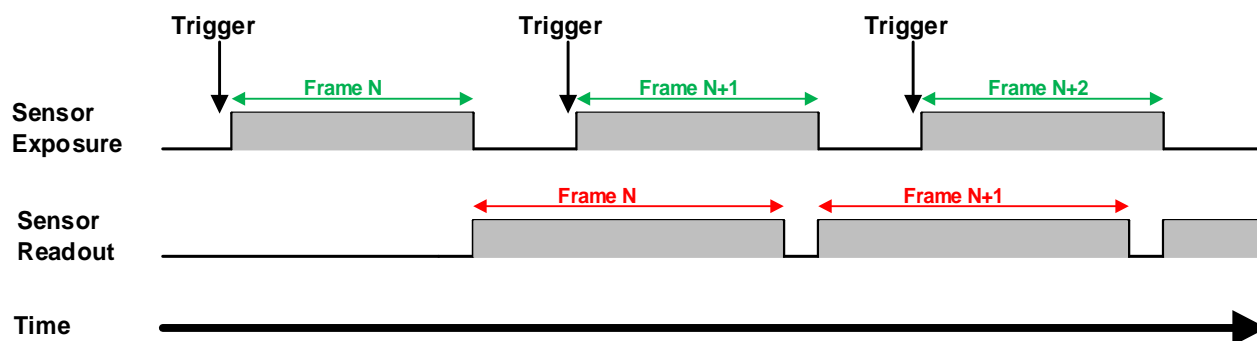


Figure 8-25 The trigger acquisition exposure sequence diagram in overlapping exposure mode

Compared with non-overlapping exposure mode, in overlapping exposure mode, the camera can obtain higher frame rate.

## 8.3. Basic Features

### 8.3.1. Gain

The MARS-G-P series camera can adjust the analog gain, and the range of analog gain is as follows:

| Model             | Adjustment Range | Default/Steps |
|-------------------|------------------|---------------|
| MARS-880-13GM/C-P | 0-24dB           | 0dB, 0.1dB    |
| MARS-1230-9GM/C-P | 0-23.9dB         | 0dB, 0.1dB    |
| MARS-3140-3GM/C-P | 0-24dB           | 0dB, 0.1dB    |

Table 8-4 MARS-G-P series camera analog gain adjustment range

When the analog gain changes, the response curve of the camera changes, as shown in Figure 8-26. The horizontal axis represents the output signal of the sensor in the camera, and the vertical axis represents the gray value of the output image. When the amplitude of the sensor output signal remains constant, increasing the gain makes the response curve steeper, and that makes the image brighter. For every 6dB increases of the gain, the gray value of the image will double. For example, when the camera has a gain of 0dB, the image gray value is 126, and if the gain is increased to 6dB, the image gray will increase to 252. Thus, increasing gain can be used to increase image brightness. When the environment brightness and exposure time keep constant, another way to increase the image brightness is to change the camera's digital gain by modifying the lookup table.

Note that increasing the analog gain or digital gain will amplify the image noise.

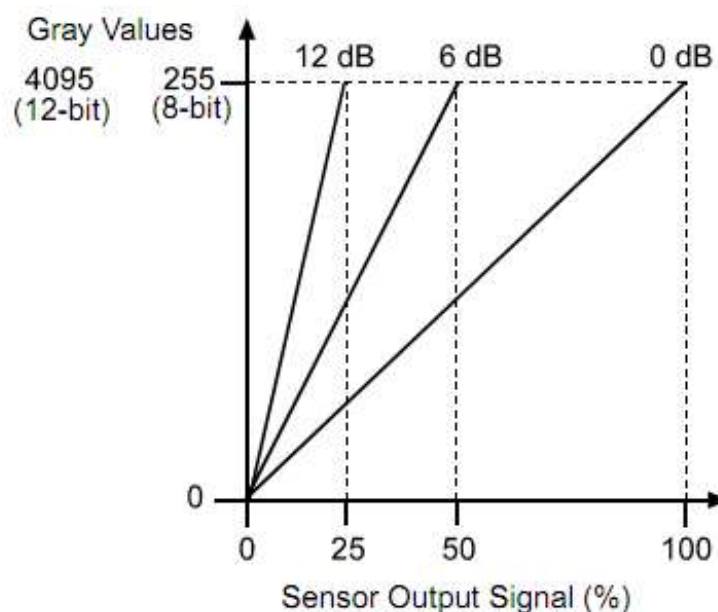


Figure 8-26 The camera's response curve

### 8.3.2. Pixel Format

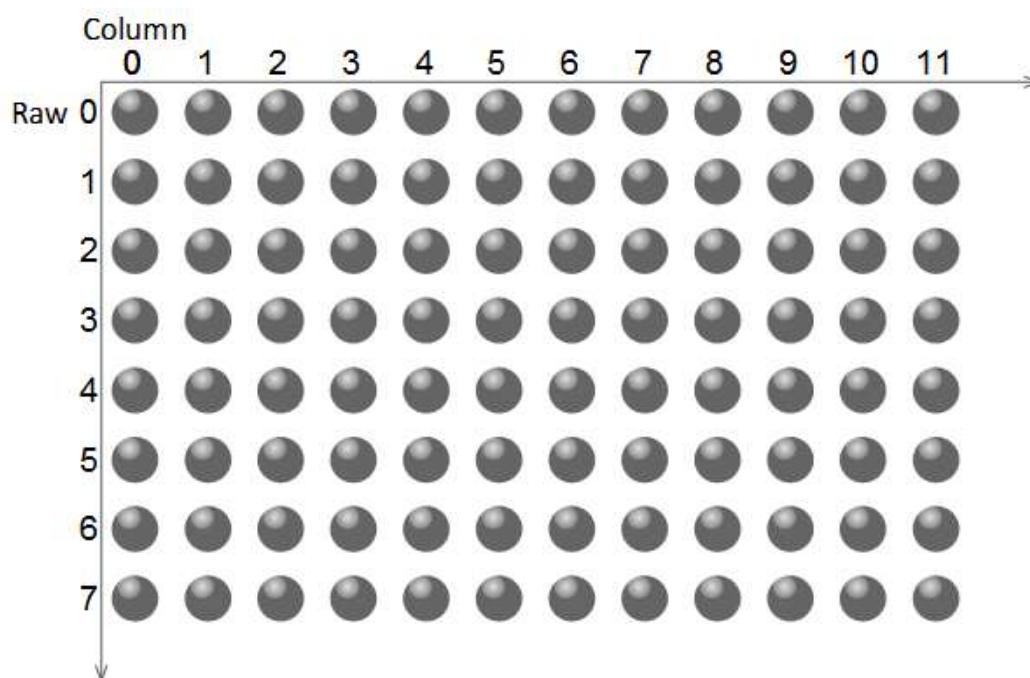
By setting the pixel format, the user can select the format of output image. The available pixel formats depend on the camera model and whether the camera is monochrome or color. The following table shows the pixel format supported by the camera.

| Model             | Pixel Format                       |
|-------------------|------------------------------------|
| MARS-880-13GM/C-P | Mono8, Mono12, BayerRG8, BayerRG12 |
| MARS-1230-9GM/C-P | Mono8, Mono12, BayerRG8, BayerRG12 |
| MARS-3140-3GM/C-P | Mono8, Mono12, BayerRG8, BayerRG12 |

Table 8-5 Pixel format that the MARS-G-P series camera supported

The image data starts from the upper left corner, and each pixel is output brightness value of each pixel line from left to right and from top to bottom.

- Mono8



When the pixel format is set to Mono8, the brightness value of each pixel is 8bits. The format in the memory is as follows:

|       |     |     |     |     |       |
|-------|-----|-----|-----|-----|-------|
| Y00   | Y01 | Y02 | Y03 | Y04 | ..... |
| Y10   | Y11 | Y12 | Y13 | Y14 | ..... |
| ..... |     |     |     |     |       |

Among them Y00, Y01, Y02 ... are the gray value of each pixel that starts from the first row of the image. Then the gray value of the second row pixels of the images is Y10, Y11, and Y12...

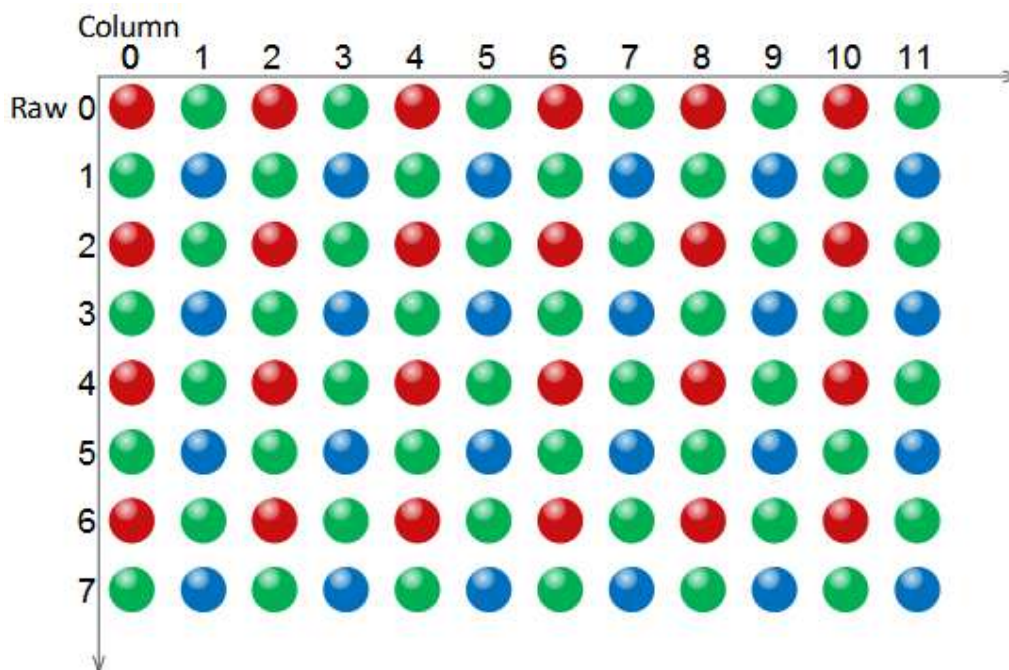
#### ● Mono10/Mono12

When the pixel format is set to mono10 or Mono12, each pixel is 16 bits. When Mono10 is selected, the effective data is only 10 bits, the six unused most significant bits are filled with zero. When Mono12 is selected, the effective data is only 12 bits, the 4 of the MSB 16 bits data are set to zero. Note that the brightness value of each pixel contains two bytes, arranged in little-endian mode. The format is as follows:

|       |     |     |     |     |       |
|-------|-----|-----|-----|-----|-------|
| Y00   | Y01 | Y02 | Y03 | Y04 | ..... |
| Y10   | Y11 | Y12 | Y13 | Y14 | ..... |
| ..... |     |     |     |     |       |

Among them Y00, Y01, Y02...are the gray value of each pixel that start with the first row of the image. The first byte of each pixel is low 8 bits of brightness, and the second byte of each pixel is high 8 bits of brightness.

#### ● BayerRG8



When the pixel format is set to BayerRG8, the value of each pixel in the output image of the camera is 8 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

|       |     |     |     |     |       |
|-------|-----|-----|-----|-----|-------|
| R00   | G01 | R02 | G03 | R04 | ..... |
| G10   | B11 | G12 | B13 | G14 | ..... |
| ..... |     |     |     |     |       |

Where R00 is the first pixel value of the first row (for the red component), G01 represents the second pixel value (for the green component), and so on, so that the first row pixel values are arranged. G10 is the first pixel value of the second row (for the green component), the B11 is the second pixel value (for the blue component), and so on, and the second row of pixel values are arranged.

#### ● BayerRG10/BayerRG12

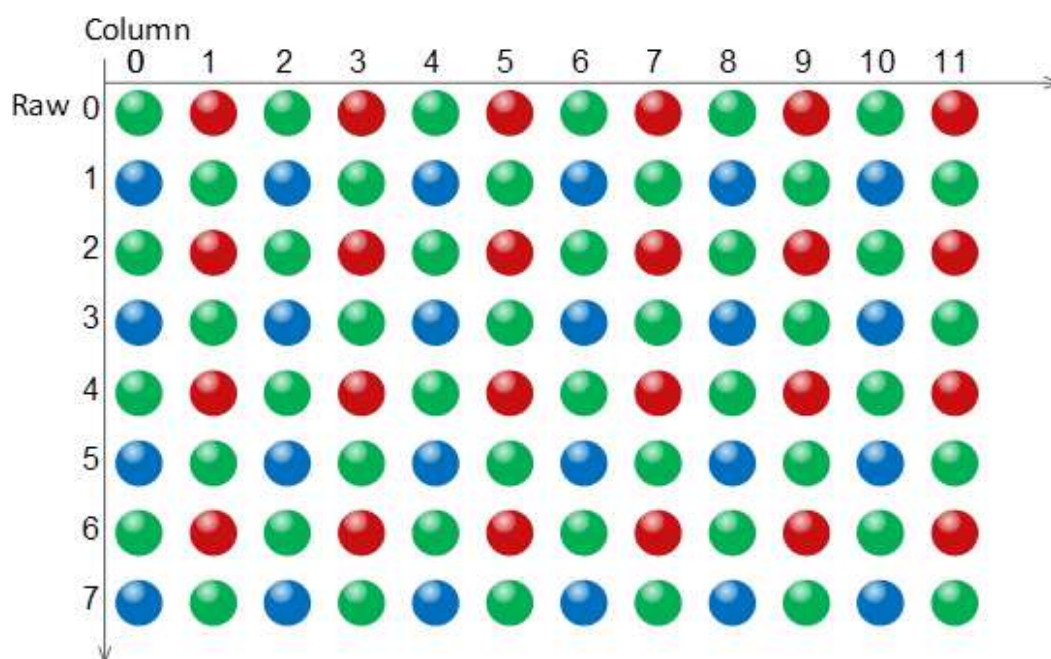
When the pixel format is set to BayerRG10 or BayerRG12, the value of each pixel in the output image of the camera is 16 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

|       |     |     |     |     |       |
|-------|-----|-----|-----|-----|-------|
| R00   | G01 | R02 | G03 | R04 | ..... |
| G10   | B11 | G12 | B13 | G14 | ..... |
| ..... |     |     |     |     |       |

Each pixel is the same as BayerRG8, the difference is that each pixel is made up of two bytes, the first byte is the low 8 bits of the pixel value, and the second byte is the high 8 bits of the pixel value.

#### ● BayerGR8





When the pixel format is set to BayerGR8, the value of each pixel in the output image of the camera is 8 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

|       |     |     |     |     |       |
|-------|-----|-----|-----|-----|-------|
| G00   | R01 | G02 | R03 | G04 | ..... |
| B10   | G11 | B12 | G13 | B14 | ..... |
| ..... |     |     |     |     |       |

Where G00 is the first pixel value of the first row (for the green component), R01 represents the second pixel value (for the red component), and so on, so that the first row pixel values are arranged. B10 is the first pixel value of the second row (for the blue component), the G11 is the second pixel value (for the green component), and so on, and the second row of pixel values are arranged.

#### ● BayerGR10/BayerGR12

When the pixel format is set to BayerGR10 or BayerGR12, the value of each pixel in the output image of the camera is 16 bits. According to the location difference, the three components of red, green and blue are respectively represented. The format in the memory is as follows:

|       |     |     |     |     |       |
|-------|-----|-----|-----|-----|-------|
| G00   | R01 | G02 | R03 | G04 | ..... |
| B10   | G11 | B12 | G13 | B14 | ..... |
| ..... |     |     |     |     |       |

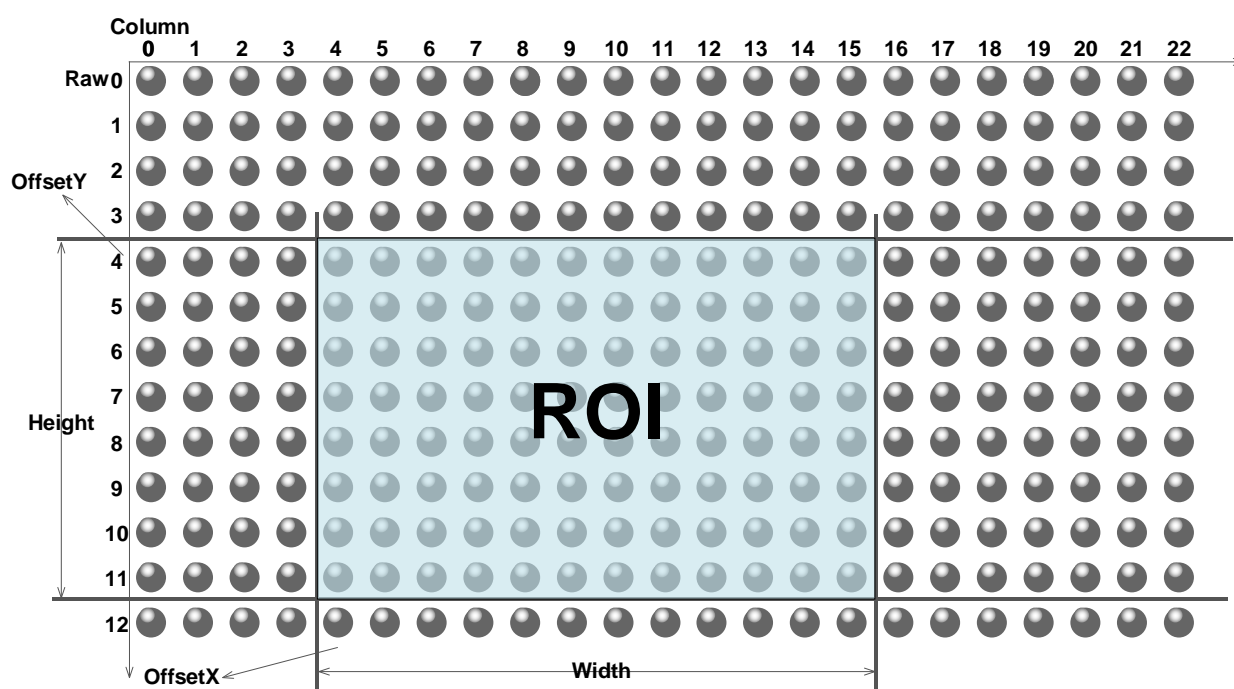
Each pixel is the same as BayerGR8, the difference is that each pixel is made up of two bytes, the first byte is the low 8 bits of the pixel value, and the second byte is the high 8 bits of the pixel value.

### 8.3.3. ROI

By setting the ROI of the image, the camera can transmit the specific region of the image, and the output region's parameters include OffsetX, OffsetY, width and height of the output image. The camera only reads the image data from the sensor's designated region to the memory, and transfer it to the host, and the other regions' image of the sensor will be discarded.

By default, the image ROI of the camera is the full resolution region of the sensor. By changing the OffsetX, OffsetY, width and height, the location and size of the image ROI can be changed. The OffsetX refers to the starting column of the ROI, and the OffsetY refers to the starting row of the ROI.

The coordinates of the ROI of the image are defined the 0<sup>th</sup> line and 0<sup>th</sup> columns as the origin of the upper left corner of the sensor. As shown in the figure, the OffsetX of the ROI is 4, the OffsetY is 4, the height is 8 and the width is 12.



When reducing the height of the ROI, the maximum frame rate of the camera will be raised. Please refer to [section 8.5.1](#) for specific effects on the acquisition frame rate.

### 8.3.4. Auto Exposure/Auto Gain

#### 8.3.4.1. ROI Setting of Auto Exposure/ Auto Gain

For Auto Exposure and Auto Gain, you can specify a portion of the sensor array and only the pixel data from the specified portion will be used for auto function control.

AAROI is defined by the following way:

AAROIOffsetX: The offset of the X axis direction.

AAROIOffsetY: The offset of the Y axis direction.

AAROIWidth: The width of ROI.

AAROIHeight: The height of ROI.

Offset is the offset value that relative to the upper left corner of the image. The step of AAROIOffsetX and AAROIWidth is 4. The step of AAROIOffsetY and AAROIHeight is 2. The setting of the AAROI depends on the size of the current image and cannot exceed the range of the current image. That is to say, assuming the Width and Height are parameters for users captured image, then the AAROI setting need to meet the condition 1:

$$\text{AAROIWidth} + \text{AAROIOffsetX} \leq \text{Width}$$

$$\text{AAROIHeight} + \text{AAROIOffsetY} \leq \text{Height}$$

If condition 1 is not met, the user cannot set the ROI.

The default value of ROI is the entire image, you can set the ROI according to your need. Where the minimum value of AAROIWidth can be set to 16, and the maximum value is equal to the current image width. The minimum value of AAROIHeight can be set to 16, and the maximum value is equal to the current image height, they are all need to meet the condition1.

For example: the current image width is 1024, the height is 1000, and then the ROI setting is:

$$\text{AAROIOffsetX} = 100$$

$$\text{AAROIOffsetY} = 50$$

$$\text{AAROIWidth} = 640$$

$$\text{AAROIHeight} = 480$$

The relative position of the ROI and the image is shown in Figure 8-27.

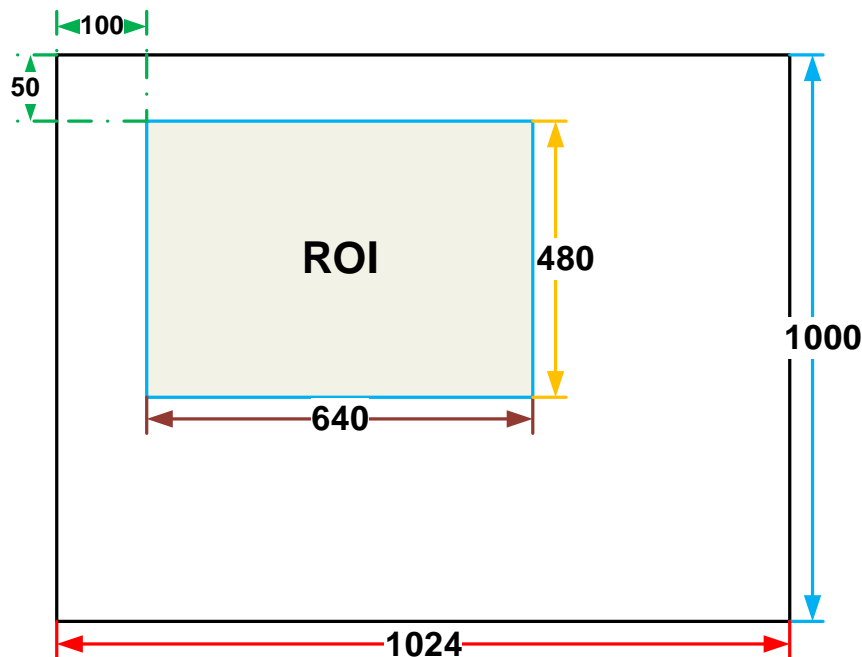


Figure 8-27 An example for the relative position between the ROI and the current image

#### 8.3.4.2. Auto Gain

The auto gain can adjust the camera's gain automatically, so that the average gray value in AAROI is achieved to the expected gray value. The auto gain can be controlled by "Once" and "Continuous" mode.

When using the "Once" mode, the camera adjusts the image data in the AAROI to the expected gray value once, then the camera will turn off the auto gain feature. When using the "Continuous" mode, the camera will continuous adjust the gain value according to the data of the AAROI, so that the data in the AAROI is kept near to the expected gray level.

The expected gray value is set by the user, and it is related to the data bit depth. For 8bit pixel data, the expected gray value range is 0-255, for 10bit pixel data, the expected gray value range is 0-1023, and for 12bit pixel data, the expected gray value range is 0-4095.

The camera adjusts the gain value within the range [minimum gain value, maximum gain value] which is set by the user.

The auto gain feature can be used with the auto exposure at the same time, when target grey is changed from dark to bright, the auto exposure adjust is prior to auto gain adjust. Vice versa, when target grey is changed from bright to dark, the auto gain adjust is prior to auto exposure adjust.

#### 8.3.4.3. Auto Exposure

The auto exposure can adjust the camera's exposure time automatically, so that the average gray value in AAROI can achieve to the expected gray value. The auto exposure can be controlled by "Once" and "Continuous" mode.

When using the "Once" mode, the camera adjusts the image data in the AAROI to the expected gray value once, then the camera will close the auto exposure feature. When using the "Continuous" mode, the camera will continuous adjusting the exposure time according to the data of the AAROI, so that the data in the ROI is kept near to the expected gray level.

The expected gray value is set by the user and it is related to the data bit depth. For 8bit pixel data, the expected gray value range is 0-255, and for 12bit pixel data, the expected gray value range is 0-4095.

The camera adjusts the exposure time in the range [minimum exposure time, maximum exposure time] which is set by the user.

The auto exposure feature can be used with the auto gain at the same time, when target grey is changed from dark to bright, the auto exposure adjust is prior to auto gain adjust. Vice versa, when target grey is changed from bright to dark, the auto gain adjust is prior to auto exposure adjust.

### 8.3.5. Auto White Balance

#### 8.3.5.1. Auto White Balance ROI

Auto White Balance feature use the image data from AWBROI to calculate the white balance ratio, and then balance ratio is used to adjust the components of the image.

ROI is defined in the following way:

AWBROIOffsetX: The offset of the X axis direction.

AWBROIOffsetY: The offset of the Y axis direction.

AWBROIWidth: The width of ROI.

AWBROIHeight: The height of ROI.

Offset is the offset value that relative to the upper left corner of the image. Where the step length of X axis direction offset and width is 4, the step length of Y axis direction offset and height is 2. The ROI setting depends on the current image and cannot exceed the current image range. Assuming the current image width is Width, the image height is Height, then the ROI setting need to meet the following condition 2:

$$AWBROIWidth + AWBROIOffsetX \leq Width$$

$$AWBROIHeight + AWBROIOffsetY \leq Height$$

If condition 2 is not met, the user cannot set the ROI.

The default value of ROI is the entire image, you can set the "white dot" area (ROI) according to your need. Where the minimum value of AWBROIWidth can be set is 16, the maximum value is equal to the current image width. The minimum value of AWBROIHeight can be set is 16, the maximum value is equal to the current image height, they are all need to meet the condition 2.

Assuming the current image width is 1024, the height is 1000, and then the "white dot" area ROI setting is:

$$AWBROIOffsetX = 100$$

$$AWBROIOffsetY = 50$$

$$AWBROIWidth = 640$$

$$AWBROIHeight = 480$$

The relative position of the ROI and the image is shown in Figure 8-28.

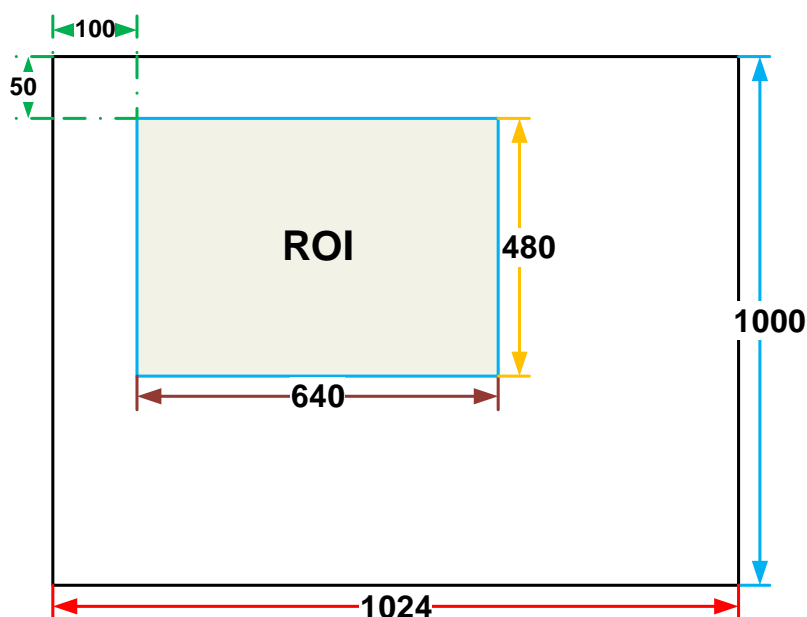


Figure 8-28 An example for the relative position between the ROI and the current image

### 8.3.5.2. Auto White Balance Adjustment

The auto white balance can be set to "Once" or "Continuous" mode. When using the "Once" mode, the camera just adjusts the white balance ratio only once, when using the "Continuous" mode, the camera continuously adjusts the white balance ratio based on the data in AWBROI.

The auto white balance feature can also select the color temperature. When the color temperature of the selection is "Adaptive", the data in ROI always adjusting the red, green and blue to the same. When selecting the specific color temperature, the camera adjusts the factor according to the light source, so that the hue of the ROI is the same as the hue of the light source. That is: high temperature is cold, low color temperature is warm.

The auto white balance feature is only available on color sensors.

### 8.3.6. Test Pattern

The MARS-G-P series camera supports three test images: gray gradient test image, static diagonal gray gradient test image, and moving diagonal gray gradient test image. When the camera captures in RAW12 mode, the gray value of test image is: the pixel gray value in RAW8 mode multiplies by 16, as the output of pixel gray value in RAW12 mode.

The following three test images are illustrated in the RAW8 mode.

- **GrayFrameRampMoving**

In the gray gradient test image, all the pixels' gray values are the same in the frame. In the adjacent frame, the gray value of the next frame increases by 1 compared to the previous frame, until to 255, and then the next frame gray value returns to 0, and so on. A printscreen of a single frame is shown in Figure 8-29:



Figure 8-29 Gray gradient test image

- **SlantLineMoving**

In the moving diagonal gray gradient test image, the first pixel value of adjacent row in each frame increases by 1, until the last row. When the pixel gray value increases to 255, the next pixel gray value returns to 0. The first pixel gray value of adjacent column increases by 1, until the last column. When the pixel gray value increases to 255, the next pixel gray value returns to 0.

In the moving diagonal gray gradient test image, in the adjacent frame, the first pixel gray value of the next frame increases by 1 compared to the previous frame. So, in the dynamic image, the image is scrolling to the left. A printscreen of the moving diagonal gray gradient test image is shown in Figure 8-30:

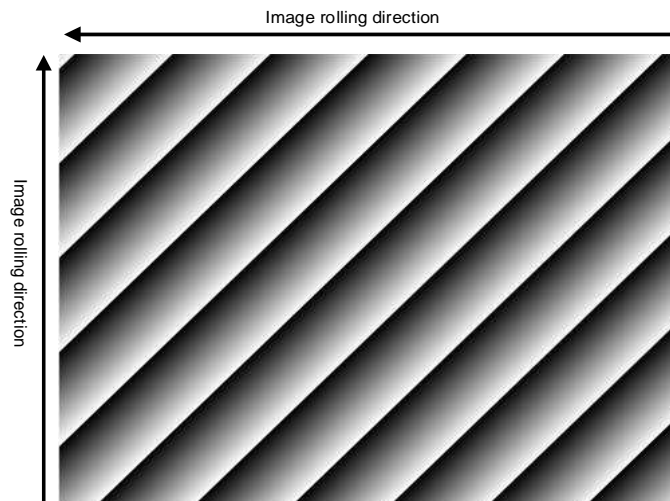


Figure 8-30 Moving diagonal gray gradient test image

#### ● SlantLine

In the static diagonal gray gradient test image, the first pixel gray value is 0, the first pixel gray value of adjacent row increases by 1, until the last row. When the pixel gray value increases to 255, the next pixel gray value returns to 0. The first pixel gray value of adjacent column increases by 1, until the last column. When the pixel gray value increases to 255, the next pixel gray value returns to 0.

Compared to the moving diagonal gray gradient test image, in the adjacent image of the static diagonal gray gradient test image, the gray value in the same position remains unchanged. A printscreen of the static diagonal gray gradient test image is shown in Figure 8-31.



Figure 8-31 Static diagonal gray gradient test image

### 8.3.7. User Set Control

By setting various parameters of the camera, the camera can perform the best performance in different environments. There are two ways to set parameters: one is to modify the parameters manually, and the other is to load parameter set. In order to save the specific parameters of the users, avoiding to set the parameters every time when you open the camera, the MARS-G-P series camera provides a function to



save the parameter set, which can easily save the parameters that the user use, including the control parameters that the camera needed. There three types of configuration parameters: the currently effective configuration parameters, the vendor default configuration parameters (Default), and the user configuration parameters (UserSet).

Three operations can be performed on the configuration parameters, including save parameters (UserSetSave), load parameters (UserSetLoad), and set the startup parameter set (UserSetDefault). The UserSetSave is to save the effective configuration parameters to the user configuration parameter set which is set by the user. The UserSetLoad is to load the vendor default configuration parameters (Default) or the user configuration parameters (UserSet) to the current effective configuration parameters. The UserSetDefault is refer to the user can specify a set of parameters which to be loaded into the effective configuration parameters automatically when the camera is reset or powered on. And the camera can work under this set of parameters. This set of parameters can be vendor default configuration parameters or user configuration parameters.

### 1) The type of configuration parameters

The type of configuration parameters includes: the current effective configuration parameters, vendor default configuration parameters, user configuration parameters.

The current effective configuration parameters: Refers to the current control parameters used by the camera. Using API function or Demo program to modify the current control parameters of the camera is to modify the effective configuration parameters. The effective parameters are stored in volatile memory of the camera, so when the camera is reset or powered on again, the effective configuration parameters will be lost.

The vendor default configuration parameters (Default): Before the camera leaves the factory, the camera manufacturer will test the camera to assess the camera's performance and optimize the configuration parameters of the camera. The manufacturer's default configuration parameters are the camera configuration parameters optimized by the manufacture in a particular environment, these parameters are stored in the non-volatile memory of the camera, so when the camera is reset or powered on again, the effective configuration parameters will not be lost, and these parameters cannot be modified.

The user configuration parameters (UserSet): The effective parameters are stored in volatile memory of the camera, so when the camera is reset or powered on again, the effective configuration parameters will be lost. You can store the effective configuration parameters to the user configuration parameters, the user configuration parameters are stored in the non-volatile memory of the camera, so when the camera is reset or powered on again, the user configuration parameters will not be lost. The MARS-G-P series camera can store a set of user configuration parameters.

### 2) The operation of configuration parameters

The operations for configuration parameters include the following three types: save parameters, load parameters and set the UserSetDefault.

Save parameters (UserSetSave): Save the current effective configuration parameters to the user configuration parameters. The storage steps are as follows:

- 1) Modify the camera's configuration parameters, until the camera runs to the user's requirements.
- 2) Use UserSetSelector to select UserSet0. Execute UserSetSave command.



The camera's configuration parameters which are saved in the user parameter set include:

- Gain
- ExposureTime
- TransferControlMode
- PixelFormat
- OffsetX, OffsetY, ImageWidth, ImageHeight
- GevSCPSPacketSize, GevSCPD
- EventNotification
- TriggerMode, TriggerSource, TriggerPolarity, TriggerDelay
- TriggerFilterRaisingEdge, TriggerFilterFallingEdge
- LineMode, LineInverter, LineSource, UserOutputValue
- FrameBufferOverwriteActive
- ChunkModeActive
- TestPattern
- ExpectedGrayValue
- ExposureAuto, AutoExposureTimeMax, AutoExposureTimeMin
- GainAuto, AutoGainMax, AutoGainMin
- AAROIOffsetX, AAROIOffsetY, AAROIWidth, AAROIHeight
- BalanceWhiteAuto, AWBLampHouse
- AWBROIOffsetX, AWBROIOffsetY, AWBROIWidth, AWBROIHeight
- BalanceRatio(R/G/B)
- LUT

Load parameters (UserSetLoad): Load the vendor default configuration parameters or the user configuration parameters into the effective configuration parameters. After this operation is performed, the effective configuration parameters will be covered by the loaded parameters which are selected by the user, and the new effective configuration parameters are generated. The operation steps are as follows:

- 1) Use UserSetSelector to select Default or UserSet0.
- 2) Execute UserSetLoad command to load the User Set specified by UserSetSelector to the device and makes it active.

Change startup parameter set (UserSetDefault): The user can use UserSetDefault to select Default or UserSet0 as the UserSetDefault. When the camera is reset or powered on again, the parameters in the UserSetDefault will be loaded into the effective configuration parameters.

### 8.3.8. Device User ID

The MARS-G-P series camera provides programmable device user ID function, the user can set a unique identification for the camera, and can open and control the camera by the unique identification.

The user-defined name is a string which maximum length is 16 bytes, the user can set it by the following ways:

- 1) Set by the **IP Configurator**, for details please see [section 9.1.2.5](#):

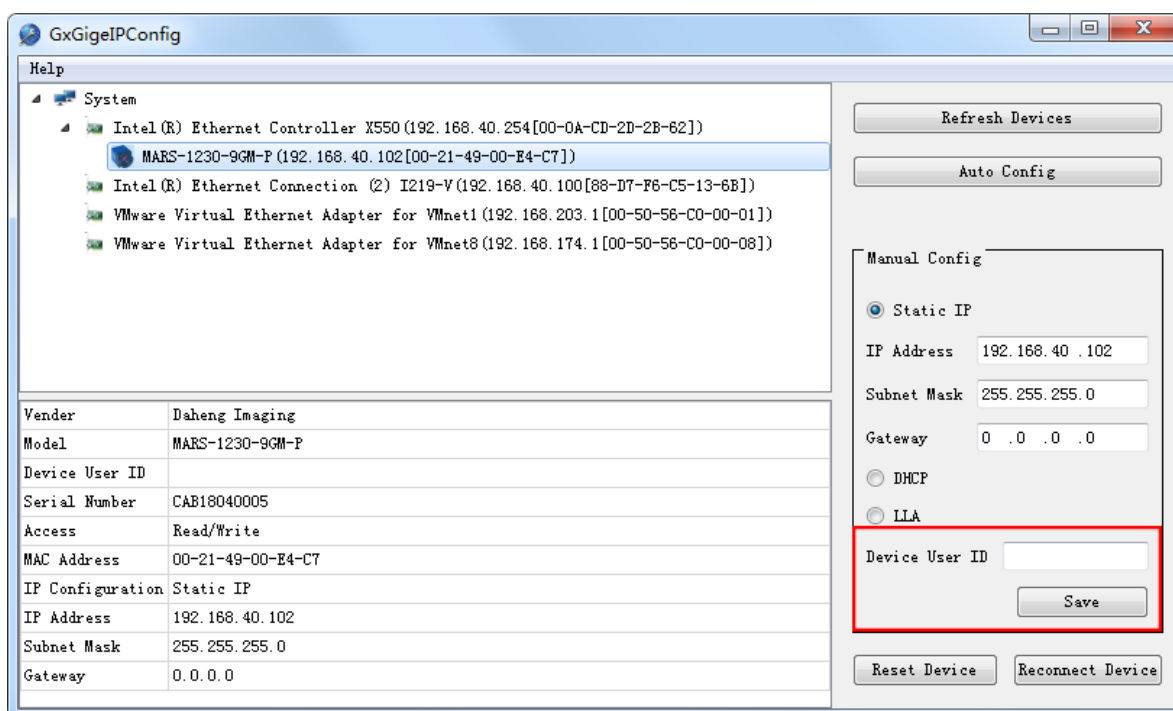


Figure 8-32 IP Configurator

- 2) Set by calling the software interface, for details please see the Programmer's Guide.



When using multi-cameras at the same time, it is necessary to ensure the uniqueness of the user-defined name of each camera, otherwise, an exception will occur when the camera is opened.

### 8.3.9. Timestamp

The timestamp feature counts the number of ticks generated by the camera's internal device clock. As soon as the camera is powered on, it starts generating and counting clock ticks. The counter is reset to 0 whenever the camera is powered off and on again. Some of the camera's features use timestamp values, such as event, and timestamps can be used to test the time spent on some of the camera's operations.

Timestamp clock frequency: The frequency of timestamp counter is obtained by reading the camera's "timestamp tick frequency". The unit is 8ns.

Timestamp latch: Latch the current timestamp value. The timestamp value needs to be read through the "timestamp latch value".

Timestamp reset: Reset the timestamp counter and recount from 0.

Timestamp latch reset: First latch the current timestamp value and then reset the timestamp counter.

Timestamp latched value: Save the value of the latched timestamp, and the specific time can be calculated based on the timestamp clock frequency.

### 8.3.10. Binning

The feature of Binning is to combine multiple pixels adjacent to each other in the sensor into a single value, and process the average value of multiple pixels or sum the multiple pixel values, which may increase the signal-to-noise ratio or the camera's response to light.

- **How Binning Works**

On color cameras, the camera combines (sums or averages) the pixel values of adjacent pixels of the same color:

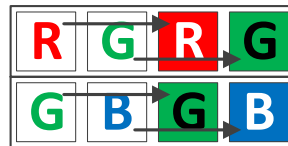


Figure 8-33 Horizontal color Binning by 2



Figure 8-34 Vertical color Binning by 2

When the horizontal Binning factor and the vertical Binning factor are both set to 2, the camera combines the adjacent 4 sub-pixels of the same color according to the corresponding positions, and outputs the combined pixel values as one sub-pixel.



Figure 8-35 Horizontal and vertical color Binning by 2×2

On monochrome cameras, the camera combines (sums or averages) the pixel values of directly adjacent pixels:

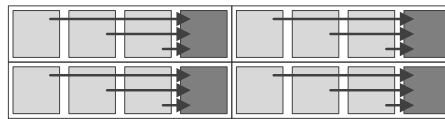


Figure 8-36 Horizontal mono Binning by 4

### ● Binning Factors

Two types of Binning are available: horizontal Binning and vertical Binning. You can set the Binning factor in one or two directions.

Horizontal Binning is the processing of pixels in adjacent rows.

Vertical Binning is the processing of pixels in adjacent columns.

Binning factor 1: Disable Binning.

Binning factor 2, 4: Indicate the number of rows or columns to be processed.

For example, the horizontal Binning factor 2 indicates that the Binning is enabled in the horizontal direction, and the pixels of two adjacent rows are processed.

### ● Binning Modes

The Binning mode defines how pixels are combined when Binning is enabled. Two types of the Binning mode are available: Sum and Average.

**Sum:** The values of the affected pixels are summed and then output as one pixel. This improves the signal-to-noise ratio, but also increases the camera's response to light.

**Average:** The values of the affected pixels are averaged. This greatly improves the signal-to-noise ratio without affecting the camera's response to light.

### ● Considerations When Using Binning

1) Effect on ROI settings

When Binning is used, the value of the current ROI of the image, the maximum ROI of the image, the auto function ROI, and the auto white balance ROI will change. The changed value is the original value (the value before the setting) divided by the Binning factor.

For example, assume that you are using a camera with a 1200 x 960 sensor. Horizontal Binning by 2 and vertical Binning by 2 are enabled. In this case, the maximum ROI width is 600 and the maximum ROI height is 480.

## 2) Increased response to light

Using Binning with the Binning mode set to **Sum** can significantly increase the camera's response to light. When pixel values are summed, the acquired images may look overexposed. If this is the case, you can reduce the lens aperture, the intensity of your illumination, the camera's exposure time setting, or the camera's gain setting.

## 3) Possible image distortion

Objects will only appear undistorted in the image if the numbers of binned rows and columns are equal. With all other combinations, objects will appear distorted. For example, if you combine vertical Binning by 2 with horizontal Binning by 4, the target objects will appear squashed.

## 4) Mutually exclusive with Decimation

Binning and Decimation cannot be used simultaneously in the same direction. When the horizontal Binning value is set to a value other than 1, the horizontal Decimation feature cannot be used. When the vertical Binning value is set to a value other than 1, the vertical Decimation feature cannot be used.

### 8.3.11. Decimation

The Decimation can reduce the number of sensor pixel columns or rows that are transmitted by the camera, reducing the amount of data that needs to be transferred and reducing bandwidth usage.

#### ● How Vertical Decimation Works

On mono cameras, if you specify a vertical Decimation factor of  $n$ , the camera transmits only every  $n^{\text{th}}$  row. For example, when you specify a vertical Decimation factor of 2, the camera skips row 1, transmits row 2, skips row 3, and so on.

On color cameras, if you specify a vertical Decimation factor of  $n$ , the camera transmits only every  $n^{\text{th}}$  pair of rows. For example, when you specify a vertical Decimation factor of 2, the camera skips rows 1 and 2, transmits rows 3 and 4, skips rows 5 and 6, and so on.

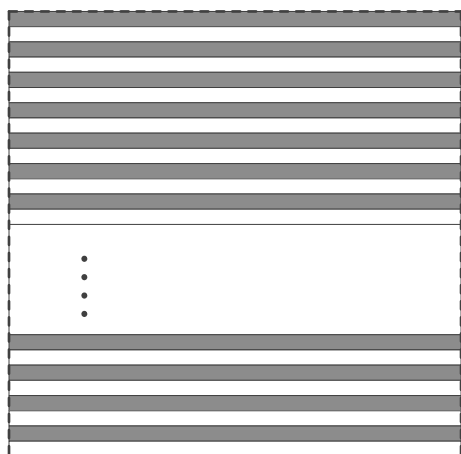


Figure 8-37 Mono camera vertical Decimation

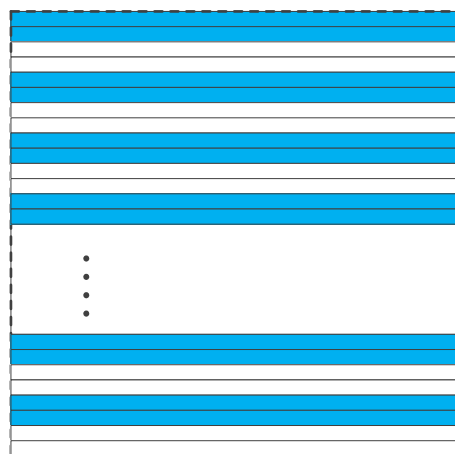


Figure 8-38 Color camera vertical Decimation

As a result, the image height is reduced. For example, enabling vertical Decimation by 2 halves the image height. The camera automatically adjusts the image ROI settings.

Vertical Decimation significantly increases the camera's frame rate.

### ● How Horizontal Decimation Works

On mono cameras, if you specify a horizontal Decimation factor of  $n$ , the camera transmits only every  $n^{\text{th}}$  column. For example, if specify set a horizontal Decimation factor of 2, the camera skips column 1, transmits column 2, skips column 3, and so on.

On color cameras, if you specify a horizontal Decimation factor of  $n$ , the camera transmits only every  $n^{\text{th}}$  pair of columns. For example, if you specify a horizontal Decimation factor of 2, the camera skips columns 1 and 2, transmits columns 3 and 4, skips columns 5 and 6, and so on.

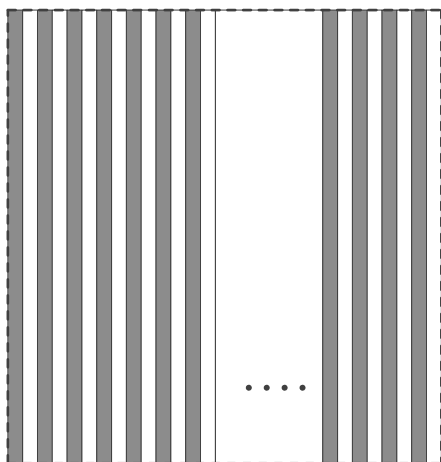


Figure 8-39 Mono camera horizontal Decimation

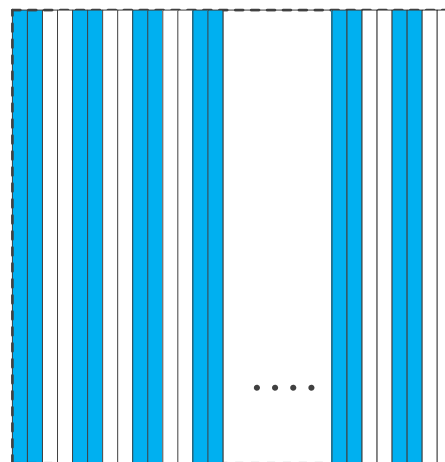


Figure 8-40 Color camera horizontal Decimation

As a result, the image width is reduced. For example, enabling horizontal Decimation by 2 halves the image width. The camera automatically adjusts the image ROI settings.

Horizontal Decimation does not (or only to a very small extent) increase the camera's frame rate.

### ● Configuring Decimation

To configure vertical Decimation, enter a value for the DecimationVertical parameter. To configure horizontal Decimation, enter a value for the DecimationHorizontal parameter.

The value of the parameters defines the Decimation factor. Depending on your camera model, the following values are available:

1: Disable Decimation.

2: Enable Decimation.

- **Considerations When Using Decimation**

- 1) Effect on ROI settings

When you are using Decimation, the settings for your image ROI refer to the resulting number of rows and columns. Taking MARS-3140-3GM as an example, the camera's default resolution is 6464×4852. When horizontal Decimation by 2 and vertical Decimation by 2 are enabled, the maximum ROI width would be 3232 and the maximum ROI height would be 2426.

- 2) Reduced resolution

Using Decimation effectively reduces the resolution of the camera's imaging sensor. Taking MARS-3140-3GM as an example, the camera's default resolution is 6464×4852. When horizontal Decimation by 2 and vertical Decimation by 2 are enabled, the effective resolution of the sensor is reduced to 3232×2426.

- 3) Possible image distortion

The displayed image will not be distorted if the vertical and horizontal Decimation factors are equal. When only horizontal Decimation or vertical Decimation is used, the displayed image will be reduced in width or height.

- 4) Mutually exclusive with Binning

Decimation and Binning cannot be used simultaneously in the same direction. When the horizontal Decimation value is set to a value other than 1, the horizontal Binning feature cannot be used. When the vertical Decimation value is set to a value other than 1, the vertical Binning feature cannot be used.

### 8.3.12. Reverse X and Reverse Y

The Reverse X and Reverse Y features can mirror acquired images horizontally, vertically, or both.

- **Enabling Reverse X**

To enable Reverse X, set the **ReverseX** parameter to **true**. The camera mirrors the image horizontally.





Figure 8-41 The original image



Figure 8-42 Reverse X enabled

### ● Enabling Reverse Y

To enable Reverse Y, set the **ReverseY** parameter to **true**. The camera mirrors the image vertically.



Figure 8-43 The original image



Figure 8-44 Reverse Y enabled

### ● Enabling Reverse X and Y

To enable Reverse X and Y, set the **ReverseX** and **ReverseY** parameters to **true**. The camera mirrors the image horizontally and vertically.



Figure 8-45 The original image



Figure 8-46 Reverse X and Y enabled

### ● Using Image ROI with Reverse X or Reverse Y

If you have specified an image ROI while using Reverse X or Reverse Y, you must bear in mind that the position of the ROI relative to the sensor remains the same. Therefore, the camera acquires different portions of the image depending on whether the Reverse X or the Reverse Y feature are enabled:



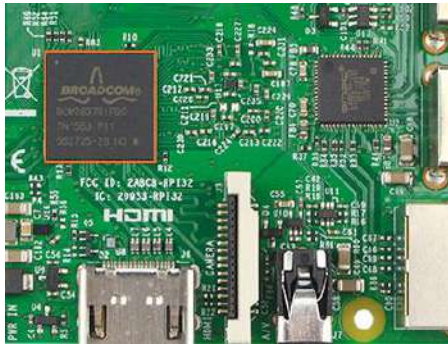


Figure 8-47 The original image

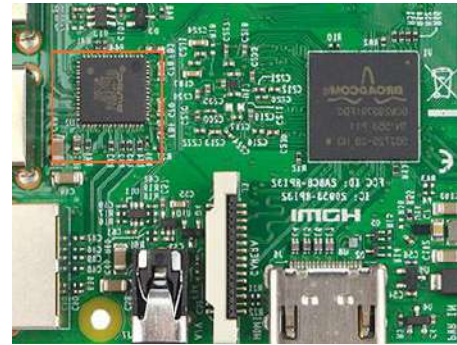


Figure 8-48 Reverse X enabled

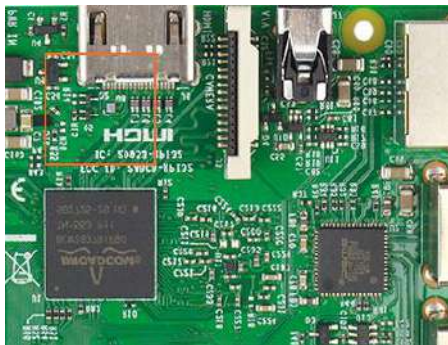


Figure 8-49 Reverse Y enabled

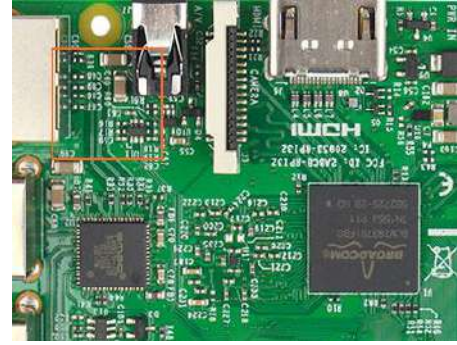


Figure 8-50 Reverse X and Y enabled

- **Pixel Format Alignment**

The alignment of the Bayer format does not change when the camera is using the reverse feature.

### 8.3.13. Digital Shift

The Digital Shift can multiply the pixel values by  $2^n$  of the images.

This increases the brightness of the image. If your camera doesn't support the digital shift feature, you can use the Gain feature to achieve a similar effect.

- **How Digital Shift Works**

Configuring a digital shift factor of  $n$  results in a logical left shift by  $n$  on all pixel values. This has the effect of multiplying all pixel values by  $2^n$ .

If the resulting pixel value is greater than the maximum value possible for the current pixel format (e.g., 255 for an 8-bit pixel format, 1023 for a 10-bit pixel format, and 4095 for a 12-bit pixel format), the value is set to the maximum value.

- **Configuring Digital Shift**

To configure the digital shift factor, enter the expected value for the **DigitalShift** parameter.

By default, the parameter is set to 0, i.e., digital shift is disabled. When the **DigitalShift** parameter is set to 1, the camera will shift the pixel value to the left by 1 bit. When the **DigitalShift** parameter is set to 2, the camera will shift the pixel value to the left by 2 bits.

## ● Considerations When Using Digital Shift

### Example 1: Digital Shift by 1, 12-Bit Image Data

|                       | MSB    |        |       |       |       |       | LSB   |       |       |       |       |       |  |
|-----------------------|--------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--|
|                       | bit 11 | bit 10 | bit 9 | bit 8 | bit 7 | bit 6 | bit 5 | bit 4 | bit 3 | bit 2 | bit 1 | bit 0 |  |
| Raw pixel value: 22   | 0      | 0      | 0     | 0     | 0     | 0     | 0     | 1     | 0     | 1     | 1     | 0     |  |
|                       |        |        |       |       |       |       |       |       |       |       |       |       |  |
|                       | MSB    |        |       |       |       |       | LSB   |       |       |       |       |       |  |
|                       | bit 11 | bit 10 | bit 9 | bit 8 | bit 7 | bit 6 | bit 5 | bit 4 | bit 3 | bit 2 | bit 1 | bit 0 |  |
| Shift pixel value: 44 | 0      | 0      | 0     | 0     | 0     | 0     | 1     | 0     | 1     | 1     | 0     | 0     |  |

The least significant bit in each 12-bit image data is set to 0.

### Example 2: Digital Shift by 2, 8-bit Image Data

Assume that your camera has a maximum pixel bit depth of 12-bit, but is currently using an 8-bit pixel format. In this case, the camera first performs the digital shift calculation on the 12-bit image data. Then, the camera transmits the 8 most significant bits.

|                              | MSB    |        |       |       |       |       | LSB   |       |       |       |       |       |  |
|------------------------------|--------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--|
|                              | bit 11 | bit 10 | bit 9 | bit 8 | bit 7 | bit 6 | bit 5 | bit 4 | bit 3 | bit 2 | bit 1 | bit 0 |  |
| Raw pixel value(8bit): 45    | 0      | 0      | 1     | 0     | 1     | 1     | 0     | 1     | 0     | 1     | 1     | 0     |  |
| Raw pixel value(12bit): 726  |        |        |       |       |       |       |       |       |       |       |       |       |  |
|                              | MSB    |        |       |       |       |       | LSB   |       |       |       |       |       |  |
|                              | bit 11 | bit 10 | bit 9 | bit 8 | bit 7 | bit 6 | bit 5 | bit 4 | bit 3 | bit 2 | bit 1 | bit 0 |  |
| Shift pixel value(8bit): 181 | 1      | 0      | 1     | 1     | 0     | 1     | 0     | 1     | -     | -     | -     | -     |  |

### Example 3: Digital Shift by 1, 12-bit Image Data, High Value

Assume that your camera is using a 12-bit pixel format. Also assume that one of your original pixel values is 2839.

|                         | MSB    |        |       |       |       |       | LSB   |       |       |       |       |       |  |
|-------------------------|--------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--|
|                         | bit 11 | bit 10 | bit 9 | bit 8 | bit 7 | bit 6 | bit 5 | bit 4 | bit 3 | bit 2 | bit 1 | bit 0 |  |
| Raw pixel value: 2839   | 1      | 0      | 1     | 1     | 0     | 0     | 0     | 1     | 0     | 1     | 1     | 1     |  |
|                         | MSB    |        |       |       |       |       | LSB   |       |       |       |       |       |  |
|                         | bit 11 | bit 10 | bit 9 | bit 8 | bit 7 | bit 6 | bit 5 | bit 4 | bit 3 | bit 2 | bit 1 | bit 0 |  |
| Shift pixel value: 4095 | 1      | 1      | 1     | 1     | 1     | 1     | 1     | 1     | 1     | 1     | 1     | 1     |  |

If you apply digital shift by 1 to this pixel value, the resulting value is greater than the maximum possible value for 12-bit pixel formats ( $4096 + 1024 + 512 + 32 + 8 + 4 + 2 = 5678$ , maximum value for 12-bit formats: 4095). In this case, the value is set to the maximum value, i.e., all bits are set to 1.

### 8.3.14. Acquisition Status

The Acquisition Status feature can determine whether the camera is waiting for trigger signals. This is useful if you want to optimize triggered image acquisition and avoid over triggering.

**To determine if the camera is currently waiting for trigger signals.**

- Set the **AcquisitionStatusSelector** parameter to the expected trigger type. Two trigger types are available: **FrameTriggerWait** and **AcquisitionTriggerWait**. For example, if you want to determine if the camera is waiting for **FrameStartTrigger** signals, set the **AcquisitionStatusSelector** to **FrameTriggerWait**. If you want to determine if the camera is waiting for **FrameBurstStartTrigger** signals, set the **AcquisitionStatusSelector** to **AcquisitionTriggerWait**.
- If the **AcquisitionStatus** parameter is **true**, the camera is waiting for a trigger signal of the trigger type selected. If the **AcquisitionStatus** parameter is **false**, the camera is busy.

### 8.3.15. Black Level

The Black Level can change the overall brightness of an image by changing the gray values of the pixels by a specified amount. Currently, the application range of the black level value can only be selected as all pixels, and pixel selection is not supported.

The lower the black level, the darker the corresponding image, the higher the black level, the brighter the corresponding image.

| Model             | Adjustment range | Default value |
|-------------------|------------------|---------------|
| MARS-3140-3GM/C-P | 0-4095           | 14            |

Table 8-6 MARS GigE series camera black level adjustment range

### 8.3.16. Remove Parameter Limits

The range of camera parameters is usually limited, and these factory limits are designed to ensure the best camera performance and high image quality. However, for certain use cases, you may want to specify parameter values outside of the factory limits. You can use the remove parameter limits feature to expand the parameter range. The features of the extended range supported by different cameras may be different and the range may be different, as shown in Table 8-7.

| Model             | Features      | Set the switch to off | Set the switch to on |
|-------------------|---------------|-----------------------|----------------------|
| MARS-3140-3GM/C-P | Exposure      | 63~1000000            | 63~15000000          |
|                   | Auto Exposure | 63~1000000            | 63~15000000          |
|                   | Gain          | 0~24                  | 0~48                 |

|  |                                |          |          |
|--|--------------------------------|----------|----------|
|  | Auto Gain                      | 0~24     | 0~48     |
|  | Black Level                    | 0~4095   | 0~4095   |
|  | Sharpness                      | 0~3      | 0~63     |
|  | White Balance component factor | 0~15.998 | 0~31.998 |
|  | Auto White Balance             | 1~15.998 | 1~31.998 |

Table 8-7 Parameter range of features supported before and after Remove Parameter Limits

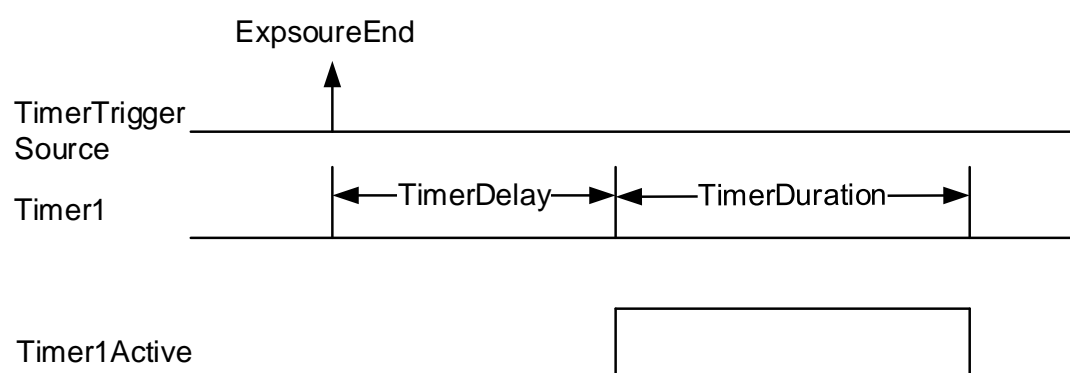
### 8.3.17. User Data Area

The user data area is a FLASH data area reserved for the user, and the user can use the area to save algorithm factors, parameter configurations, etc.

The user data area is 16K bytes and is divided into 4 data segments, each of which is 4K bytes. The user can access the user data area through the API interface. The data is saved to the camera flash area immediately after being written, and the data will not disappear after the camera is powered off.

### 8.3.18. Timer

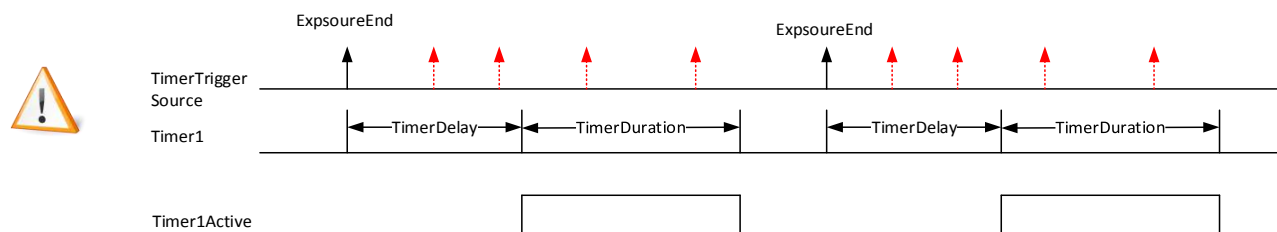
The camera only supports one timer (Timer1), which can be started by a specified event or signal (only ExposureEnd signal is supported). The Timer can configure a timer output signal that goes high on a specific event or signal and goes low after a specific duration. And the timer is cleared when the output signal goes low. A schematic diagram of the timer working process is as follows:



The timer configuration process is as follows:

1. Set TimerSelector, currently only Timer1 supported.
2. Set LineSelector.
3. Set the LineSource to Timer1Active.
4. Set TimerTriggerSource, currently only ExposureEnd supported.

5. Set TimerDelay, the range of TimerDelay is [0, 16777215], the unit is  $\mu\text{s}$ .
6. Set TimerDuration, the range of TimerDuration is [0, 16777215], the unit is  $\mu\text{s}$ .
  - 1) From the start of the timer to the full output of Timer1Active, this process will not be interrupted by the ExposureEnd signal, and Timer1Active must be completely output to start timing according to the next ExposureEnd signal. As shown in the figure below, the red ExposureEnd signals are ignored.



- 2) After the acquisition is stopped, the timer is immediately cleared and the Timer1Active signal goes low immediately.

### 8.3.19. Counter

The camera only supports one counter (Counter1), which can count the number of FrameTrigger, AcquisitionTrigger and FrameStart signals received by the camera. The counter starts counting from 0. You can select one of the above three signals to count by CounterEventSource. The FrameTrigger and AcquisitionTrigger signals of the counter statistics refer to the signals that have been triggered for filtering without a trigger delay.

If CounterValue is enabled, the statistical data can be inserted into the frame information and output with the image.

The counter can be reset by an external signal. The reset source is selected by CounterResetSource. Currently, the CounterResetSource option supports Off, SoftWare, Line0, Line2, and Line3. Among them, Off means no reset, SoftWare means software reset, Line0, Line2 or Line3 means reset through IO interface input signal. The polarity of the reset signal only supports RisingEdge, which means reset the Counter on the rising edge of the reset signal.

Counter configuration:

1. Set CounterSelector, currently only Counter1 supported.
2. Set CounterEventSource, the values that can be set are FrameStart, FrameTrigger, AcquisitionTrigger.
3. Set CounterResetSource, the values that can be set are Off, SoftWare, Line0, Line2, Line3.
4. Set CounterResetActivation, currently only RisingEdge supported.
  - 1) After the acquisition is stopped, the Counter continues to work, will not be cleared, and it will be cleared when the camera is powered off.
  - 2) CounterReset is used to software reset the counter.



## 8.4. Image Processing

### 8.4.1. Color Transformation Control

The Color Transformation is used to correct the color information delivered by the sensor, improve the color reproduction of the camera, and make the image closer to the human visual perception.



Figure 8-51 Color template

The user can use a color template containing 24 colors and shoot this color template with a camera, the RGB value of each color may be different from the standard RGB value of the standard color template, the vendor can use the software or hardware to convert the RGB value that is read to the standard RGB value. Because the color space is continuous, all the other RGB values that are read can be converted to the standard RGB values by using the mapping table created by the 24 colors.

#### 1) Prerequisites

For the color transformation to work properly, the white balance must first be configured appropriately.

#### 2) Configuring color transformation

There are two modes for configuring color transformation: default mode (RGBtoRGB), user-defined mode (User).

**RGBtoRGB:** Default color transformation parameters provided to the camera when it leaves the factory.

**User:**

- Set the **ColorTransformationValueSelector** parameter to the expected position in the matrix, e.g., Gain00.
- Enter the expected value for the **ColorTransformationValue** parameter to adjust the value at the selected position. The parameter's value range is -4.0 to +4.0.

In user mode, the user can input the color transformation value according to the actual situation to achieve the color transformation effect.



### 3) How it works

The color transformation feature uses a transformation matrix to deliver modified red, green, and blue pixel data for each pixel.

The transformation is performed by premultiplying a 3 x 1 matrix containing R, G, and B pixel values by a 3 x 3 matrix containing the color transformation values:

$$\begin{bmatrix} \text{Gain00} & \text{Gain01} & \text{Gain02} \\ \text{Gain10} & \text{Gain11} & \text{Gain12} \\ \text{Gain20} & \text{Gain21} & \text{Gain22} \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} R' \\ G' \\ B' \end{bmatrix}$$

### 4) Effect images



Figure 8-52 Before color transformation



Figure 8-53 After color transformation

### 8.4.2. Gamma

The Gamma can optimize the brightness of acquired images for display on a monitor.

#### 1) Prerequisites

If the **GammaEnable** parameter is available, it must be set to **true**.

#### 2) How it works

The camera applies a Gamma correction value ( $\gamma$ ) to the brightness value of each pixel according to the following formula (red pixel value ( $R$ ) of a color camera shown as an example):

$$R_{\text{corrected}} = \left( \frac{R_{\text{uncorrected}}}{R_{\text{max}}} \right)^{\gamma} \times R_{\text{max}}$$

The maximum pixel value ( $R_{\text{max}}$ ) equals, e.g., 255 for 8-bit pixel formats, 1023 for 10-bit pixel formats or 4095 for 12-bit pixel formats.

#### 3) Enabling Gamma correction

To enable Gamma correction, use the **GammaValue** parameter. The **GammaValue** parameter's range is 0 to 4.00.

- a) Gamma = 1.0: the overall brightness remains unchanged.
- b) Gamma < 1.0: the overall brightness increases.
- c) Gamma > 1.0: the overall brightness decreases.



In all cases, black pixels (gray value = 0) and white pixels (gray value = maximum) will not be adjusted.



If you enable Gamma correction and the pixel format is set to a 10-bit or 12-bit pixel format, some image information will be lost. Pixel data output will still be 10-bit or 12-bit, but the pixel values will be interpolated during the Gamma correction process, resulting in loss of accuracy and loss of image information. If the Gamma feature is required and no image information is lost, avoid using the Gamma feature in 10-bit or 12-bit pixel format.

#### 4) Additional parameters

Depending on your camera model, the following additional parameters are available:

- a) GammaEnable: Enables or disables Gamma correction.
- b) GammaMode: You can select one of the following Gamma correction modes:

User: The Gamma correction value can be set as expected.

sRGB: The camera's internal default Gamma correction value. This feature is used with the color transformation feature to convert images from RGB to sRGB. It is recommended to adjust Gamma to sRGB mode after enabling the color transformation feature.

#### 8.4.3. Sharpness

The sharpness algorithm integrated in the camera can significantly improve the definition of the edges of the image. The higher the definition, the clearer the contour corresponding to the image. This feature can improve the accuracy of image analysis, thus improving the recognition rate of edge detection and OCR.

- Enable sharpness

ON means that the sharpness feature is enabled.

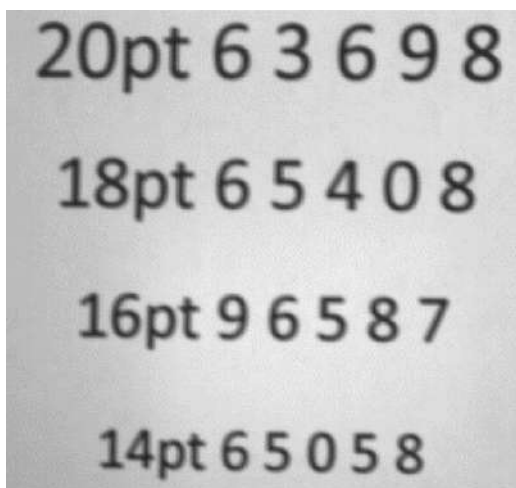


Figure 8-54 Before sharpness adjustment

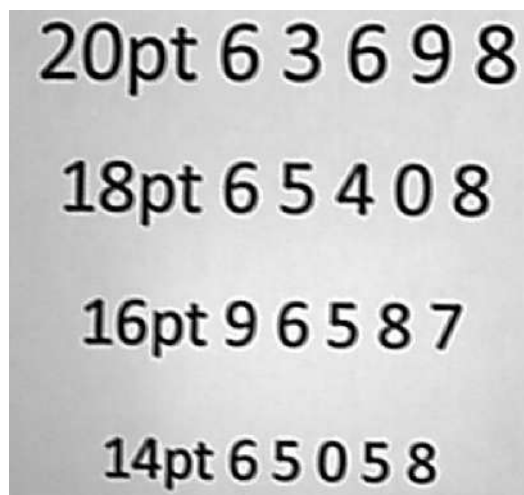


Figure 8-55 After sharpness adjustment

- Sharpness adjustment

Adjust the sharpness value to adjust the camera's sharpness to the image. The adjustment range is 0-3.0. The larger the value, the higher the sharpness.

#### 8.4.4. Lookup Table

When the analog signal that is read out by the sensor has been converted via ADC, generally, the raw data bit depth is larger than 8 bits, there are 12 bits, 10 bits, etc. The feature of lookup table is to replace some pixel values in the 8 bits, 10 bits, and 12 bits images by values defined by the user.

The lookup table can be a linear lookup table or a non-linear lookup table, created entirely by the user.

You can also use the **LutValueAll** function to create an entire lookup table.

##### 1) How it works

- a) LUT is short for "lookup table", which is basically an indexed list of numbers.
- b) In the lookup table you can define replacement values for individual pixel values. For example, you can replace a gray value of 0 (= minimum gray value) by a gray value of 1023 (= maximum gray value for 10-bit pixel formats). This changes all completely black pixels in your images to completely white pixels.
- c) Setting a user-defined LUT can optimize the luminance of images. By defining the replacement values in advance and storing them in the camera to avoid time-consuming calculations. The camera itself has a factory default lookup table, and the default lookup tables for MARS-3140-3GM-P, MARS-3140-3GC-P, MARS-1230-9GM-P, and MARS-880-13GM-P cameras do not affect image luminance.

##### 2) Creating the user-defined LUT

MARS-3140-3GM/C-P supports creating the user-defined lookup tables. To create a lookup table, you need to determine the range of **LUTIndex** and **LUTValue** parameters by the maximum pixel format supported by the currently used camera.

- a) On cameras with a maximum pixel bit depth of 12 bits

The **LUTIndex** selectable item is 0-4095, each **LUTIndex** corresponds to a **LUTValue**, and the **LUTValue** range is [0,4095].

- b) On cameras with a maximum pixel bit depth of 10 bits

The **LUTIndex** selectable item is 0-1023, each **LUTIndex** corresponds to a **LUTValue**, and the **LUTValue** range is [0,1023].

Create a user-defined lookup table with the following steps:

- a) Select the lookup table to use. Since there is only one user-defined lookup table in the camera, there is no need to select it by default.
- b) Set the **LUTIndex** parameter to the pixel value that you want to replace with a new value.
- c) Set the **LUTValue** parameter to the new pixel value.
- d) Repeat steps 1 and 2 for all pixel values that need to be changed to set the parameters to the target pixel values in turn.

- e) Set the **LutEnable** parameter to **true** means that the lookup table feature is enabled. The default is disabled.

### 3) Quickly adjust LUT using the Lut Create Tool Plugin

Please see [section 9.2](#) for details.



If you want to replace all pixel values, it is recommended to use the **LUTValueAll** function. See the **LutValueAll** sample code in the Development User Manual for details.

#### 8.4.5. Flat Field Correction

During the use of the camera, there may be various inconsistencies in the image, which are mainly reflected in the following aspects:

- 1) Inconsistent response of individual pixels.
- 2) The difference between the gray value of the image center and the edge.
- 3) Non-uniform illumination.

The Flat Field Correction (FFC) feature can correct the inconsistency of the image. As shown below, the FFC can adjust the pixel values of different positions to the same gray value.



Figure 8-56 Before FFC

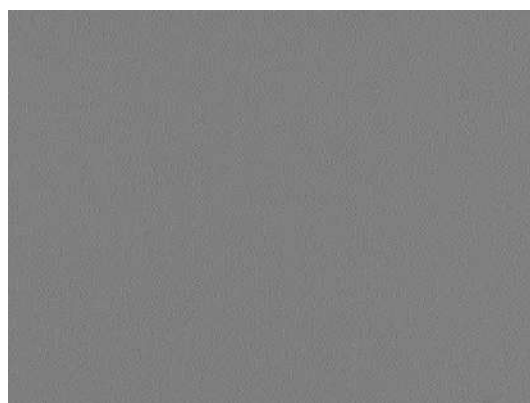


Figure 8-57 After FFC

The Flat Field Correction Plugin can be used to obtain, save and preview the Flat Field Correction factor. The plugin interface is shown in Figure 8-58:

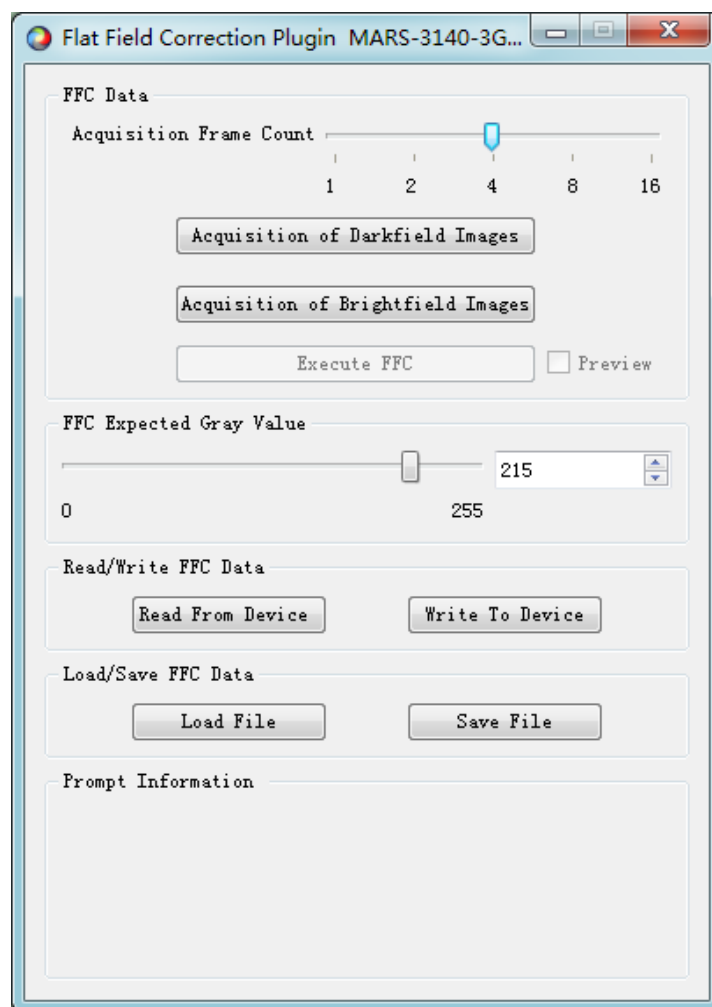


Figure 8-58 Flat Field Correction Plugin interface

There are three ways to obtain the Flat Field Correction factor:

- According to the current environment
- Read from device
- Load file

There are two ways to save the Flat Field Correction factor:

- Write to device
- Save file



In addition to the plugin, Flat Field Correction can be set to on/off in the camera feature. When set to on, Flat Field Correction factors stored in the camera can be used to correct the image.

The following will describe: FFC factor calculation and preview, FFC factor reading and saving, file loading and saving.

#### 8.4.5.1. FFC Factor Calculation and Preview

Before the FFC factor is obtained, it is recommended to first determine the aperture of the lens and the gain of the camera. In the following cases, the factor needs to be re-calculated.

- Lens is replaced
- If the requirement for flat field correction accuracy is high (if the purpose is to correct the inconsistency of the pixels), it is recommended to recalculate the flat field correction factor after modifying the gain of the camera

According to the Flat Field Correction Plugin, the process of obtaining FFC factor is shown in the figure below, where the yellow parts are optional steps. For detailed introduction of Flat Field Correction Plugin, please see [section 9.3](#).

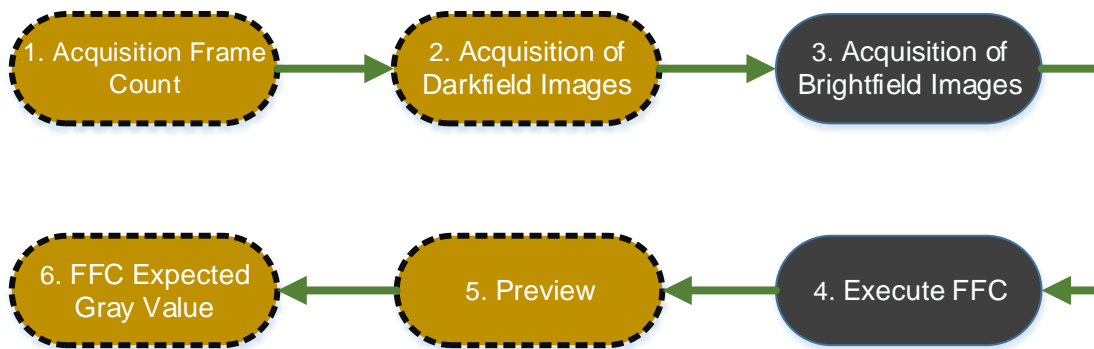


Figure 8-59 The process of obtaining FFC factor

**1. Acquisition frame count: acquisition frame count of the brightfield image of the average image is obtained.**



- It is not a necessary step, generally the default value is used
- If the image noise is high, it is recommended to increase the acquisition frame count

**2. Acquisition of darkfield images: perform this function to complete the darkfield image acquisition.**



- When acquiring darkfield images, you need to cover the plastic cap to minimize the amount of light input
- Acquisition of darkfield images is not a necessary step. If only correct the shadows caused by the lens, there is no need to acquire darkfield images, and only the bright field image needs to be acquired to calculate the factor

**3. Acquisition of brightfield images: perform this function to complete the brightfield image acquisition.**

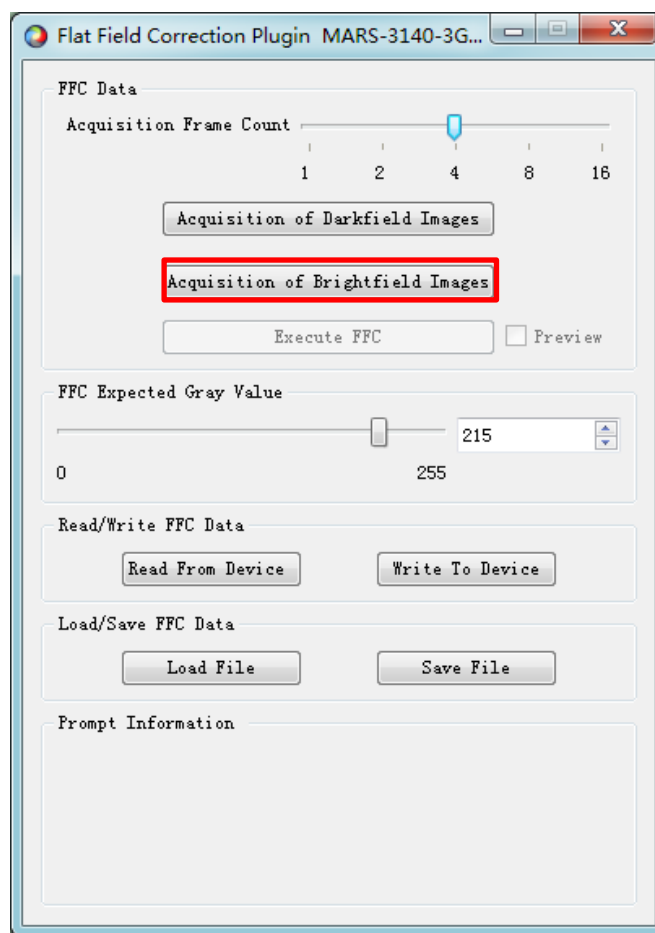


Figure 8-60 Acquisition of brightfield images

- It is recommended to align the white paper or the flat fluorescent lamp (to ensure the same amount of light in different areas of the sensor), and adjust the distance between the camera and the white paper/ flat fluorescent lamp to fill the entire field of view
- Do not overexpose the image. The gray value of the brightest area of the brightfield is recommended to be less than 250
- The image should not be too dark. The gray value of the darkest area of the brightfield is recommended to be greater than 20
- It is recommended to control the brightfield gray value by adjusting the exposure time or light source, and do not adjust the aperture

4. **Execute FFC:** Calculate the flat field correction factor using the acquired image. After the execution, the subsequent image automatically uses the calculated parameters for flat field correction.

5. **Preview:** Preview the effect of the current flat field correction.

6. **FFC expected gray value:** set the expected gray value after the flat field correction, and can be adjusted before and after the flat field correction.

#### 8.4.5.2. Read/Save Factor

- Read factor: The saved correction factor can be read from the device
- Save factor: Save the current flat field correction factor to the device. The factor can still be saved after the camera is powered down

#### 8.4.5.3. Load/Save File

- Load from file: Load the saved FFC factor file (format: .ffc) from the file
- Save to file: Save the current factor to the FFC factor file (format: .ffc)

#### 8.4.6. Remove Template Noise

Due to some defects in the sensor itself, the output image may have some regular horizontal stripes or vertical stripes. These regular noises can be removed by set the Remove Template Noise switch to on.

However, it should be noted that removing these noises will have an impact on the quality of the image. Remove Template Noise feature is only supported by some cameras and is currently only supported by the MARS-3140-3GM-P camera. The default switch status is off.

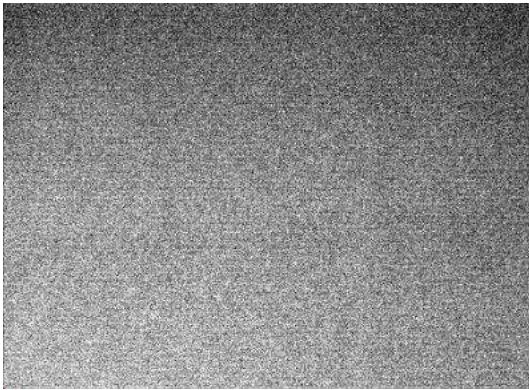


Figure 8-61 The original image

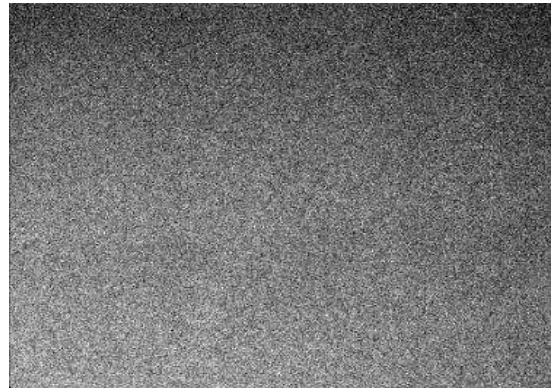


Figure 8-62 Set the Remove Template Noise switch to on

#### 8.4.7. Defect Pixel Correction

Due to the technical defects of the image sensor, the camera has defect pixels. Some of these defect pixels are fixed at the same gray value and do not change with the scene, which are called dead pixels. In acquired images, some pixels may appear significantly brighter or darker than the rest, even if uniform light is used, resulting in a significant difference between the gray value and the surrounding pixels, which is called dark pixels or bright pixels.

The defect pixel correction feature can automatic judge the brightness of pixels with significant differences from their surroundings, and using surrounding pixels modify the gray value of these judged bad pixels.

The defect pixels affect the visual experience and further image processing. The MARS series cameras have very few defect pixels. Currently, only the MARS-3140-3GM-P camera supports it. The default switch status is off. If the gain is too large or a higher quality image is required, the defect pixels correction can be set to on.



## 8.5. Image Transmission

### 8.5.1. Maximum Allowable Frame Rate

#### 1) The maximum allowable frame rate of the network

The maximum allowable frame rate of the network is the camera's maximum transmission frame rate that the current network supports. The maximum frame rate that the MARS-G-P series camera network supports is determined by the camera's resolution, pixel format (Pixel Size), and the valid network bandwidth. It is can be expressed by the formula:

The maximum allowable frame rate of the network = the valid network bandwidth/ resolution/ Pixel Size

**Example 1:** The camera resolution is 4096\*3000, the pixel format is BayerRG8, packet size is 1500 bytes, packet delay is 0, and reserved bandwidth is 10%. The current valid network bandwidth is 900Mbps.

The maximum allowable frame rate of the network = 900Mbps / (4096\*3000)/8 = 9 fps

The maximum allowable frame rate of the network is 9fps, and the MARS-1230-9GM/C-P camera meets the front-end sensor's maximum acquisition frame rate of 9fps. In addition to the limitations of network bandwidth, the maximum working frame rate of the camera is affected by the following two factors:

- Usually, the camera front-end sensor readout time and the camera internal transfer time is called the camera acquisition time. The camera acquisition time is affected by the ROI which is set by the user
- The camera's exposure time

#### 2) The calculation of the camera's acquisition time

The camera's acquisition time is related to the OffsetY and the height of the ROI. When the OffsetY and height of the ROI is changed, it will affect the front-end acquisition frame period of the camera, then affect the acquisition frame rate.

The specific calculation formulas are as follows:

- MARS-1230-9GM/C-P

Row period (unit: us):

$$T_{\text{row}} = \frac{807}{37.5} = 21.52$$

Camera acquisition time (unit: us):

$$T_{\text{acq}} = (\text{height} + 55) * T_{\text{row}}$$

- MARS-880-13GM/C-P

Row period (unit: us):

$$T_{\text{row}} = \frac{807}{37.5} = 21.52$$

Camera acquisition time (unit: us):

$$T_{\text{acq}} = (\text{height} + 55) * T_{\text{row}}$$



- MARS-3140-3GM/C-P

Row period (unit: us):

$$T_{\text{row}} = \frac{1234}{37.5} \approx 32.907$$

Camera acquisition time (unit: us):

$$T_{\text{acq}} = (\text{height} + 45) * T_{\text{row}}$$

### 3) The camera's acquisition frame rate

In addition to the maximum allowable bandwidth of the network and the time limit for camera acquisition, the exposure time can also affect the frame rate. For example: for MARS-1230-9GM/C-P camera, when the exposure time is 200ms, the corresponding frame rate is 5fps.

In conclusion, the frame rate of the camera takes the minimum of the maximum allowable frame rate of the network, the acquisition frame rate and the exposure frame rate.

## 8.5.2. Stream Channel Packet Size

Stream channel packet size (SCPS) refers to the network packet's size of the stream channel data which is transferred to the host terminal by the camera, in bytes and the default value is 1500. It includes the IP header, UDP header and GVSP header which the total length is 36 bytes, so the payload in the default channel network packet is 1464 bytes. The recommended maximum packet size is 8192 bytes, which can improve the network transmission performance.



- 1) When the packet size is set to more than 1500, it needs the network equipment such as network card and switch to support the jumbo frames.
- 2) When changing the packet size, the packet size and the packet delay will affect the network transfer performance together.

## 8.5.3. Stream Channel Packet Delay

The stream channel packet delay (SCPD) is used to control the bandwidth of the image streaming data of the camera. The packet delay is the number of the idle clocks that inserted between adjacent network packets transmitted in the stream channel. Increase the packet delay can reduce the camera's bandwidth usage, and it may also reduce the camera's frame rate (the camera frame rate also depends on the exposure time, camera acquisition time).

The camera's packet size, packet delay and reserved bandwidth determine the effective network bandwidth. The effective network bandwidth is calculated as follows:

The time required to transmit a single stream packet:

$$T_{\text{data}} = (\text{Size}_{\text{pkt}} \times 8\text{bits}) / \text{Speed}_{\text{link}}$$

The time of packet delay is:

$$T_{\text{delay}} = \text{Delay}_{\text{pkt}} / 125,000,000$$

Among them: the  $Size_{pkt}$  is packet size,  $Delay_{pkt}$  is packet delay,  $BandW_{reserve}$  is reserved bandwidth,  $Speed_{link}$  is link speed.

Effective network bandwidth:

$$BandW_{avial} = (Size_{pkt} \times 8bits \times (1 - BandW_{reserve})) / (T_{data} + T_{delay})$$

**Example 1:** The packet size is 1500, the packet delay is 1000, the reserved bandwidth is 20%, and the link speed is 1Gbps.

The time to transport a single stream packet is:

$$T_{data} = (1500 \times 8) / 1000,000,000 = 12us$$

The time of packet delay is:

$$T_{delay} = 1000 / 125,000,000 = 8us$$

The effective network bandwidth is:

$$BandW_{avial} = (1464 \times 8 \times (1 - 0.2)) / (12us + 8us) = 468Mbps$$

Note: Each stream packet contains 36 bytes of network header data, and a packet with the size of 1500 bytes contains only 1464 bytes of valid data.

**Example 2:** The packet size is 8192, the packet delay is 2000, the reserved bandwidth is 20%, and the link speed is 1Gbps.

The time to transport a single stream packet is:

$$T_{data} = (8192 \times 8) / 1000,000,000 = 66us$$

The time of packet delay is:

$$T_{delay} = 2000 / 125,000,000 = 16us$$

The effective network bandwidth is:

$$BandW_{avial} = (8156 \times 8 \times (1 - 0.2)) / (66us + 16us) = 637Mbps$$

#### 8.5.4. Bandwidth Reserve

The Bandwidth Reserve is used to reserve a part of bandwidth for packet retransmission and control data transfer between the camera and the host, and can be used for multiple cameras transmission, to limit the bandwidth allocation of each camera. For example, the network bandwidth is 1Gbps, setting the reserved bandwidth value to 20%, then the bandwidth will be reserved to 0.2Gbps. When the maximum bandwidth required for transmission is greater than the current bandwidth available, the camera reduces the frame rate to ensure the stability of the transmission

### 8.5.5. Frame Transfer Control

When multiple cameras are connected to the host by switches, if trigger these cameras to acquire images at the same time, when transmitting the images, because of the instantaneous bandwidth of the switch is too large, and the storage capacity is limited, data loss will occur. Therefore, the user needs to use frame transfer delay to avoid this problem.

In trigger mode, by setting the Transfer Control Mode as "User Controlled", when the camera receives software trigger command or external trigger signal and completes the image acquisition, the camera will save the images in the frame buffer which is internal the camera, waiting for the host to send the "Acquisition Start" command, the camera will transmit the images to the host. The transmission delay time is determined by the host. When multiple cameras are triggered simultaneously, different transmission delay can be set for each camera to avoid the instantaneous bandwidth of the switch is too large.



The Frame Transfer Control function is valid only in trigger mode.

## 8.6. Events

When event notification is set to "on", the camera can generate an "event" and transmit a related event message to the host whenever a specific situation has occurred. For MARS-G-P series camera, the camera can generate and transmit events for the following situations:

- The camera has ended exposure (ExposureEnd)
- An image block is discarded (BlockDiscard)
- The trigger signal overflow (FrameStartOvertrigger)
- The image frame block is not empty (BlockNotEmpty)
- The event queue is overflow (EventOverrun)
- The burst trigger signal overflow (FrameBurstStartOvertrigger), (only for MARS-3140-3GM/C-P)
- The trigger signal wait (FrameStartWait), (only for MARS-3140-3GM/C-P)
- The burst trigger signal wait (FrameBurstStartWait), (only for MARS-3140-3GM/C-P)

Every event has a corresponding enable status, and in default all the events' enable status are disable.

When using the event feature, you need to enable the corresponding event firstly and set the port of the event channel, the timeout of the event retransmission, and the number of times the event retransmission to the camera. When the retransmission timeout of the event is set to 0, the event sent by the camera will not require the host to return the reply packet. When the port value of the event channel is set to 0, the camera will not send the event to the host. In other cases, the camera needs to receive a host reply packet before sending the next event. When the event that the camera sends does not receive the reply packet, the camera will retransmit the event according to the retransmission timeout and retransmission times.

The effective information contained in each event is shown in Table 8-8:

| No. | Event Type                       | Information |
|-----|----------------------------------|-------------|
| 1   | ExposureEnd Event                | Event ID    |
|     |                                  | Frame ID    |
|     |                                  | Timestamp   |
| 2   | BlockDiscard Event               | Event ID    |
|     |                                  | Timestamp   |
| 3   | EventOverrun Event               | Event ID    |
|     |                                  | Timestamp   |
| 4   | FrameStartOvertrigger Event      | Event ID    |
|     |                                  | Frame ID    |
|     |                                  | Timestamp   |
| 5   | BlockNotEmpty Event              | Event ID    |
|     |                                  | Timestamp   |
| 6   | FrameBurstStartOvertrigger Event | Event ID    |
|     |                                  | Frame ID    |
|     |                                  | Timestamp   |
| 7   | FrameStartWait Event             | Event ID    |
|     |                                  | Timestamp   |
| 8   | FrameBurstStartWait Event        | Event ID    |
|     |                                  | Timestamp   |

Table 8-8 The effective information of each event

Among them: the timestamp is the time when the event occurs, and the timer starts when the camera is powered on or reset. The bit width of the timestamp is 64bits, and the unit is 20ns (MARS-3140-3GM/C-P is 8ns).

#### 8.6.1. ExposureEnd Event

If the ExposureEnd Event is enabled, when the camera's sensor has been exposed, the camera sends out an ExposureEnd Event to the host, indicating that the exposure has been completed.

#### 8.6.2. BlockDiscard Event

When the average bandwidth of the write-in data is greater than the average bandwidth of the read-out data, the frame buffer may overflow. If the frame buffer is full and the camera continue to write image data to it, then the new data will overwrite the previous image data which has been in the frame buffer. At this moment, the camera sends a BlockDiscard event to the host, indicating that once image discard event has occurred. So, when you read the next frame of image, the image is not continuous.

### 8.6.3. BlockNotEmpty Event

When the average bandwidth of the read-in data is greater than the average bandwidth of the readout data, if the frame buffer is not full, and there has image frame data in the frame buffer which has not been send out completely, then before the new image frame is written to the frame buffer, the camera will send a BlockNotEmpty event to the host, indicating that the previous image has not been send out completely when the new image is written in the frame buffer.

### 8.6.4. FrameStartOvertrigger Event

When the camera receives the FrameTrigger external trigger signal or software trigger signal, if the front-end sensor is exposing, it will not be able to respond to the new FrameTrigger signal, then the camera will send a FrameStartOvertrigger event to the host. Note that if multiple FrameTrigger signals are received within one frame acquisition period, the camera sends only one FrameStartOvertrigger event. (The MARS-3140-3GM/C-P camera will send the corresponding number of FrameStartOvertrigger events if it receives multiple trigger signals during the acquisition period of one frame of image).

### 8.6.5. EventOverrun Event

Inside the camera, there has an event queue which is used for caching events. Usually, the event data packet which is sent to the host only contains one event. When there are multiple events occur simultaneously, or when the event transmission is delay, the user can use event queue inside the camera to cache the events. When an event can be sent, the camera will send all the events cached in the queue, at this time the event data packet which is sent to the host contains multiple events. But if the camera is running in a high frame rate mode, and send several events that exceed the camera cache, at this time, if the EventOverrun event is enable, the camera will send an EventOverrun event to the host, and discard all the events in the current cache.

### 8.6.6. FrameBurstStartOvertrigger Event

When the camera is in FrameBurstStart trigger mode, when it receives an AcquisitionTrigger external trigger or software trigger signal, if the front-end sensor is exposing, it will not be able to respond to the new AcquisitionTrigger signal, and the camera will send a FrameBurstStartOvertrigger event to the host. Note that the camera will send the corresponding number of FrameBurstStartOvertrigger events if it receives multiple AcquisitionTrigger signals during the acquisition period of one frame of image.

### 8.6.7. FrameStartWait Event

When the camera is in FrameTrigger mode, the camera starts acquiring images, and if it does not receive the FrameTrigger signal, the camera will send a FrameStartWait event to the host.

### 8.6.8. FrameBurstStartWait Event

When the camera is in the AcquisitionTrigger mode, the camera starts acquiring images. If the camera does not receive the AcquisitionTrigger signal, the camera sends a FrameBurstStartWait event to the host. Note that if the FrameTrigger mode is set to on simultaneously with the AcquisitionTrigger mode, the FrameBurstStartWait event will be sent first. When the camera receives an AcquisitionTrigger signal, it will send a FrameBurstStartWait event.

## 9. Software Tools

### 9.1. GigE IP Configurator

GxGigEIPConfig.exe is a matching tool of DAHENG IMAGING's MARS-G-P digital camera series software. Users can use this tool to implement the following functions.

- 1) This tool can enumerate all GigE Vision cameras attached to your network.
- 2) This tool can be used to change the IP address and the IP configuration.
- 3) This tool can be used to change the User ID of device.
- 4) This tool can reset device and reconnect device.
  - a) Reset device: The effect is the same as powering Off-On. The program inside the device is reloaded.
  - b) Reconnect device: The effect is the same as closing device using SDK. After this operation, the user can reconnect the device.

#### 9.1.1. GUI

When you start up the GigE IP Configurator, you will see a GUI like the following figure.

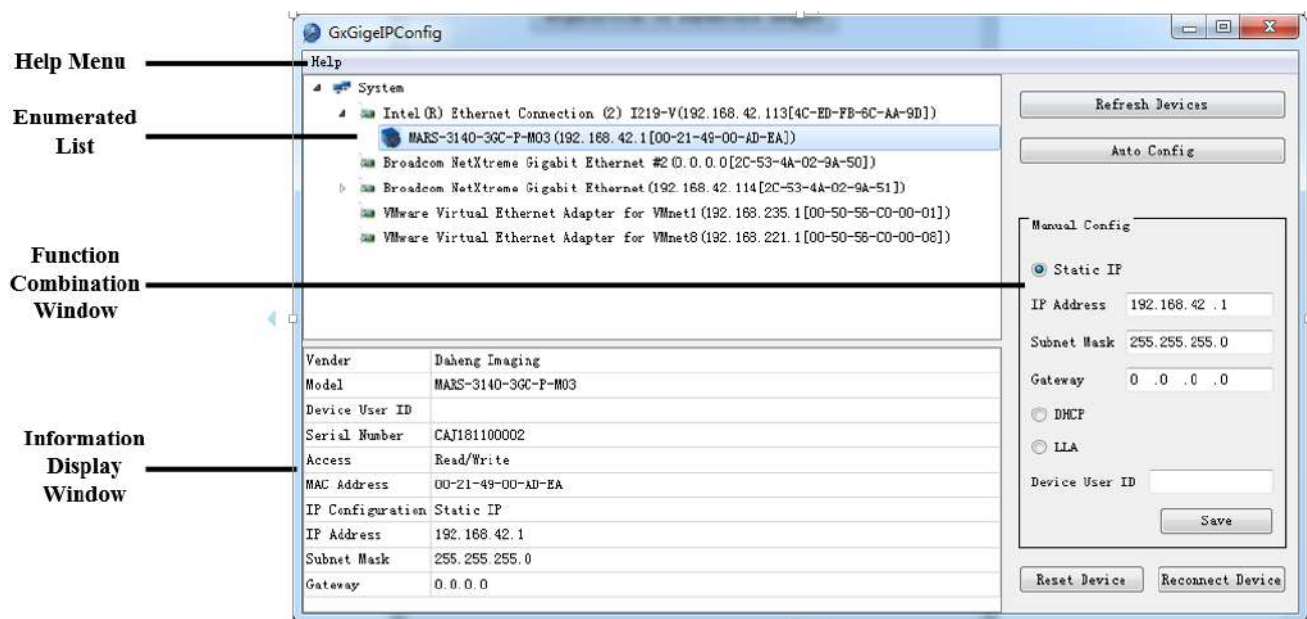


Figure 9-1 GUI

**[Help menu]** Display the version and copyright of the GigE IP Configurator.

**[Cameras list]** List all GigE Vision enumerated cameras.

**[Information display]** It will display the information of selected feature which can be a camera or a network card. When the tree list root feature is selected, the information display window is empty.

**[Refresh Devices]** Update the network adapters list and the cameras list.

**[Auto Config]** Configure the IP address of the current network card and all the devices under it. When no network card is selected, all device IPs under the network card are configured.

**[Static IP]** If this item is selected, it will use this static IP address.

**[DHCP]** If this item is selected, the camera is configured to use a Dynamic Host Configuration Protocol (DHCP) server to obtain an IP address.

**[LLA]** If this item is selected, the camera will assign itself an Auto IP address (LLA, Link-Local Address), and the Auto IP address ranges from 169.254.0.1 to 169.254.255.254.

**[Device User ID]** The user-defined identity for camera settings and the content is a character string.

**[Save]** Select the **Save** button, the tool will save the current configuration to the selected camera which takes a few seconds.

**[Reset Device]** The effect is the same as powering Off-On. The program inside the device is reloaded.

**[Reconnect Device]** The effect is the same as closing device using SDK. After this operation, the user can reconnect the device.

## 9.1.2. User Guide

### 9.1.2.1. Refresh Devices

If you select the **Refresh Devices** button, the tool will update the displayed network adapter and camera information. This way you can make sure that all displayed information is up to date. It will take one second to refresh devices, and during this period, all the buttons are disabled as the following figure shows.

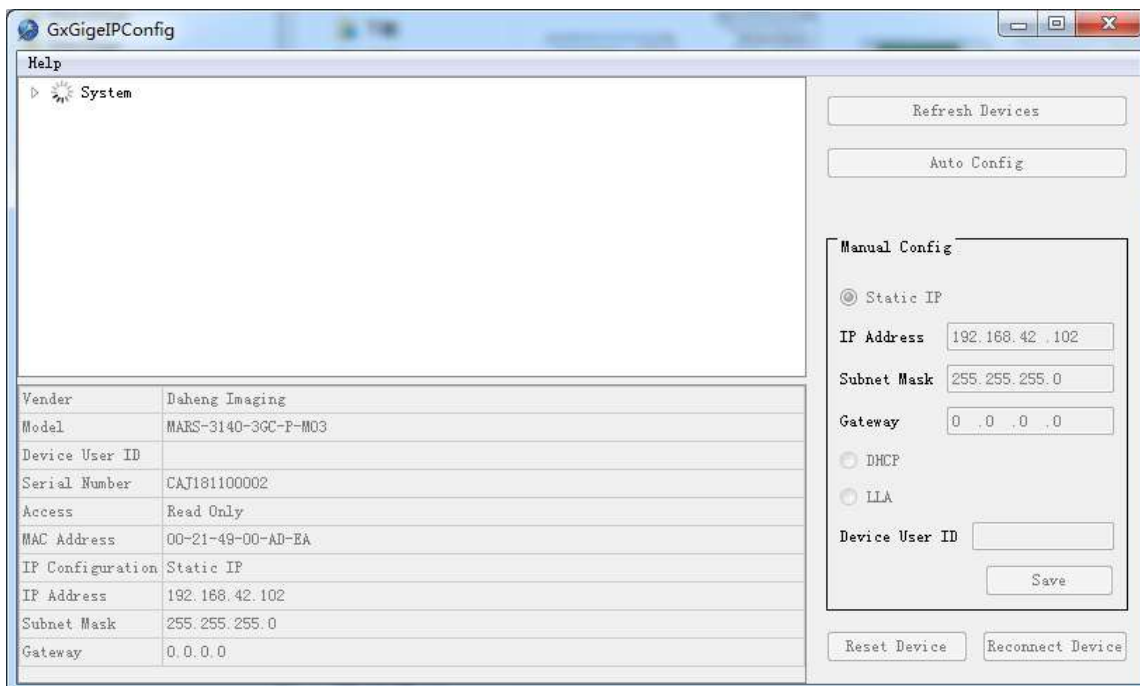


Figure 9-2 Refresh devices



### 9.1.2.2. Auto Config

You can configure the device's IP address manually or automatically. In manual mode, the user is required to understand the basic network knowledge and to set the device one by one manually. In auto mode, the program will be executed automatically without the operator intervening.

If a user needs a batch of GigE cameras with no IP conflict between them, the user needs to connect all the cameras to the network and to make sure that all the cameras can be enumerated by IP configurator, then performs the IP config function automatically. If the user sets these cameras in two times, the IP conflict between them will be possibly caused. Please refer to precautions 3.

The auto config function can configure the IP address of the network card and devices which enumerated by the network card in bulk, with one push and no input needed. According to the network card's IP and device's IP, the program can configure IP automatically, under the premise of avoiding IP conflicts to the greatest extent and making minimum changes. After this function is executed, the starting mode of the GigE device is changed to static IP start mode, and the IP address is changed to permanent IP.

The auto config function has three modes:

1) According to the network card's IP address

If the current network card's IP is valid (Valid IP: non LLA type IP and 0.0.0.0, the same below), but the IP of devices enumerated by this network card is in the following cases: IP not in the same subnet, IP is invalid and IP conflicts with other devices, the program will modify the device's IP to the same subnet. After selecting the **[Auto Config]**.

2) According to device's IP address

If the current network card's IP is invalid, but at least one of the IP address of the devices that enumerated by the current network card is valid (Let's say the device is A), please select **[Auto Config]**. According to the device's IP, the program will modify the current network card's IP to the same subnet with A, and also will modify all the devices with invalid IP under the current network card to the same subnet as device A.

3) According to the configuration file

If the current network card's IP and all the GigE devices' IP under the current network are invalid, the program will modify all the devices' IP under the network card and the network card's IP according to the configuration file (The configuration file is in the same directory as the tool). In the configuration file, the user only needs to specify the IP address segment and subnet mask that the network card is expected to be in. The user must input the private network address of A, B, and C. Otherwise, the program will set the network card's IP address and SubNetMask as 192.168.1/24 (IP:192.168.1.0, SubNetMask: 255.255.255.0).

- This function will modify the network card's IP when the IP of the host network card is invalid. The network card's IP which is modified may be different from the IP of user work network



- The program will avoid IP conflict when modifying the IP of the device and the network card. But under the Windows system, the program is difficult to discover the IP conflict between GigE devices and other non-GigE devices on the network. In this case, the **[Auto Config]** operation may fail



- When the user configures the GigE cameras' IP in batches using the **[Auto Config]** function under the same environment (First, connect a batch of cameras to perform this function, then replace another batch after completion), in the two sets of cameras, the IP address may conflict

#### 9.1.2.3. Display Information

When you select a network adapter in the tree list, the following adapter information is displayed in the information display window below the left side of the main window.

**[Display Name]** The description of the network adapter.

**[IP Address]** The IP address of the network adapter.

**[Subnet Mask]** The subnet mask of the network adapter.

**[Gateway]** The gateway of the network adapter.

When you select a camera feature in the tree list, the following camera information is displayed in the information display window below the left side of the main window.

**[Vendor]** The name of the camera vendor.

**[Model]** The name of the camera model.

**[Device User ID]** A user-defined identifier for the camera (if a camera has been assigned).

**[Serial Number]** The serial number of the camera.

**[Status]** The connection status of the camera.

**[MAC Address]** The MAC address of the camera.

**[IP Configuration]** The method used for assigning the current IP address to the camera.

**[IP Address]** The current IP address of the camera.

**[Subnet Mask]** The subnet mask of the camera.

**[Gateway]** The gateway used by the camera.

#### 9.1.2.4. Configure IP Address

You should select the camera feature which is to be modified in the camera list, select **Static IP**, and input the **IP Address**, **Subnet Mask**, and default **Gateway**, then select **Save** to complete the IP address setting, at the same time, setting the IP configuration mode as **Static IP**, see Figure 9-3:

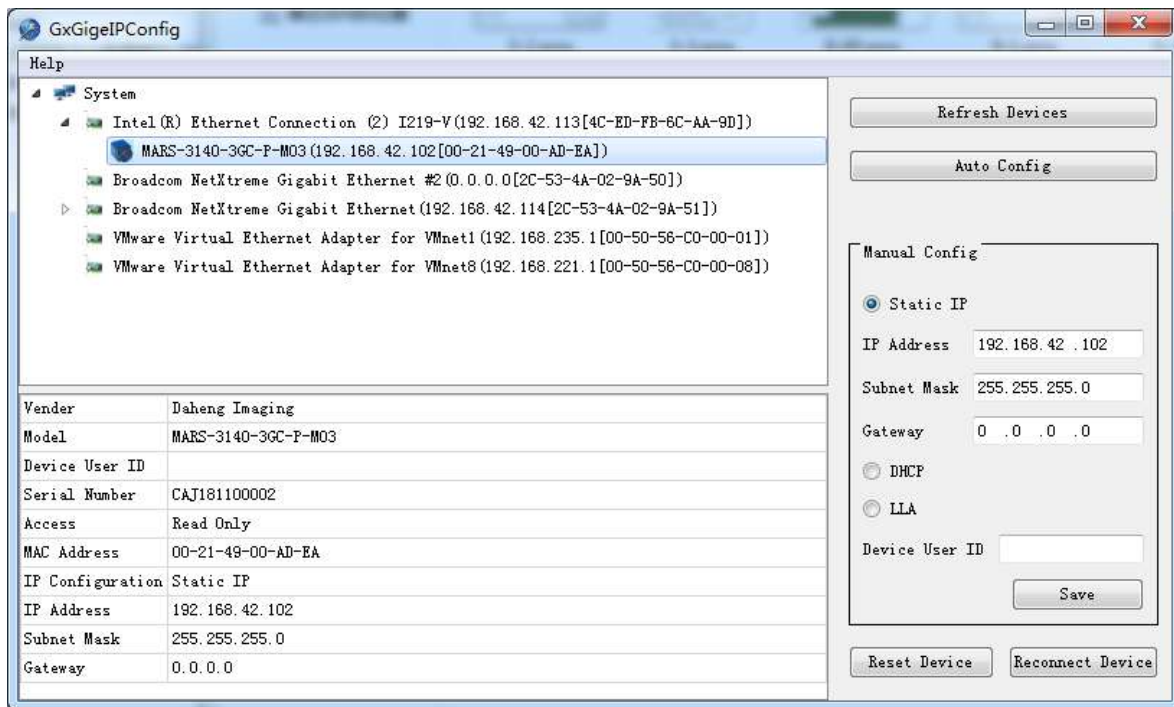


Figure 9-3 Configure IP address

#### 9.1.2.5. IP Configuration Mode

You should select the camera feature which is to be modified in the camera list, select the **Static IP**, **DHCP**, or **LLA**, then select **Save**, the details are as follows:

- 1) To set a camera to a static IP address

See [section 9.1.2.4](#) for details.

- 2) To set a camera to DHCP

Operation steps:

- a) In the top pane of the tool, select the camera whose IP configuration you want to change.
- b) In the right pane of the tool, select DHCP.
- c) Select the **Save** button. When the tool has finished saving, the information in the top pane and the lower left area will be updated automatically.

Operation results:

- a) Change the camera IP configuration mode as "DHCP".
- b) If operating successfully, the current IP address is the one which is allocated by the DHCP servers, if the DHCP servers is not exist, the camera's IP will be configured with LLA.

- 3) To set a camera to AUTO IP (LLA)

Operation steps:

- a) In the top pane of the tool, select the camera whose IP configuration you want to change.
- b) In the right pane of the tool, select **Auto IP (LLA)**.
- c) Select **Save**. When the tool has finished saving, the information in the top pane and the lower left area will have been updated automatically.

Operation results:

- a) Change the camera IP configuration mode as "LLA".
- b) If operating successfully, the current IP address is allocated with the LLA mode.

#### 9.1.2.6. Change the Device User ID

- 1) In the top pane of the tool, select the camera whose device user ID you want to change.
- 2) Enter a new device user ID for the camera in the **Device User ID** field. You can only enter **ASCII** characters. The maximum length allowable is 16 bytes.
- 3) Select **Save**. When the tool has finished saving, the information in the top pane and the lower left area will have been updated automatically.

#### 9.1.2.7. Reset Device and Reconnect Device

The button is not available if the device does not support this feature.

**Reset Device:** When the device is not convenient to power down, but also need to reload the program, this feature can be used at this time.

**Reconnect Device:** This function is generally used debugging device using Visual Studio. In debug mode, the heartbeat timeout is 5 minutes. If the user exits the process without closing device, the device cannot be reset immediately and device cannot be reopened immediately. In this case, you can use this feature to release the device control, you can immediately open the device.



Carefully use these two features. The use of those two features during acquisition can cause acquisition stop immediately.

### 9.1.3. Precautions

#### 9.1.3.1. Check IP Address Format

It's not allowed to enter the following IP address in the IP Address field.

- 1) The IP of Class D: 224.0.0.0 to 239.255.255.254.
- 2) The IP of Class E: 240.0.0.0~255.255.255.254.
- 3) The first paragraph of the IP address is 127 and 255.

If you enter one of these IP addresses, a red exclamation mark will be displayed in the right of the IP Address field and the Save button will be disabled as shown in the Figure 9-4.

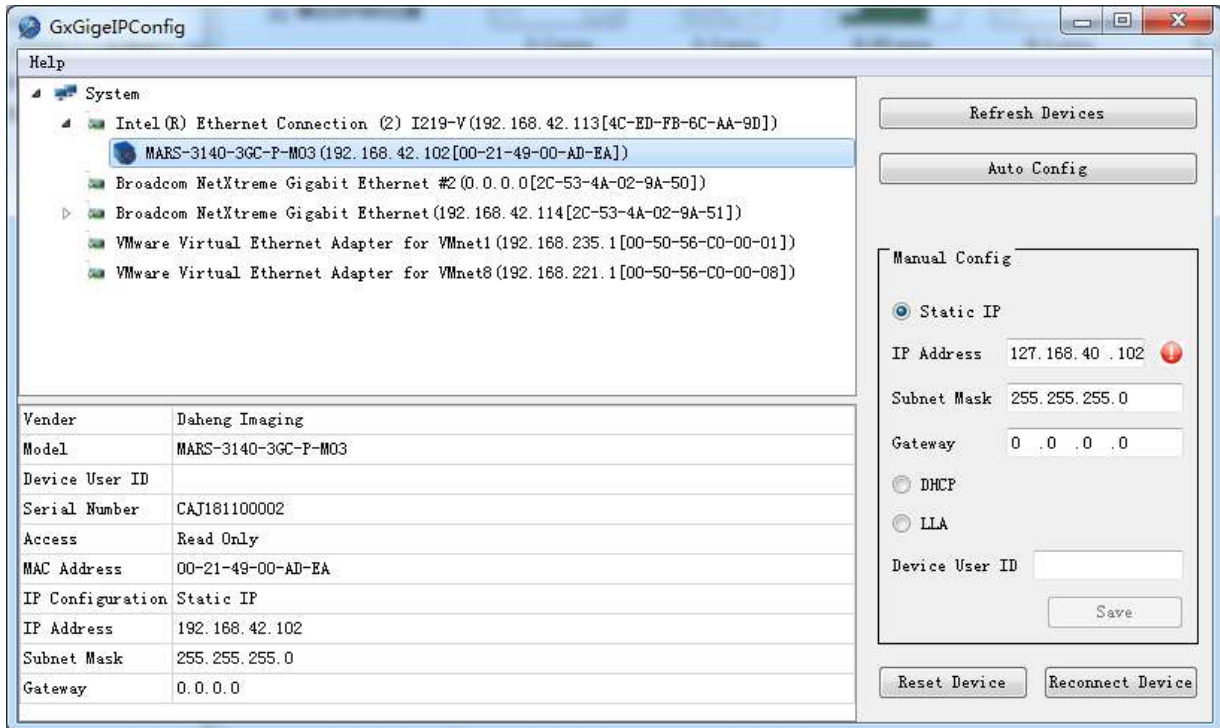


Figure 9-4 Check IP address format

#### 9.1.3.2. Length Limitation of User-defined Name

The maximum allowable length of the user-defined name is 16 bytes.

#### 9.1.3.3. Tips

- 1) The cameras' IP address are the same

If the cameras' IP address are the same, a red exclamation mark will be displayed in the right of the camera list, as shown in the Figure 9-5.

- 2) The camera's IP address and the network card are not in the same subnet

When the camera's IP address and the network card are not in the same subnet, the camera information in the enumeration list is marked in red, as shown in the Figure 9-5.

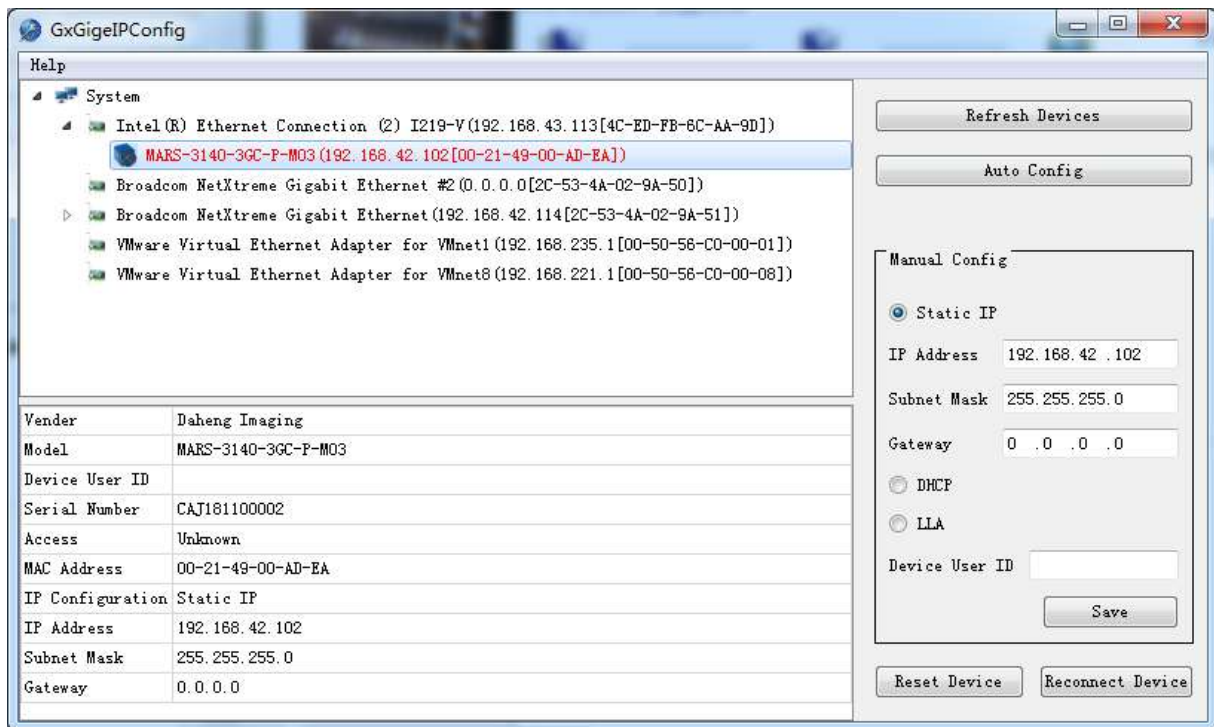


Figure 9-5 The tips of the IP configurator

## 9.2. LUT Create Tool

### 9.2.1. GUI

LUT Create Tool, which supports all series of DAHENG IMAGING cameras. This plugin is integrated into GalaxyView.exe. After opening the device that you want to operate through this software, you can open LUT Create Tool from the menu bar plugin list. With the plugin you can achieve the following functions:

- 1) Adjust the image Gamma, brightness, and contrast.
- 2) Read the saved Lut from device.
- 3) Write the adjusted Lut to device.
- 4) Read the saved Lut from Lut/CSV file.
- 5) Save the adjusted Lut to file.

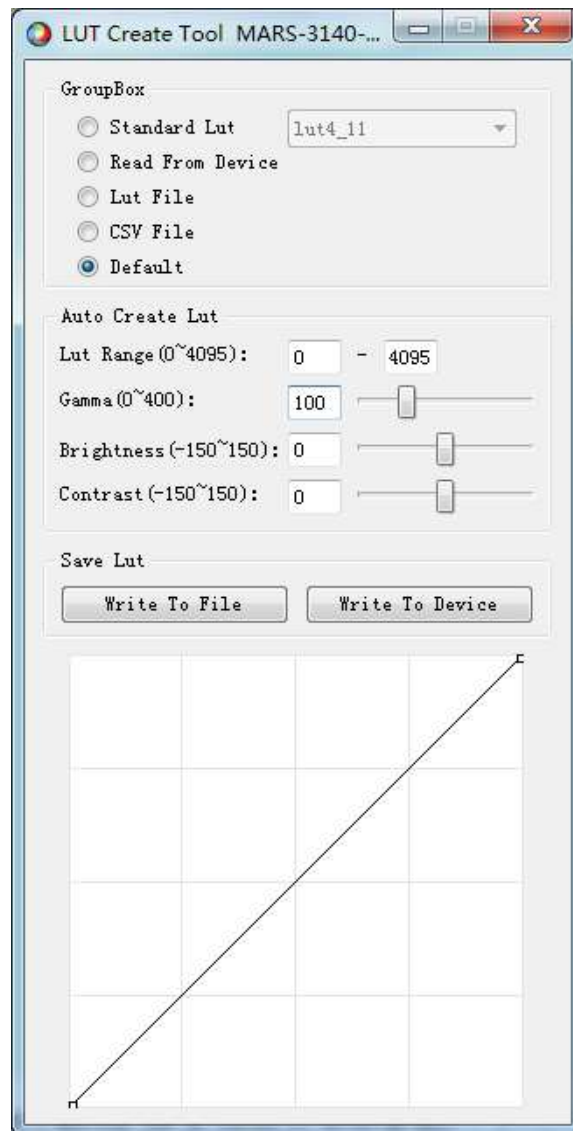


Figure 9-6 The GUI of LUT Create Tool

After opening the device and LUT Create Tool through GalaxyView.exe, the initial GUI is shown in Figure 9-6. The layout and function description of widgets are as follows:

[GroupBox] Select Lut from standard Lut, read from device, Lut file, CSV file and default. Among them, standard Lut is eight groups of factory standard Luts. Read from file is the Lut that can be read from device. Lut/CSV file can read the saved values. The default mode is the camera default value.

[Auto Create Lut] Adjust the Lut range, Gamma, brightness, and contrast to add effects on base Lut.

[Save Lut] Write the currently generated Lut to device or save to Lut/CSV file.

[Polyline Drawing Area] Represent the currently generated Lut in a curve form.

## 9.2.2. User Guide

### 9.2.2.1. User Case

After you select GroupBox and adjust the Lut parameter to a satisfactory effect, if you want to save the currently set parameters and you want to restore the parameters after the camera is powered on again, you need to select "Write to Device". The Lut parameter will be written to the UserSet0. After the device is powered on again, select the "Read From Device" in the GroupBox to load the UserSet0 and restore the parameter value. This usage case only supports MERCURY2 GigE cameras and MARS cameras.

If the device does not support reading/writing Lut, or does not support Lut to be used on other terminal devices after adjusting Lut effect through this terminal, then you can use the "Save to File" function. After adjusting Lut, select "Write To File" and choose the save format as lut. Then select the "Lut File" in GroupBox again and select the saved Lut file to restore the parameters. If you copy the file to another terminal and read it, you can still restore the parameters.

#### 9.2.2.2. GroupBox

##### 1. Standard Lut

When selecting standard Lut in GroupBox, the drop-down list box is enabled, which contains eight sets of optional standard Lut, as shown in Figure 9-7. These eight sets of values are factory set, which can achieve the optimal image effect. When you choose different standard Lut, the polyline and image effects change. You can modify the Lut range, Gamma, brightness, contrast values to add image effects until you are most satisfied.

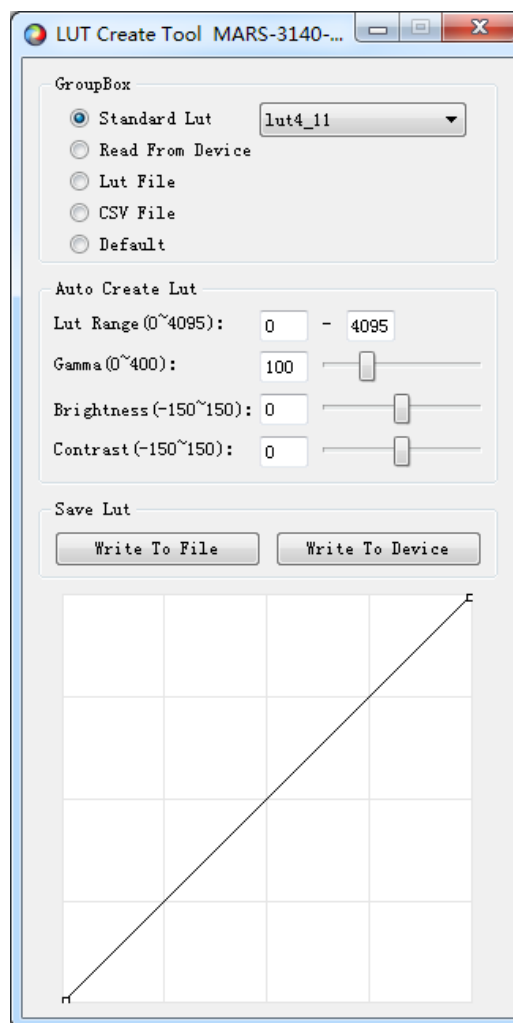


Figure 9-7 Standard Lut

## 2. Read From Device

When you select read from device, the tool will automatically load UserSet0, and then load the Lut saved by the device. If the device supports LUTenable, it will automatically set LUTenable to true to display the image effect in real time. (The MERCURY USB3.0 and USB2.0 cameras do not support reading from device. When the widget is enabled, the GUI is as shown in Figure 9-8).

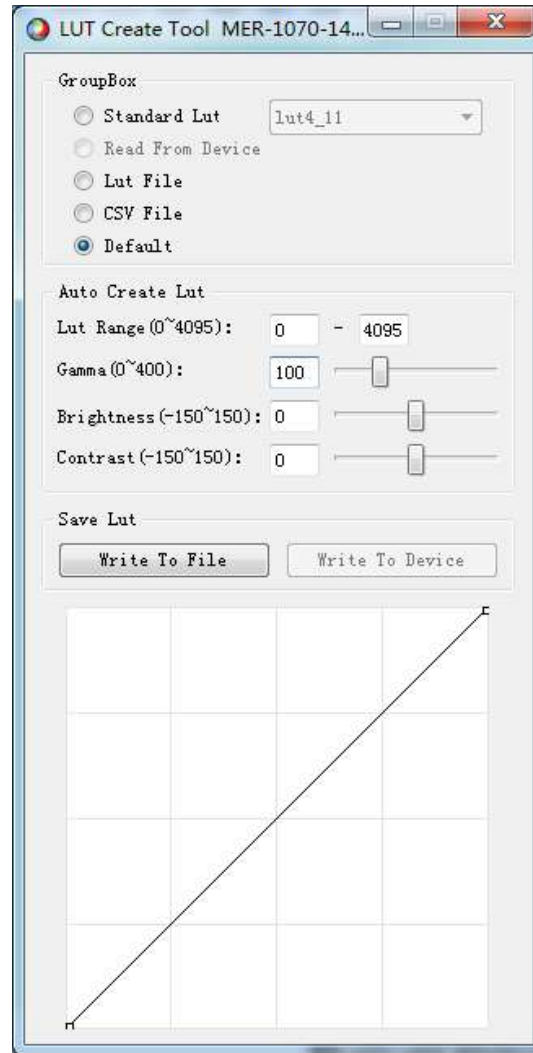


Figure 9-8 Do not support "Read From Device"

After reading, the GUI parameters are updated according to different series of cameras.

- 1) MERCURY USB3.0, USB2.0 devices cannot be read from the device, because the device does not support it.
- 2) When the MERCURY GigE, MARS-1230-9GM/C-P, and MARS-880-13GM/C-P cameras select "Read from Device", the polyline graph and image effects are updated to the lookup table in the device.
- 3) When the MERCURY2 cameras and the MARS-3140-3GM/C-P camera select "Read From Device", the polyline graph and image effects are updated to the Lut in the device. And if the device selects the standard Lut or default Lut and select "write to device", then when reading, the written parameters will be updated to the GUI. For example, standard Lut selects knee2, Lut range input



0-1023, Gamma input 110, brightness input 100, contrast input 100, and the GUI after selecting "Write To Device" is shown in Figure 9-9.

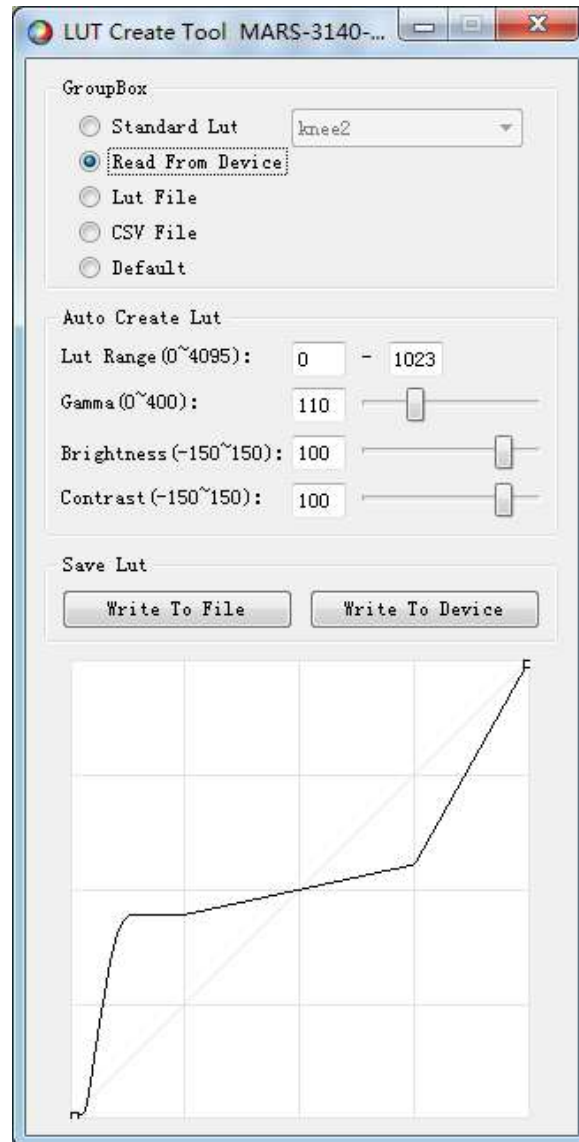


Figure 9-9 Select "Read from Device "

### 3. Lut file

After selecting the Lut file, a dialog box for selecting the file will pop up. You can select the file in the format of .lut, and update the polyline diagram and image acquisition effect of the device. If you select standard Lut or default Lut, and auto create Lut, the widget interface will update the parameters stored when saving Lut (the updated parameter values include Lut range, Gamma, brightness, contrast, and the values selected by the standard Lut drop-down box).

### 4. CSV file

After selecting CSV file, a dialog box for selecting the file will pop up. You can select the file in the format of .csv, and update the polyline diagram and image acquisition effect of the device. After selecting CSV file, all widgets of Auto Create Lut are disabled and unadjustable, as shown in Figure 9-10.

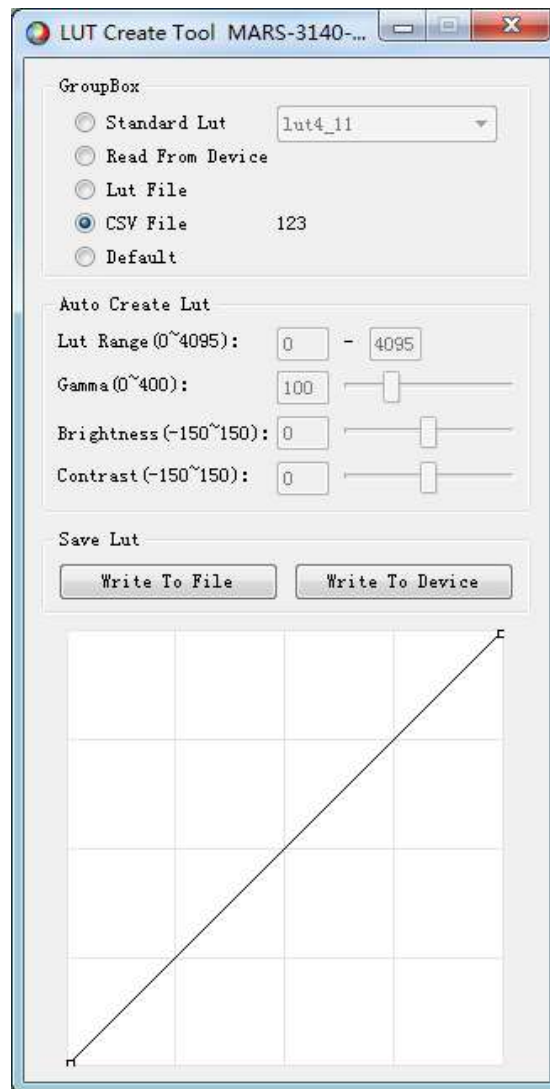


Figure 9-10 Select CSV file

CSV file can be manually modified by users. Currently, csv storage format saves decimal number of every four bytes to the first cell of each line in the file, and the maximum value of the number in each cell is 4095, a total of 4096 lines. The polyline graph of the GUI updates the curve according to the number of the first line of every 16 lines. Failure to follow the format when manually modifying will result in failure to read the file.

## 5. Default

The default option is the Lut data when the device is shipped from the factory, and is the initial value in each situation. If there is an error in other situation, it will automatically switch to the default. The default polyline graph is diagonal.

### 9.2.2.3. Auto Create Lut

There are five sets of parameters in Auto Create Lut, the maximum Lut range (default value 4095, range 0~4095), minimum value (default value 0, range 0~4032), Gamma (default value 100, range 0~400), brightness (default value 0, range -150~150), contrast (default value 0, range -150~150), where the difference between the maximum and minimum values of the Lut range needs to be greater than or equal to 63.

After selecting the GroupBox, when the above parameters are modified, the generated Lut will be written to the device Flash in real time. At this time, the "Write To Device" is not selected. After the device is powered off and restarted, the modified parameters will be lost. The generated Lut cannot be restored by "Read From Device".

If the GroupBox is selected as default or standard Lut, then adjusting the parameter values in the Lut group to generate Lut and saving the lut file will save the parameter values together in the file. Reading the file again will restore the saved case. If written to the device, the MERCURY GigE, MARS-1230-9GM/C-P, MARS-880-13GM/C-P cameras will not save and restore the parameter, but the MERCURY2 GigE cameras, MARS-3140-3GM/C-P camera will save and restore the parameter.

#### 9.2.2.4. Save Lut

The group contains two widgets: Save to File and Write to Device.

1. When selecting "Save to File", the current Lut data can be saved to the file. The saved file contains two formats: Lut and csv, as shown in Figure 9-11:

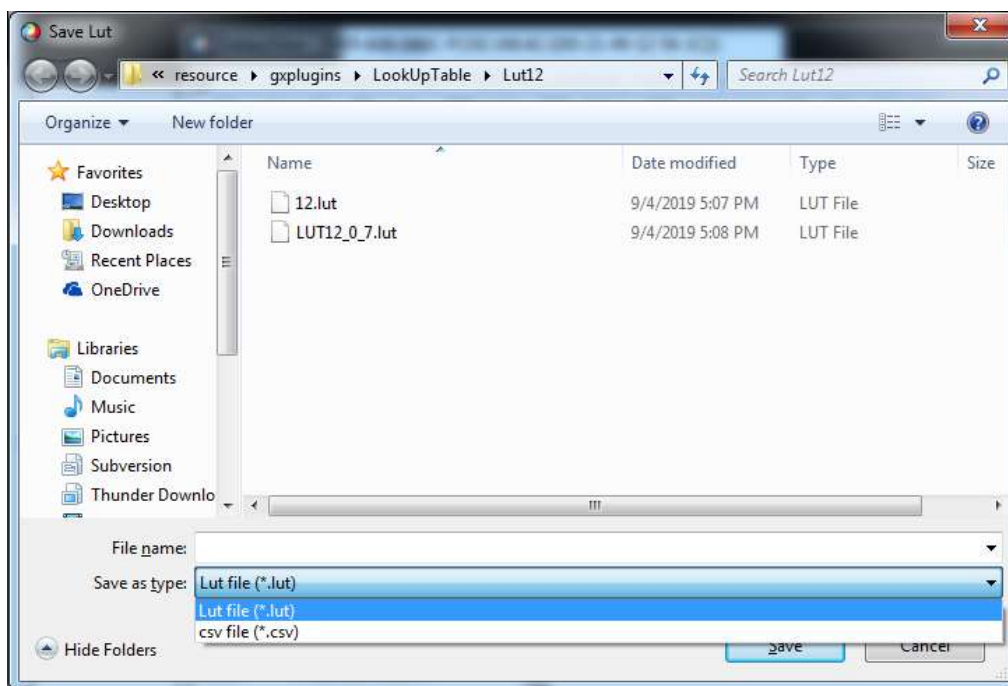


Figure 9-11 Save to file

The save type can be changed when saving the file. The default save path is ".\resource\gxplugins\LookUpTable\Lut12", which is the directory where the GalaxyView.exe is installed.

2. When "Write To Device" is selected, the current Lut data is written to UserSet0, and UserSetDefault is modified to UserSet0. UserSet0 will be loaded when reading from the device again. MERCURY USB3.0, USB2.0 camera does not support "Write To Device".

### 9.2.3. Precautions

#### 9.2.3.1. Read from Device

When reading from device, UserSet0 will be loaded, which will cause the previously modified device attribute information to be lost. Therefore, the information should be saved in time before reading from device.

#### 9.2.3.2. Write to Device

In order to ensure that the device will restore the effect before power off after the device is power-on again. When writing to device, it will set the parameter set to UserSet0 and set the UserSetDefault to UserSet0. If you do not want to restore the case and the Lut in the flash after powering off and restarting the device, please use the "Write to Device" function with caution.

#### 9.2.3.3. Directory Structure

When reading/writing Lut and Auto Creat Lut, you need to rely on some files in the installation package directory, so do not arbitrarily change the installation package directory structure to avoid read/write failure.

### 9.3. Flat Field Correction Plugin

ShadingCorrectionTool.plx is the companion software for DAHENG IMAGING digital camera. The plugin is integrated into GalaxyView.exe. After opening the device that you want to operate, open the flat field correction plugin from the menu bar plugin list. Using the plugin, you can achieve the following functions:

- 1) Execute flat field correction on the current device.
- 2) Obtain the flat field correction coefficient that has been validated from the device.
- 3) Write the prepared flat field correction coefficient to the device to prevent the coefficient from being lost after the device is powered off.
- 4) Load the saved flat field correction coefficient from the file.
- 5) Save the prepared flat field correction coefficient to the file.

## 9.3.1. GUI

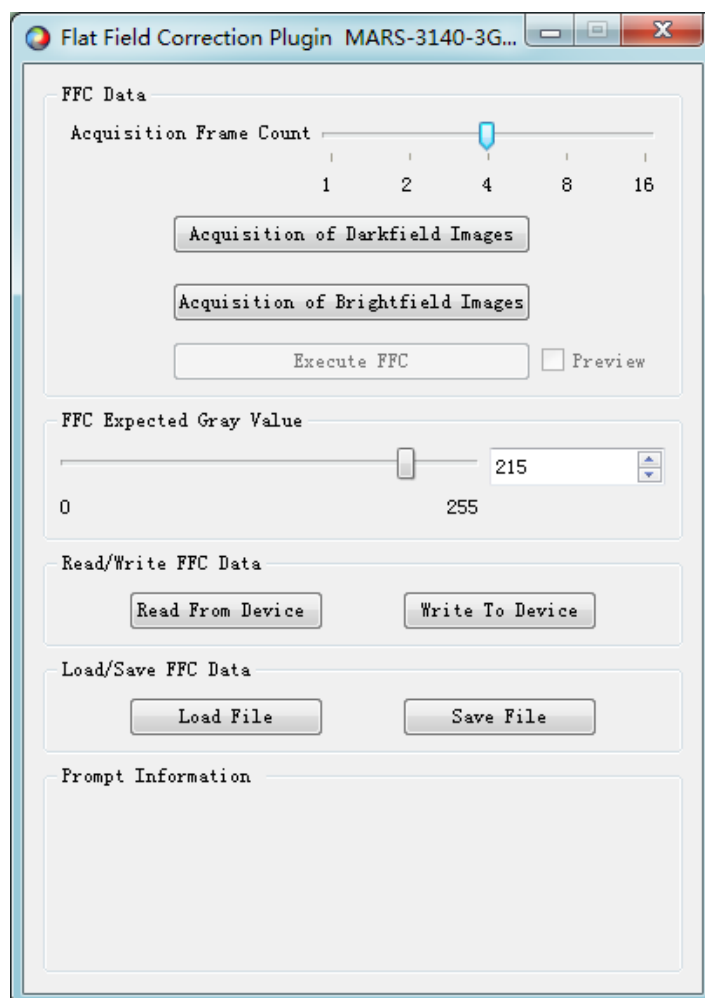


Figure 9-12 Flat field plugin GUI

After the device is opened by GalaxyView.exe and the flat field correction plugin is opened, the initial state of the GUI is shown in Figure 9-12. The layout and function description of the widgets are as follows:

| No. | Widget                            | Function   |
|-----|-----------------------------------|--|
| 1   | Acquisition Frame Count           | The number of images acquired for the acquisition of brightfield images  |
| 2   | Acquisition of Darkfield Images   | Acquire a darkfield image. Not necessary operation   |
| 3   | Acquisition of Brightfield Images | Acquire a certain number of brightfield images. Necessary operation  |
| 4   | Execute FFC                       | Calculate the flat field correction coefficient and Immediate effect   |
| 5   | Preview                           | Check the effects before and after the flat field correction   |
|     |                                   | Enable or disable flat field correction  |
| 6   | FFC Expected Gray Value           | Set the expected gray value after flat field correction, and the value can be adjusted before and after executing flat field |

|    |                    |  |
|----|--------------------|--|
|    |                    | correction   |
| 7  | Read from Device   | If the device has executed flat field correction and the correction coefficient have been written to the device, the next time the camera is powered on, the flat field correction coefficient can be read directly from the device and take effect in real time |
| 8  | Write to Device    | Write the calculated flat field correction factor to the device to prevent loss of factors when the Device is powered off  |
| 9  | Load File          | Load the flat field correction coefficient from the file and Immediate   |
| 10 | Save File          | Save the calculated flat field correction coefficient to a file. When the coefficient is used later, it can be loaded directly from the file   |
| 11 | Prompt Information | Prompt the execution status and error message when the user is executing flat field correction   |

Table 9-1 Function description of the FFC widgets



If the camera does not support flat field correction, all widgets in the GUI will be grayed out.

### 9.3.2. User Guide

#### 9.3.2.1. FFC Execution Steps

Step 1: Set the acquisition frame count. This step is not necessary. You can skip to step 2 directly. For details, please see [section 8.4.5.1](#).

Step 2: Acquisition of darkfield images. This step is not necessary. You can skip to step 3 directly. For details on acquiring darkfield images, please see [section 8.4.5.1](#).

Step 3: Before acquiring the brightfield image, you need to aim the lens at white paper or flat fluorescent lamp.

Step 4: Start acquiring brightfield images. For details on acquiring brightfield images, please see [section 8.4.5.1](#).

Step 5: Select "Execute FFC" to complete the correction.

Step 6: You can check the effects before and after the flat field correction through the preview function.

Step 7: Adjust the image brightness by correcting the expected gray value.

Step 8: You can choose to write the correction factor (including Acquisition Frame Count and FFC Expected Gray Value) to the device or save to a file for subsequent use.

#### 9.3.2.2. Acquisition of Darkfield Images

- 1) When the device is in the stop acquisition mode, when clicking the "Acquisition of Darkfield Images" button, an image will be displayed in the GalaxyView acquisition interface.

- 2) When the device is in the acquisition mode, select "Acquisition of Darkfield Images", the GalaxyView acquisition interface will flash, indicating that the device is acquiring the darkfield image, and after the acquisition of darkfield images is completed, the device Recovery the acquisition state.
- 3) If the brightness of the currently acquired darkfield image is greater than 20, the prompt information given in the prompt box is as shown in Figure 9-13. That is, when the flat field correction is executed, the darkfield image is not used, and the effect of flat field correction is not affected.

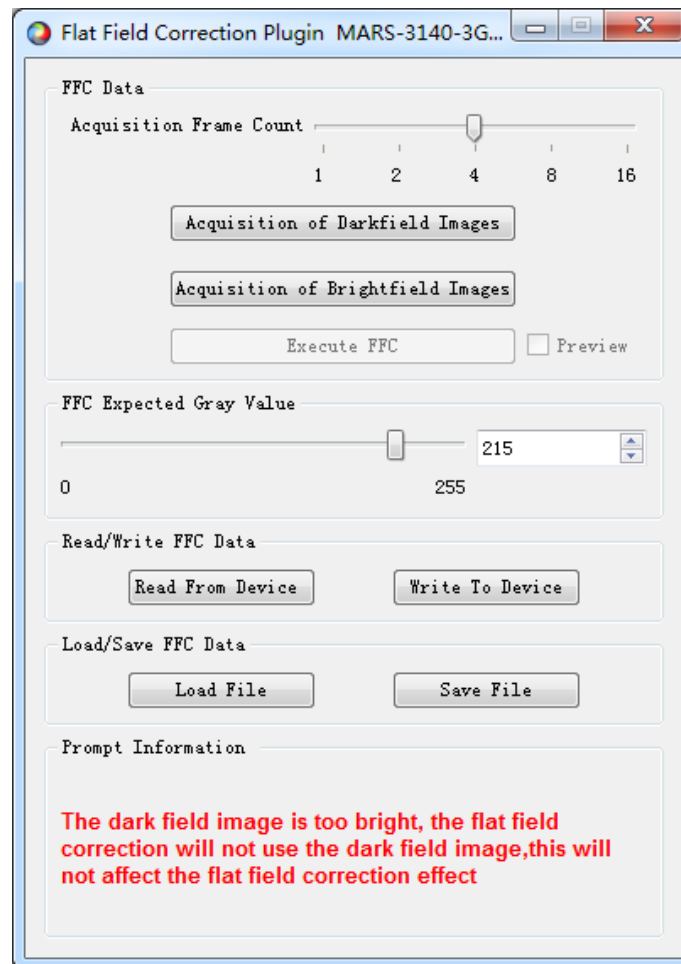


Figure 9-13 The darkfield image is too bright

- 4) When acquiring the darkfield image, if the black level is not the default value, the prompt information given in the prompt box is as shown in Figure 9-14. That is, when the flat field correction is executed, the darkfield image is not used, and the effect of flat field correction is not affected.

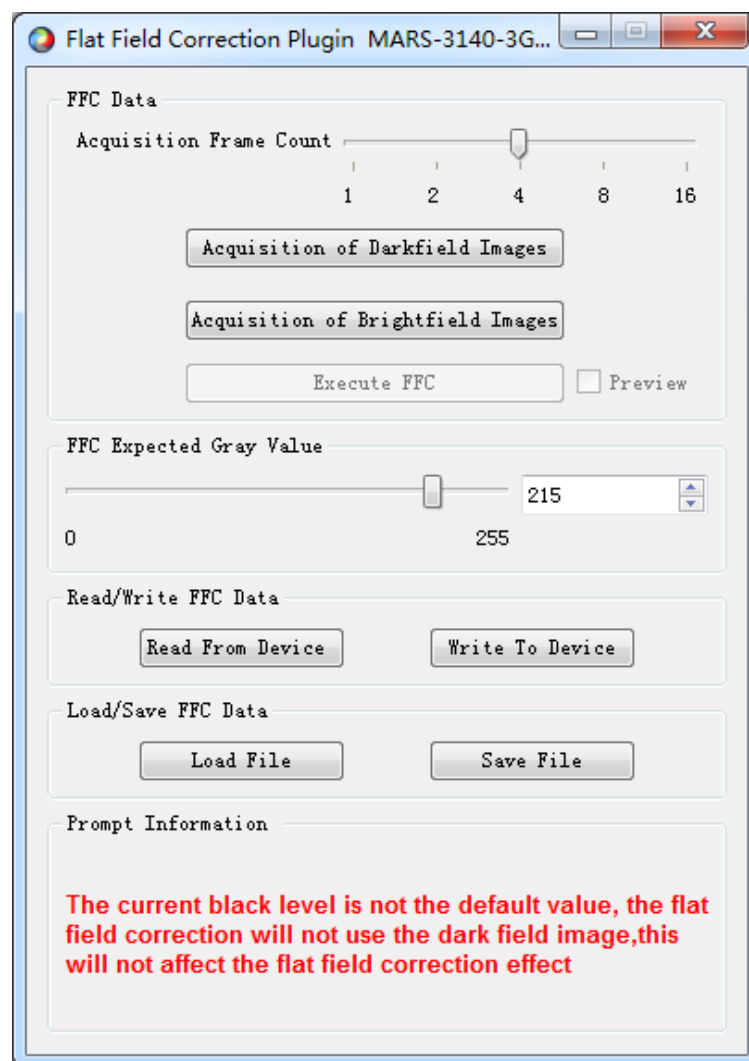


Figure 9-14 The black level is not the default value

- 5) If the acquired darkfield image meets the expectations, when the flat field correction is executed, the darkfield image is used and a prompt information is given in the prompt box, as shown in Figure 9-15.



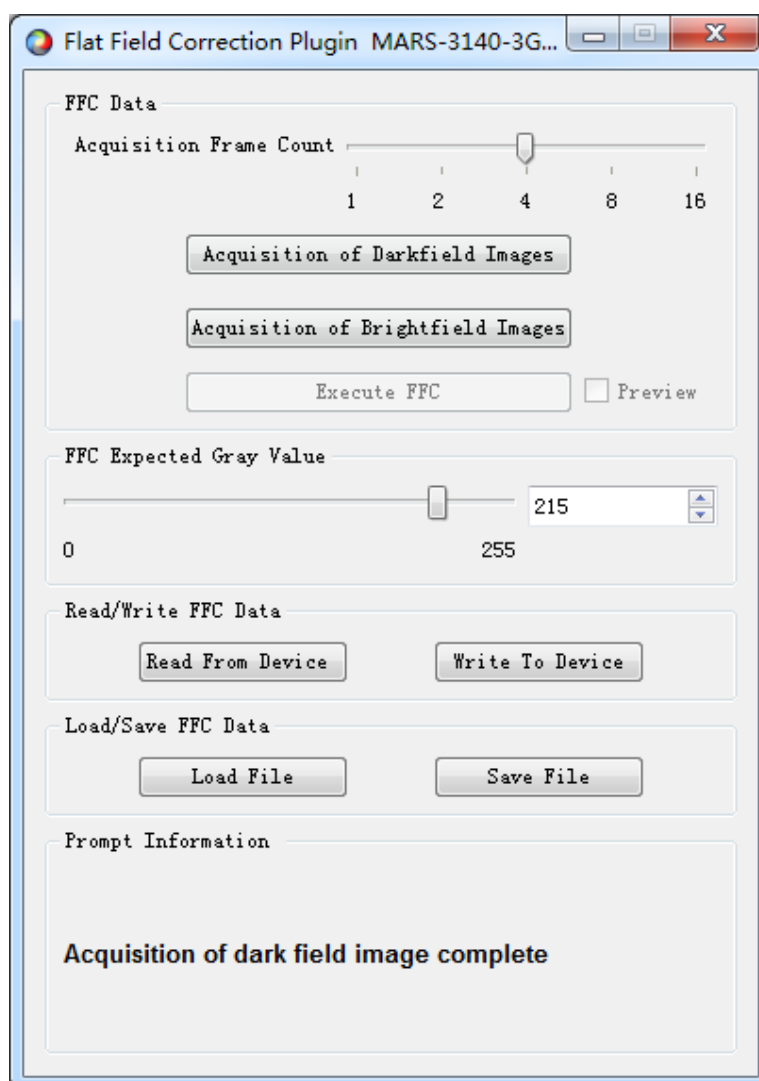


Figure 9-15 The darkfield image meets the expectations



The number of darkfield images acquired is independent of the Acquisition Frame Count, and only one darkfield image is acquired.

### 9.3.2.3. Acquisition of Brightfield Images

- 1) When the device is in the stop acquisition mode, when clicking the "Acquisition of Brightfield Images" button, the image will be displayed in the GalaxyView acquisition GUI.
- 2) When the device is in the acquisition mode, click "Acquisition of Brightfield Images", the GalaxyView acquisition GUI will flash, indicating that the device is acquiring the brightfield image, and after the acquisition of brightfield images is completed, the device Recovery the acquisition state.
- 3) The number of brightfield images acquired is related to the Acquisition Frame Count. For example, if the "Acquisition Frame Count" is set to 4, 4 images will be acquired for the flat field correction calculation. When clicking the "Acquisition of Brightfield Images" button.
- 4) If the brightness of the acquired brightfield image is less than 20, the prompt box will prompt that the acquired brightfield image will affect the effect of flat field correction, as shown in Figure 9-16. In this

case, it is recommended that you adjust the image brightness to 20~ 250, and then re-acquiring the brightfield image.

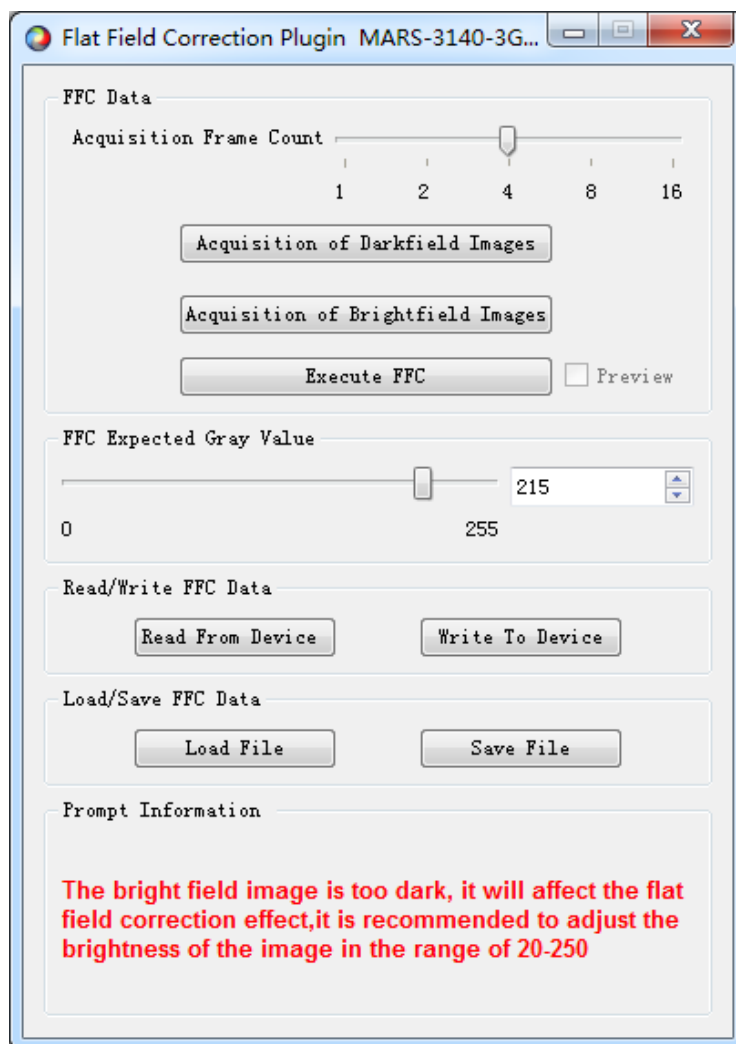


Figure 9-16 The brightfield image is too dark

- 5) If the brightness of the acquired brightfield image is greater than 250, the prompt box will prompt that the acquired brightfield image will affect the effect of flat field correction, as shown in Figure 9-17. In this case, it is recommended that you adjust the image brightness to 20 ~ 250, and then re-acquiring the brightfield image.

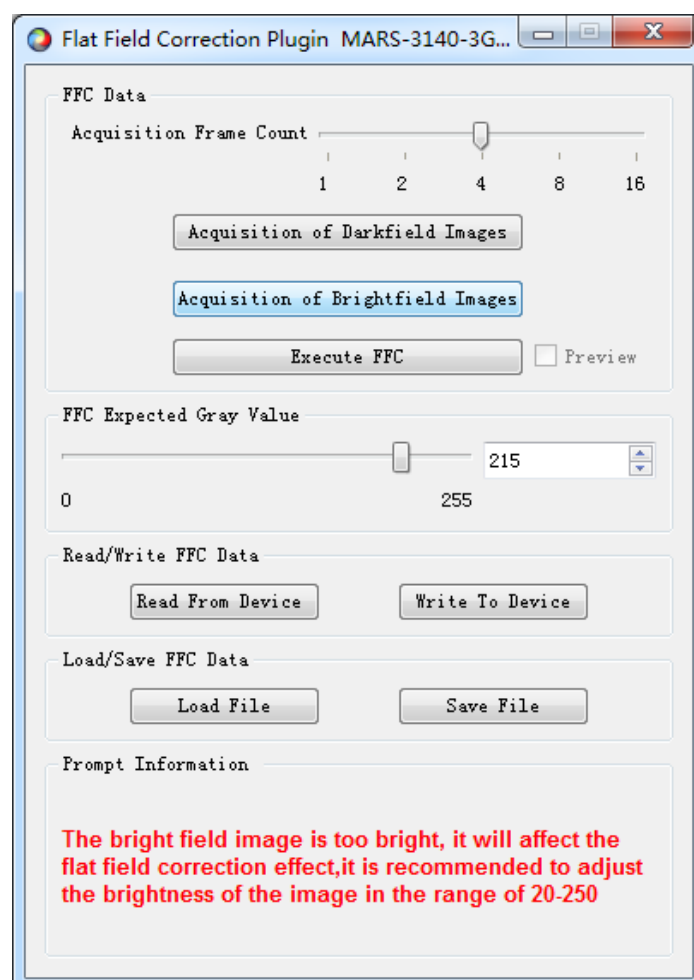


Figure 9-17 The brightfield image is too bright

- 1) The larger the "Acquisition Frame Count" is set, the longer it will take to acquire the brightfield image.



- 2) White balance is applied when acquiring brightfield images (only color camera), so during the acquisition of brightfield image, the image displayed in GalaxyView have executed white balance. After the brightfield image is acquired, the parameter configuration of the device will be restored.

#### 9.3.2.4. Execute FFC

- 1) "Execute FFC" is enabled after the brightfield image acquisition is completed.
- 2) Click "Execute FFC" to calculate the flat field correction coefficient and set it to the device to take effect in real time. If the factor is not written to the device, the factor will be lost when the device is powered down and the flat field correction needs to be done again.
- 3) When the flat field correction is completed, the preview widget takes effect, and the preview function can be used to check the effects before and after the flat field correction.

#### 9.3.2.5. Read FFC Data from Device / Write FFC Data to Device

- 1) When select read FFC data from device or write FFC data to device, flat field correction is enabled by default. Therefore, the flat field correction takes effect in real time after successful reading from the device.
- 2) When writing to the device, User parameter group is saved and the UserSetDefault is set to userset0.

#### 9.3.2.6. Load FFC Data from File / Save FFC Data to File

- 1) When loading FFC data from file or saving FFC data to file, the flat field correction is enabled by default, so after the file is successfully loaded, the flat field correction takes effect in real time.
- 2) When loading FFC data from file or saving FFC data to file, the default file path is under the installation path (\*\GalaxySDK\Demo\Win64\resource\gxplugins\FlatFieldCorrection).



When loading from a file, only files with a format of .ffc can be opened.

### 9.3.3. Precautions

#### 9.3.3.1. FFC is not Supported

When the device does not support FFC, all widgets of the FFC plugin are disabled. The prompt box indicates that the device does not support FFC. Therefore, the FFC cannot be used for this device.

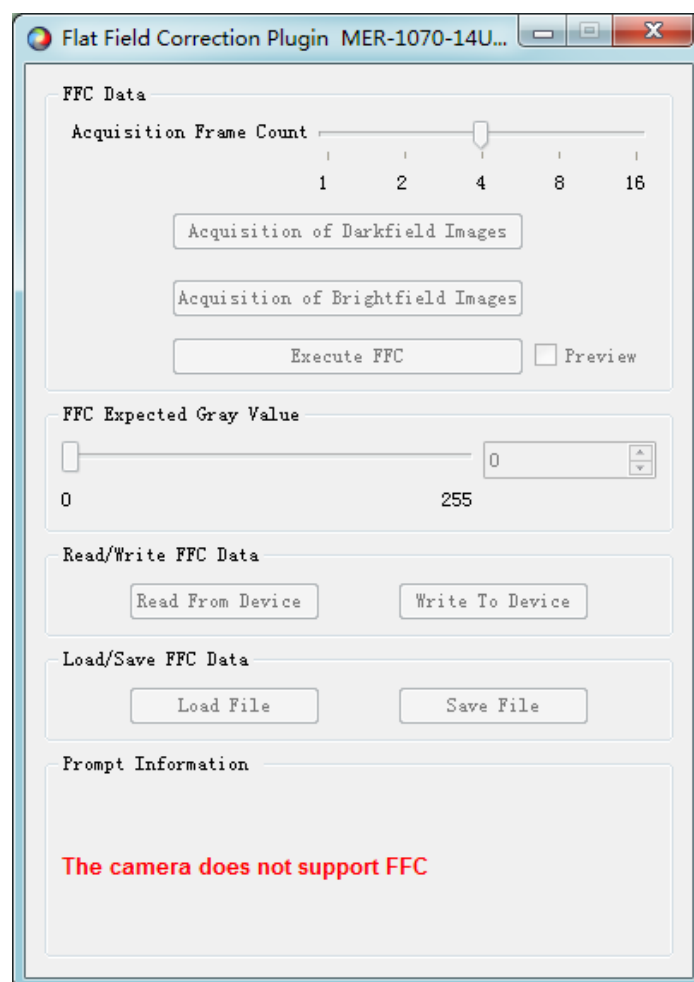


Figure 9-18 The camera does not support FFC

### 9.3.3.2. Preview

The preview widget is grayed out when acquiring darkfield/brightfield images and cannot be previewed.

## 9.4. Frame Rate Calculation Tool

|     |                          |       |   |       |  |
|-----|--------------------------|-------|---|-------|--|
| E19 | :                        | X     | ✓ | $f_x$ |  |
|     | B                        | C     |   |       |  |
| 1   |                          |       |   |       |  |
| 2   | WidthMax                 | 6464  |   |       |  |
| 3   | HeightMax                | 4852  |   |       |  |
| 4   | Width                    | 6464  |   |       |  |
| 5   | Height                   | 4852  |   |       |  |
| 6   | BinningHorizontal        | 1     |   |       |  |
| 7   | BinningVertical          | 1     |   |       |  |
| 8   | DecimationHorizontal     | 1     |   |       |  |
| 9   | DecimationVertical       | 1     |   |       |  |
| 10  | ExposureTime(us)         | 60000 |   |       |  |
| 11  | ExposureDelay(us)        | 0     |   |       |  |
| 12  | PixelFormat(8/12)        | 8     |   |       |  |
| 13  | GevSCPSPacketSize        | 1500  |   |       |  |
| 14  | GevSCPD                  | 0     |   |       |  |
| 15  | GevSCPDMaxValue          | 50968 |   |       |  |
| 16  | GevFramerateABS          | 3.4   |   |       |  |
| 17  | GevFramerateAbsEn        | 0     |   |       |  |
| 18  | LinkSpeed(Mbps)          | 1000  |   |       |  |
| 19  | BandwidthReserve         | 10    |   |       |  |
| 20  | BandwidthReserveMaxValue | 97    |   |       |  |
| 60  |                          |       |   |       |  |
| 61  | FPS                      | 3.41  |   |       |  |

Figure 9-19 Frame rate calculation tool

The frame rate calculation tool is currently provided in the form of Excel. When using it, firstly select the camera model in the table, and then achieve the expected frame rate by modifying the parameter of the camera. There are four major types of influencing factors, including image readout time (image width, image height, pixel format), exposure time, acquisition frame rate setting value, and image transmission bandwidth influence (packet size, packet delay, reserved bandwidth, link speed, pixel format, image width, image height, pixel format).

The parameters in Figure 9-19 are explained as follows :

- 1) The Width and Height are the set ROI size.
- 2) The ExposureTime is the exposure time when the camera acquires one frame of image.
- 3) The PixelFormat is the pixel format corresponding to the camera output image, including 8 bits, 10 bits or 12 bits.

- 4) The `GevSCPSPacketSize` represents the packet size of the camera. The default is 1500, and the maximum can be set to 8192. It is necessary to ensure that the network card and the switch support jumbo frames.
- 5) The `GevSCPD` represents the packet delay between each frame of images.
- 6) The `LinkSpeed` refers to the network link speed between the camera and the host, which is divided into 100M/1000M.
- 7) The `GevSCPDMaxValue` represents maximum packet delay can be set under the current parameters.
- 8) The `BandwidthReserve` represents the percentage of network bandwidth reserved for other network transmission, which is 10% by default.
- 9) The `BandwidthReserveMaxValue` represents the maximum reserved bandwidth that can be set under the current parameters.
- 10) The `GevFramerateABS` represents the maximum value of the `GevFramerateAbsEn` when `GevFramerateAbsEn` is enabled. Whether the maximum value can be reached depends on whether the camera is affected by other acquisition parameters.
- 11) The `GevFramerateAbsEn` indicates whether frame rate control is enabled, 1 means enable `GevFramerateAbsEn`, and 0 means disable `GevFramerateAbsEn`. When `GevFramerateAbsEn` is enabled, the camera acquires images at a frame rate that is no higher than the `GevFramerateABS`. When `GevFramerateAbsEn` is disabled, the camera acquires images without being affected by the `GevFramerateABS`.

When using the frame rate calculation tool, please fill in the above information of the camera into the corresponding table. When the filled value exceeds the range or does not conform to the rules, the calculation tool will report an error. Please modify and fill in the value again according to the prompt information. When all parameters are correctly filled in, the FPS shown in the last column of the table is the theoretical frame rate currently acquired by the camera, and usually the error between this value and the actual frame rate acquired by the camera is no more than 1%.

Take the MARS-1230-9GM/C-P camera as an example:

If you want to set the camera's acquisition frame rate to 8fps with the "GevFramerateABS" function, you can set "GevFramerateAbsEn" to 1, set "GevFramerateABS" to 8, and then you can check "FPS" as 8fps.

If you want to adjust "GevSCPSPacketSize" and "GevSCPD" to make the frame rate of the camera reach 8fps, you can select the "GevSCPSPacketSize" you want to use. If you set "GevSCPSPacketSize" to 8192, then gradually set the value of "GevSCPD" to make "FPS" approach 8fps. After several attempts, it can be concluded that when "GevSCPD" is set to 1100, the calculated result "FPS" is 8.00 fps.

## 10. FAQ

| No. | General Question   | Answer  |
|-----|--|---|
| 1   | The LED of the power is not on when the MARS-G-P series camera is powered via PoE network card.                                  | 1) Confirm whether the power of the PoE network card is connected.  |
| 2   | No images after starting acquisition.  | 1) Confirm that the camera packet size is greater than 1500, generally the packet size is set to be the maximum. If the host is not in jumbo frame mode, modify the maximum size of the IP packet to jumbo frame mode.<br>2) Load the default parameter set, reopen the application program, and then start acquisition again.<br>3) Run the demo program, and open the configuration page to confirm whether the data packet is received. If there are data packets, but they are all incomplete frames, please check your environment requirements in <a href="#">section 2.2</a> . |
| 3   | The frame rate is not up to the nominal value.   | 1) Choose a better host.<br>2) Choose a recommended Intel series Gigabit Network card.<br>3) Contact with the technical support.  |
| 4   | Lose frames seriously in a multiple cameras' application.  | 1) Adjust the packet size or packet delay, but frame rate reducing followed.<br>2) Using multiple network cards, and the cameras are connected separately to different network cards.   |
| 5   | On the unactivated Windows7 64bit system, the installation of GalaxySDK has been successfully, but open the demo program failed. | 1) Activate Windows7 64bit system, uninstall the package. Then, reinstall the package after restarting the system, and reopen the demo program.   |
| 6   | Fail to open device, prompting the XML file parsing error.   | 1) Contact with the technical support to obtain upgrade program, and then upgrade your cameras.   |
| 7   | Cannot receive any image after modifying the packet delay to a larger value.   | 1) Confirm the data block timeout settings in the configuration page, and adjust the timeout settings until the image data is received.   |
| 8   | The cameras cannot be enumerated under Windows XP.   | 1) Check if the network is connected.<br>2) Enumerate repeatedly.<br>3) Modify the host IP address, and enumerate once again. Make sure that the host IP address is not the same as the camera.   |

|    |  |   |
|----|--|---|
| 9  | The device fails to start acquisition, and the "Attach Buffer fails" error occurs. | <ol style="list-style-type: none"> <li>1) Method 1: Modify the parameter of the stream layer <b>MaxNumQueueBuffer</b> (the maximum buffer number of acquisition queue).</li> <li>2) Method 2: modify the size of the transmitted data block <b>StreamTransferSize</b> (the size of the data block divided by the acquisition queue Buffer). By default, Buffer needs a data block with a full image size, but when the system is used for a period of time, the continuity of memory is greatly affected by the current system environment, and the operation of some software may destroy the continuity of system memory, leading to the failure of image acquisition. If the size of the data block is reduced, for example, 120M memory is needed, and the size of the data block is set to 10M, then as long as the system has 12 consecutive memory sizes meeting 10M, the image can be successfully acquired.<br/>The disadvantage of methods 1 and 2 is that the solution may reduce the acquisition performance, for the user who has low requirement of acquisition frame rate or the user who use trigger mode can select this way, but it is not recommended to the user who has high requirements of acquisition frame rate.</li> <li>3) Method 3: increase the physical memory size and replacing the 32bit system with a 64bit system, it is recommended to use windows7 or above, it is a good solution to this problem.</li> </ol> |
| 10 | Use PCI network card, the acquisition frame rate is 0.                             | <ol style="list-style-type: none"> <li>1) Adjusting the acquisition parameters, to reduce the acquisition frame rate of the camera.</li> <li>2) Change the network card to a PCI-E interface card.</li> </ol>   |



## 11. Revision History

| No. | Version | Changes   | Date       |
|-----|---------|---|------------|
| 1   | V1.0.0  | Initial release   | 2018-05-16 |
| 2   | V1.0.1  | Delete FCC Description  | 2018-06-19 |
| 3   | V1.0.2  | Modify I/O interface diagram  | 2018-07-23 |
| 4   | V1.0.3  | Add the description of new sections   | 2019-09-06 |
| 5   | V1.0.4  | Modify MARS-Gx-P to MARS-G-P<br>Modify figures of <a href="#">section 7</a> | 2019-12-26 |

## 12. Contact Us

### 12.1. Contact Sales

If you need to order products or inquire product information, please contact our sales:

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## 12.2. Contact Support

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