## BASLER ACE GIGE USB3.0 AND CAMERALINK CAMERAS

Ace Classic, Ace U and Ace L

ACA640-120UC Ace USB3.0 Camera, ICX618 1/4" CCD, 120fps, Colour, C-Mount BASLER the power of sight



- VGA to 20 Mpixels
- Frame Rate up to 751 fps
- CMOS Sensors with NIR function
- Camera Link with PoCL
- · Very small housing

## Product description

Basler Ace Cameras, launched in 2009, are the smallest GigE camera on the market, also available with USB3.0 and Camera Link interface. With a small housing of only 29 x 29mm, the ace is suitable for a large range of vision applications, even where space is limited. There are over 130 models in the Ace range, split is Ace Classic, Ace U and Ace L. All featuring a range of resolutions from VGA to 20mp, speeds of up to 751 fps and sensors from a range of suppliers

Ace Classic model cameras have an excellent price/performance ratio and also feature a range of comprehensive sensors, including, CMOS from CMOSIS, e2V, ON Semiconductor (MT series) and CCD from Sony. The Ace classic range is available in GigE, USB3.0 and CameraLink.

Ace U cameras have the same compact footprint of the Ace Classic range (29 x 29mm), with the addition of unique PGI feature set from Basler and new CMOS sensors, in GigE and USB3.0 interfaces.

Ace L cameras feature the same additional firmware as Ace U but with high resolution 9 and 12mp Sony Pregius CMOS sensors, and optical formats above 1", to accommodate these larger sensors the Ace L is slightly larger with a footprint of 40mm x 30mm. With frame rates up to 40fps, the Ace L is available in GigE and USB3.0.

## Specifications

Approvals	CE, FCC, GenlCam, RoHS, UL, EAC, USB3 Vision
Digital Inputs	1
Digital Outputs	1
Frame Rate Max	120
Height	29
Interface	USB3.0
IP Class	IP30
Length	29.3
Lens Barrel	C-mount
Mono/Color	Color
Operating temperature	0°C 50°C

Pixel size	5.6 x 5.6
Power Consumption	2.4
Resolution	VGA
Resolution Max	658 x 492 px
Sensor model	ICX618
Sensor size	1/4"
Sensor supplier	Sony
Sensor type	CCD
Shutter type	Global
Weight	80
Width	29

