BASLER ACE GIGE USB3.0 AND CAMERALINK CAMERAS

Ace Classic, Ace U and Ace L

ACA5472-5GC Ace U GigE Camera, IMX183 1" CMOS, 5fps, Colour, C-Mount

- · 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, GigE Vision, RoHS, UL, EAC Digital Inputs 1 Digital Outputs 1 Frame Rate Max 5 Height 29	
Digital Outputs 1 Frame Rate Max 5	
Frame Rate Max 5	
Height 29	
Interface GigE	
IP Class IP30	
Length 42	
Lens Barrel C-mount	
Mono/Color Color	

Pixel size	2.4 x 2.4
Power Consumption	2.8
Resolution	20MP
Resolution Max	5472 x 3648 px
Sensor model	IMX183
Sensor size	1"
Sensor supplier	Sony
Sensor type	CMOS
Shutter type	Rolling
Weight	90
Width	29

