

CP / SE		Freerun	Software Trigger	Hardware Trigger	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Mirroring	PixelFormats <sup>1)</sup>	Region of Interest	Decimation (H x V)	Binning (H x V)	Chunks	Sequencer	Firmware Update	1st supported Firmware
U3-300x SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	2 x 2	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-304x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	2 x 2	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-306x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-307x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-308x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-308x CP	P	✓	✓	✓	✓	-	-	-	✓	✓	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-309x SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	2 x 2	✓	✓	✓	2.1
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.1
U3-320x SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	2 x 2	✓	✓	✓	2.1
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.1
U3-326x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-327x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-328x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.0
U3-329x SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	2 x 2	✓	✓	✓	2.1
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.1
U3-380x CP	M	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.1
	C	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	-	-	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	2-8 x 2-8	2 x 2 <sup>2)</sup>	✓	-	✓	2.1
U3-386x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	-	✓	2.0
U3-388x CP/SE	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.0
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	2 x 2 <sup>2)</sup>	✓	-	✓	2.0
U3-3890 CP	M	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	-	-	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.0
	C	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	2 x 2 <sup>2,3)</sup>	✓	-	✓	2.0
U3-399x SE	M	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	-	-	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	2 x 2 <sup>2)</sup>	✓	✓	✓	2.5
	C	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.5
<b>XLE</b>																									
U3-368x XLE	M	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8	✓	2 x 2;4	-	-	-	✓	2.6
	C	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	BayerGR8	✓	2 x 2;4	-	-	-	✓	2.6

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

<sup>2)</sup> Only combined horizontal and vertical binning.

<sup>3)</sup> Vertical height is restricted during binning.

ACP		Freerun	Software Trigger	Hardware Trigger	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Mirroring	PixelFormats <sup>1)</sup>	Region of Interest	Decimation	Binning	Chunks	Sequencer	Firmware Update	1st supported Firmware
U3-304x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	2 x 2	✓	✓	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-306x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	✓	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-307x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-308x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.2
	P	✓	✓	✓	✓	-	-	-	✓	✓	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-326x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	✓	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-327x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-328x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	1 x 2	✓	✓	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	✓	✓	2.2
U3-380x ACP	M	✓	✓	✓	✓	-	-	-	✓	✓	✓	-	-	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.2
	C	✓	✓	✓	✓	-	-	-	✓	✓	✓	-	-	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	2-8 x 2-8	2 x 2 <sup>2)</sup>	✓	-	✓	2.2
U3-386x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	-	✓	-	✓	2.2
U3-388x ACP	M	✓	✓	✓	✓	-	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.2
	C	✓	✓	✓	✓	-	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	2 x 2 <sup>2)</sup>	✓	-	✓	2.2
U3-3890 ACP	M	✓	✓	✓	✓	-	-	-	✓	✓	✓	-	-	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	2-8 x 2-8	-	✓	-	✓	2.2
	C	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	2-8 x 2-8	2 x 2 <sup>2,3)</sup>	✓	-	✓	2.2

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

<sup>2)</sup> Only combined horizontal and vertical binning.

<sup>3)</sup> Vertical height is restricted during binning.