

CP / SE		Image Acquisition										Image Adjustments										On-board Image Processing										Others									
		Freerun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoisier	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ¹⁾										Region of Interest	Decimation (FPGA)	Decimation (Sensor ²⁾)	Binning (Sensor ²⁾)	Binning (FPGA)	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware			
U3-300x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-304x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-306x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-307x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-308x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-308x CP	P	✓	✓	✓	✓	✓	-	-	-	✓	✓	✓	-	-	-	-	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	2.2												
U3-309x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1												
U3-30Cx CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.9												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.9												
U3-320x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1												
U3-326x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-327x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-328x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.0												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.0												
U3-329x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.1												
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.1												
U3-380x CP/SE	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.1												
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	Y		BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 ⁴⁾	✓	-	✓	✓	2.1												
U3-386x CP/SE	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.0												
	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.0												
U3-388x CP/SE	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.0												
	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ⁴⁾	✓	-	✓	✓	2.0												
U3-3890 CP	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.0												
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ⁴⁾	✓	-	✓	✓	2.0												
U3-399x SE	M	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ⁴⁾	✓	✓	✓	✓	2.5												
	C	✓	✓	✓	✓	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	X/Y		Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.5												

XLE / XCP

U3-356x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS	✓	-	2;4x2;4	-	-	-	-	-	✓	2.9
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS	✓	-	2;4x2;4	-	-	-	-	-	✓	2.9
U3-368x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2;4	-	-	-	-	-	✓	2.6/2.9
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2;4	-	-	-	-	-	✓	2.6/2.9

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

²⁾ Increases maximum framerate.

³⁾ Color binning on monochrome sensor can lead to image artifacts.

⁴⁾ Only combined horizontal and vertical binning.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.

ACP		Freerun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ¹⁾	Region of Interest	Decimation (FPGA)	Decimation (Sensor ²⁾)	Binning (Sensor ²⁾)	Binning (FPGA)	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware
U3-304x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-306x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-307x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-308x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
	P	✓	✓	✓	✓	✓	✓	-	-	✓	✓	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-30Cx ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.9
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.9
U3-326x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-327x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-328x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2
U3-380x ACP	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	-	-	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	-	-	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 ⁴⁾	✓	-	✓	✓	2.2
U3-386x ACP	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.2
U3-388x ACP	M	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	-	-	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ⁴⁾	✓	-	✓	✓	2.2
U3-3890 ACP	M	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	-	-	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.2
	C	✓	✓	✓	-	✓	✓	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ⁴⁾	✓	-	✓	✓	2.2

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

²⁾ Increases maximum framerate.

³⁾ Color binning on monochrome sensor can lead to image artifacts.

⁴⁾ Only combined horizontal and vertical binning.

If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.