USERS MANUAL

SVCam-"ECO2" Series, eco674, eco694, eco814, eco1050, eco2050, eco2150 and eco4050

Gigabit Ethernet Cameras

Including IP67 versions

Digital Gigabit Ethernet Area-Scan Cameras

Version 0.9
Preliminary
6th August 2013

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1 Introduction

Thank you for purchasing a SVS-VISTEK product. SVS-VISTEK stands for reliable competence and customer oriented solutions in the field of professional machine vision systems. We believe that we are more than just a trade partner of machine vision components and we believe in sharing our years of development expertise with our customers. We offer single source solutions and are a one-stop shopping center for all questions concerning professional machine vision. As a consequence, our insistence on the highest quality has resulted in many companies worldwide that use our products and services with great success and satisfaction. Customers at home and abroad trust and rely on our know-how and experience.
The following types are covered in this manual:

eco1050   ½" CCD, 1024 x 1024 pixel, 12 Bit gray level resolution, up to 56 frames/sec. Monochrome and color version (using electrical 14 Bit ADC).

eco2050   2/3" CCD, 1600 x 1200 pixel, 12 Bit gray level resolution, up to 33 frames/sec. Monochrome and color version (using electrical 14 Bit ADC).

eco2150   2/3" CCD, 1920 x 1080 pixel, 12 Bit gray level resolution, up to 31 frames/sec. Monochrome and color version (using electrical 14 Bit ADC).

eco4050   1" CCD, 2336 x 1752 pixel, 12 Bit gray level resolution, up to 16 frames/sec. Monochrome and color version (using electrical 14 Bit ADC).

eco647   2/3" CCD, 1920 x 1416 pixel, 12 Bit gray level resolution, up to 19 frames/sec. Monochrome and color version (using electrical 14 Bit ADC).

eco694   1" CCD, 2752 x 1752 pixel, 12 Bit gray level resolution, up to 10 frames/sec. Monochrome and color version (using electrical 14 Bit ADC).

eco814   1" CCD, 3360 x 2712 pixel, 12 Bit gray level resolution, up to 7 frames/sec. Monochrome and color version (using electrical 14 Bit ADC).

For standard applications only 8 Bit are transmitted due to data load. For more information on the color versions, please see chapter 12.7.

If you need modifications, we will be glad to offer you a custom camera suitable to your application.

2   Pinout and Installation

Warning:

The CCD camera is built with CMOS-LSI circuits. All internal electronics in the camera are sensitive to high voltage or electrostatic discharge. The camera can be destroyed if carelessly handled, so extreme care should be taken during set up and operation.

Do not expose the sensor to a direct laser beam as this could damage the sensor! **See Safety Instructions at Appendix H. Warranty will be void if not followed.**

2.1   Unpacking

- Camera
- Power supply (if ordered/option)
- User Manual
- SDK/API user guide
- CD with SDK including "Filter Driver", API and GUI "**SVCapture**" (for GigE camera) program. **Also a Firmware update tool.**
- XML File according to **GenIcam** standard released by AIA committee. This is stored inside the camera.

2.2   Power supply

Current consumption:
= 300 mA **(typical)**

Peak current on "Power on" up to 500 mA!
Current consumption increases rapidly when "partial scan" feature is used!

2.3 Connectors if not IP67 ("M" style connector)

2.3.1 One common signal connector for:

- **Trigger and TTL input to trigger camera**
- **General purpose I/Os**
- **UART communication**
- **Strobe Output (e.g. light)**
- **Power**

"Standard eco 2"

HR10A-10R-12PB (mating connector HR10A-10P-12S)

1 VIN- (GND)
2 VIN+ (10 to 25DC)
3 RXD data to camera (RS232 Level)
4 TXD data from camera (RS232 Level)
5 IN1 (0- 24 V)
6 IN2 (0- 24 V)
7 OUT1 (open drain max 24 V, 0.3 A) digital . Pulse current can be higher. See strobe light App. note
8 OUT2 (open drain max 24 V, 0.3 A) digital. Pulse current can be higher. See strobe light App. note
9 IN3+ (RS422 Level)
10 IN3- (RS422 Level)
11 OUT3 + (RS422 Level)
12 OUT3- (RS422 Level)

See outline in chapter 12.3

2.3.2 "Ethernet" Connector

RJ 45 "Western" Connector complies with Autosensing 100 T Ethernet and Gigabit specification. Features Auto MDIX.

1 LED for status indication

2.4 Installation/Getting started: Recommended PC

It is recommended to use a PC with a Pentium **i5** processor **or higher**. The camera is working also on lower frequencies but it might not deliver the full frame rate in those cases.

If the camera is connected to the PC directly without using a network switch, **a fixed IP-Address and Subnet-Mask should be configured in the PC's TCP/IP settings unless it is done by DHCP:**

See: Start -> Settings -> Network connections -> LAN-connection -> Properties -> TCP/IP

A Gigabit Ethernet network adapter is needed (100 MBit adapters would also work, but with reduced frame rates). If your PC does not have a Gigabit interface card purchase a card **using an original INTEL (TM) Chip set.**

Currently PCI(e) bus cards with 82546 chip set version have been tested successfully.

⚠️

If you do not follow this, a significantly reduced data transmission rate is observed. Also the loss of data can appear.

2.5 Hardware

- Install camera in the desired location. You can use the ¼'' tripot adapter or use the 4 M3 holes in the adapter of the camera.
- Connect the power supply. If you have ordered a P/S connect it to the camera. If you use your own power supply (e.g. 10 -25 V DC) make sure you connect it to Pin1(GND) and Pin 2 (e.g. +12 -25 V).

⚠ **If you – by mistake – supply line with GND pin the camera can be damaged! If power supply was ordered, do not modify it.**

Connect an Ethernet cable to your PC or a network switch like you would build up a PC Network. Please note that cable length should not exceed 100 m for theses camera (Cat 5E version). In doubt consult your local distributor.

Wait 15 seconds until the green LED at the RJ45 connector of the Camera blinks sometimes.

Then start "**SVCapture.exe".**

2.6 Available operation modes

2.6.1 General

All modes are set by the interface which connects via **Ethernet standard cable**.

⚠ **Minimum CAT 5E quality is required.**

The default factory setting is **Free Running/Fixed frequency** using the internal logic for exposure control. You can also trigger the camera by hardware and by PC (software trigger).

For color: With the SDK comes a free software algorithm which will allow processing of the color image inside the PC. This must to be done in order to interpolate the colors for each pixel. Please note that no responsibility can be taken for the algorithm. It might be necessary to change the algorithm according to the application.

See chapter **12.7**

2.6.2   Operation Modes

- **Free Running/fixed Frequency**

- **Triggered, external exposure control**
  If you want to trigger the camera and determine the exposure time by the pulse width of the Trigger, choose this mode. Then apply a trigger signal at the appropriate pins e.g. on pins of the Hirose or M12 connector (see 2.3.1). With the starting edge of the pulse the camera will start exposure time. The exposure time ends with next upcoming edge of a Trigger. Please check the timing diagram in the appendix of this manual.

- **External triggered, internal camera exposure control**
  If you want to trigger the camera and use the convenient exposure time control of the micro controller then use this mode. You still can use the **SVCapture** GUI for setting exposure time (see "Exposure time"-field below). However you need to use a signal to trigger the camera (see "Trigger"-buttons below).

- **External triggered via Software trigger with internal exposure control**
  If you want to trigger the camera with a software trigger and use the SVCapture exposure time control of camera logic then use this mode.

2.7 LED Signals SVCam-ECO

Camera status

Signals:
- No connection with network cable (yellow slow)
- Assignment of the network address (yellow quick)
- Network address assigned (yellow)
- Connected with application (green)
- Streaming channel available (green slow)
- Acquisition enabled (green quick)
- Problem with initialization (red slow)
- Overheating (red quick)

Optional instead of "acquisition enabled":
- Waiting for trigger (blue)
- Exposure active (cyan)
- Readout/FVAL (violet)

Blink codes

- On
- Slow (approx. 1 Hz)
- Quick (approx. 8 Hz)

3 Software

3.1 SVCapture/GigE Vision Camera Viewer

Overview

You can use the SVCapture without the "Filter Driver" but if you want to lower the CPU load when grabbing images make sure it is installed.

⚠ **You will observe a loss of frames if you do not use the driver.**

If you have installed the camera and connected the power, you can install the driver and the GUI to do the first test. Copy the "**SVCapture.exe**" to your disk drive, double click on the SVCapture icon and a window will open.

The software SVCapture displays images sent from SVS-GigE-Cameras via Gigabit Ethernet to your PC (with Windows XP or Win7) and allows adjusting basic camera settings.

3.2 Adjusting TCP/IP respective Network Settings

If the live image is not displayed, this is most often caused by inappropriate network settings. In this case the camera's network settings have to be adjusted first before getting it into an operational mode.

Adjust settings accordingly
Settings -> Network connections -> LAN-connection -> Properties -> TCP/IP
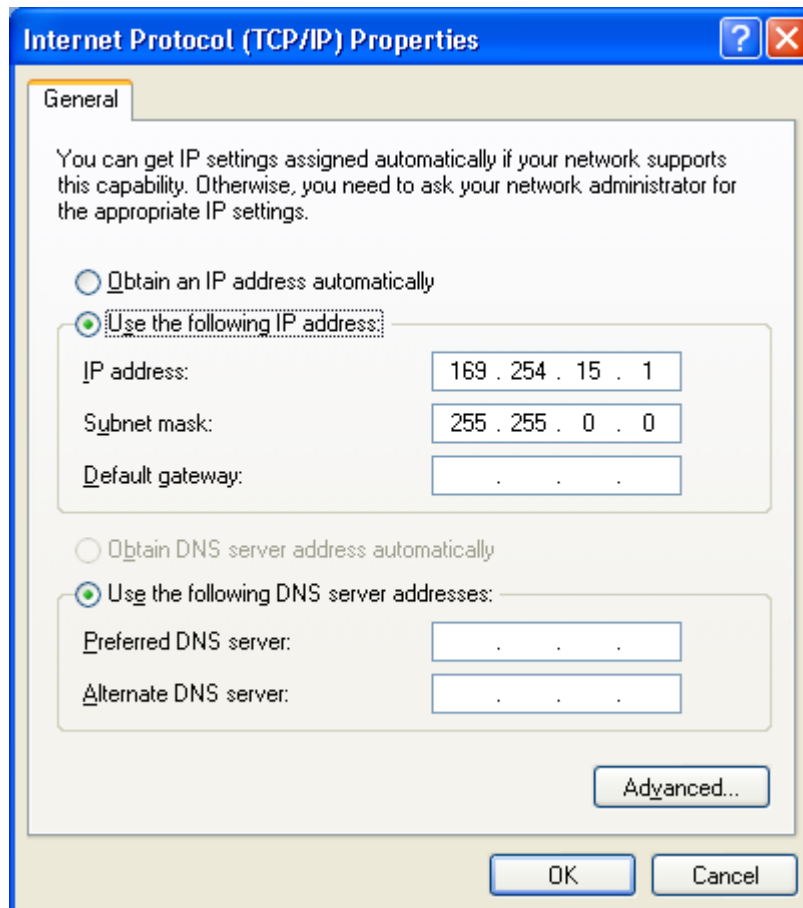
In a network with a DHCP server the camera will obtain its IP address automatically and the settings shown in the screenshot above will be on "Obtain an IP address automatically.

3.2.1 Network address assignment

The main components of a network address are the IP (Internet Protocol) address and the network mask. The usually applied network mask "255.255.255.0" for small networks up to 254 PCs represents a 32-bit long bit mask where the first 24 bits are set to 1 and the last 8 bits are set to 0. This network mask instructs the network hardware to let those devices exchange information with each other where the first 24 bits of the IP addresses match for all devices.

Thus the variable range of addresses is made from all possible combinations of the last 8 bits for which the network mask is set to 0. Exceptions are the first address 0 and the last address 255 which have special meanings for network management functions. All other 254 combinations are usually free for assigning them to network devices.

For a peer-to-peer connection of a GigE camera to a PC a network address assignment based on LLA (Local Link Address) is recommended. This involves a network mask "255.255.0.0" as well as a fixed first part "169.254.xxx.xxx" of the network address range. A GigE camera will fall back to LLA soon after recognizing that no DHCP server is available and that no fixed network address was assigned to the camera.

In case a camera can not be reached by the SVCapture application a dialog will appear that allows for adjusting a camera's network parameters. The simplest way is to click on "Automatic" which will provide to a search for a free IP address and to assigning it to the camera given that the interface IP could be determined properly.
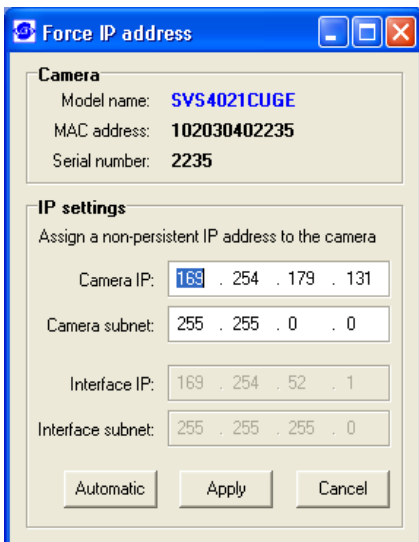
That dialog can also be brought up when right clicking on an entry in the discover dialog and subsequently selecting "Force IP address" in the context menu. However, when adjusting the PC network settings to LLA the camera must not get assigned a fixed network address

NOTE: The network settings performed in the "Force IP address" dialog are only valid until the next shutdown and restart of a camera. For permanently changing a camera's network settings the "Network settings" dialog can be used instead. That dialog can also be opened in the context menu which is displayed when right-clicking on an entry in the discover dialog.

3.2.2 Persistent Network address assignment

Open the dialog by selecting "Network settings" in the context menu that comes up when right-clicking on an entry in the discovery dialog:
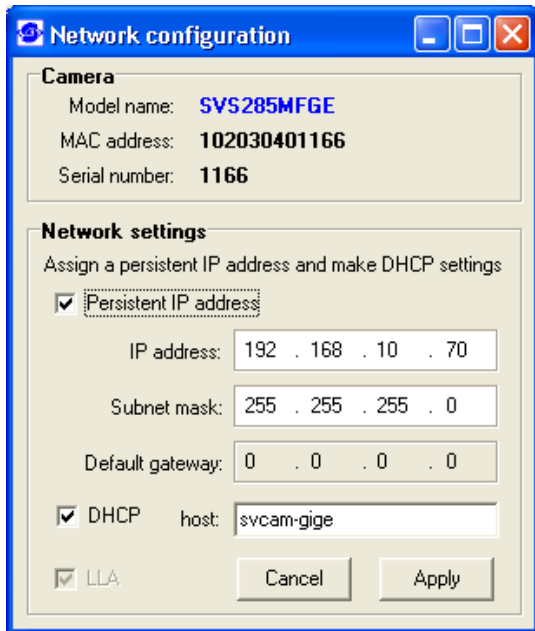
All settings in the "Network configuration" dialog will be transferred to the camera and they will be made persistent on the EEPROM inside the camera. Therefore this dialog allows for assigning a non-volatile network address to a camera which it will maintain also over shutdown and restart cycles. **Network settings performed in this dialog become valid but after a reboot of the camera.**
In addition to a persistent network address it can be decided whether the camera will try to obtain a dynamic network address from a DHCP server on start-up. If this option is used the camera can no longer be identified uniquely by IP address. Instead, other items like MAC address, serial number or the user defined name can be used for this purpose. Usually the DHCP method is convenient for involving a camera in to an already existing network of computers which all obtain their IP addresses from a DHCP server. The camera will well behave in this environment when adjusting it also to the DHCP mode.

In some cases it may be that a camera will be connected for performance reasons directly to a dedicated network card. Given that this network card has not got assigned a valid IP address there is **a fall-back procedure** defined which takes automatically a network address from a special range that has been assigned for this purpose. This is the so called **"Link Local Address (LLA)"** behavior that constitutes the last item in a chain of fallback cases. It has been defined in the **GigE Vision standard document** that the LLA fall-back procedure can never be deactivated. Therefore the LLA checkbox is deactivated but always in a checked state.

Currently the Default gateway setting is not used and therefore deactivated. This is related to performance considerations which recommend to operate GigE cameras in the same network segment where the clients exist and not to route the data stream in to other networks.

3.2.3   **Using jumbo frames**

The transport efficiency in the streaming channel can be improved when using "jumbo frames" in network transport. This will reduce the overhead which is caused by maintaining header data with each data packet. A network packet has usually a size of about 1500 bytes which can be increased to e.g. 16112 by switching "jumbo frames" on. In addition to the network card "jumbo frames" have to be supported also by a switch that forwards the image data stream from a camera to the PC.
Adjusting higher packet sizes requires network cards that support jumbo packets, e.g. Intel PRO/1000 PT which offers a single network port or Intel PRO/1000 MT which offers two network ports. Other cards have to be checked whether they contain an adjustment which **allows for switching "jumbo frames"** on.
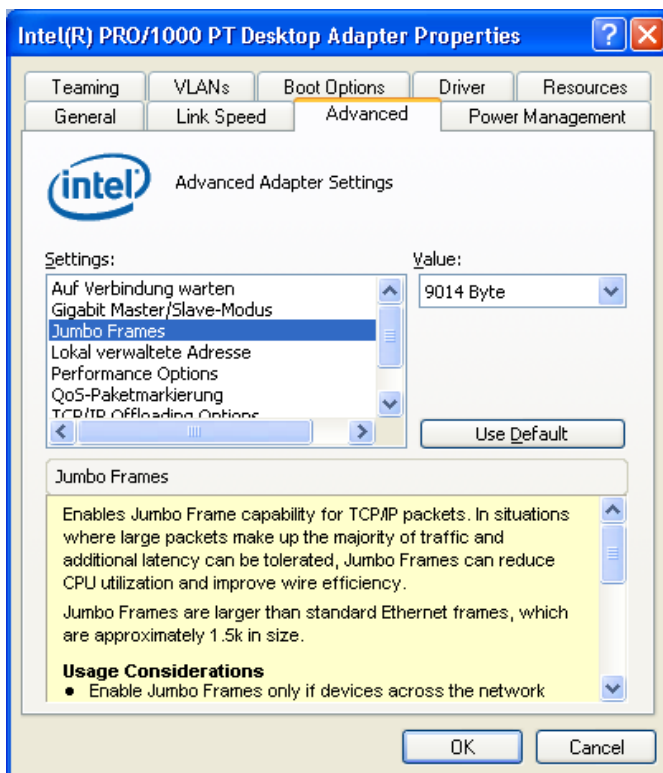
NOTE: For Intel Pro/1000 cards the settings should be adjusted as follows:
Flow control: Generate
Interrupt throttling rate: Minimal
Jumbo frames: adjust to minimum 9014 byte
All SVCam-GigE cameras support flow control and jumbo frames up to 16112 bytes.

3.2.4   **Performance considerations**

Each GigE camera is a **high-performance device**. In order to use the full performance of a GigE camera a PC is required that meets at least the data transfer figures that the connected camera is capable to deliver to the application.
For example, a SVS625MFGE camera delivers a compound image data stream consisting of two times 50 Megabytes/sec. of payload data plus network overhead. Therefore the PC that operates that camera should be capable of

transferring that amount of data as a net data stream over all its internal components like network card, PCI bus and others. A PC with a dual core Pentium D 3.0 GHz processor and an Intel PRO 1000 MT network card is an example of a well equipped system.

NOTE: All SVS GigE cameras can also be operated with computers of less performance than the camera delivers at highest frame rate. In this case the maximal available framerate will be below the camera's maximum. This is a valid operating mode, however one has to be aware of the limits.

HINT: **Notebooks are in most cases not capable to operate data streams at the maximum level that SVS GigE cameras deliver**. One has to be aware that connecting a SVS GigE camera to an average notebook will not allow for operating the camera at highest framerate but only on lower framerates.

3.2.5   **Multicast**

When images from a single camera are to be delivered to multiple PCs the usual way is to use multicast (RFC 2236). A switch receives an image data stream from a camera and distributes it to multiple destinations in this mode.

Only MANAGED (intelligent) switches must be used. Otherwise Multicast will not work.

Since a GigE camera always needs a single controlling application, there will be only one master application. That controlling master application has to open a camera in multicast mode (IP 232.x.x.x for local multicast groups) for allowing other applications to connect to the same image data stream. Other applications will become listeners to an existing image data stream. They will not get control access to the camera, however their eventual packet resend requests will be served in the same way as for the controlling application.
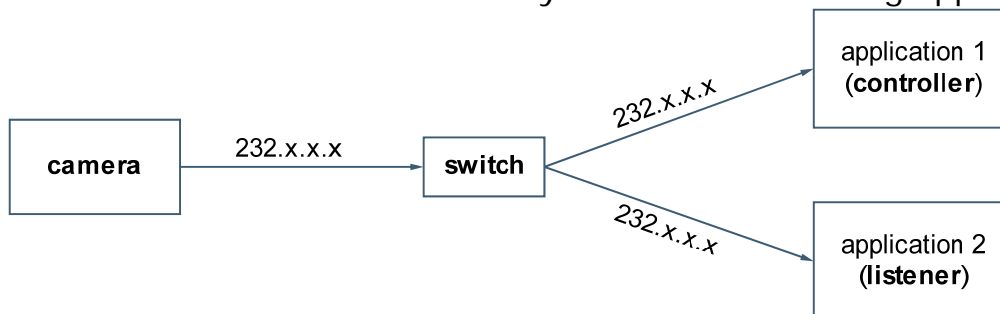
When using SVCapture as the controlling application, the "Multicast" checkbox has to be checked in the Device Discovery dialog before opening a camera.


It is important to enter a suitable maximal packet size. This packet size is determined as the minimum packet size from all intended listeners. When for example all applications but one have jumbo frames adjusted to 16112 bytes and the one application has jumbo frames adjusted to 9000 bytes then the minimum (9000) has to be entered in the above shown dialog.

A multicast data stream can be identified in SVCapture by a change in a camera view's title. A multicast group (232.x.x.x) along with the used port will be shown instead of a camera's MAC that is usually displayed in that place.

Further the camera is operated as usual in the controlling application without any changes to normal mode.

A listening application will see a hint "MULTICAST" in the "IP address" field of the discovery dialog for a camera that is streaming in multicast mode along with the IP address of the multicast group.
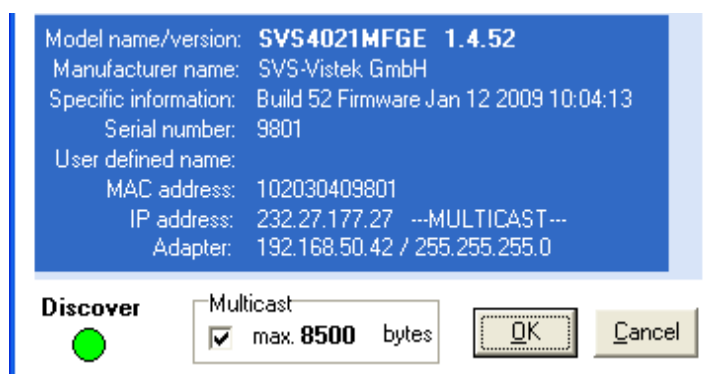
The "Multicast" group box will display the packet size that applies to the running image data stream. **The listening application has to have at least that packet size available (jumbo frames) in order to properly connect to the image data stream**.

After selecting the multicast camera in the camera list of the discovery dialog the OK button can be clicked or the camera entry can be double clicked in order to connect to the already running image data stream.

Since the listening application does not have control access, all controls in the 'SVCam Settings' dialog will be disabled except the Close button.

Displaying live images

Connect a SVS-GigE-Camera with a network cable to your PC or network switch.

Plug in the RJ 45 Camera connector and then plug in the AC/DC power supply. Wait 15 seconds until the green LED at the RJ45 connector of the Camera blinks sometimes. Then start "SVCapture.exe".

After start of "SVCapture.exe"

Discovery" dialog will open and will display all available cameras in the network after a short time of discovery. Cameras that become available or unavailable in the network will cause the list to expand and shrink dynamically. A green "Discover" lamp signals that the network is scanned for those changes, usually once per second. The screenshot below shows one camera connected.
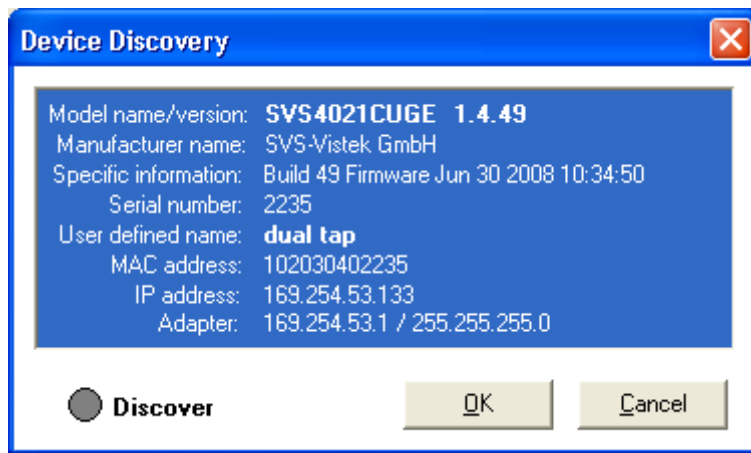
When clicking on "OK" or double-clicking on the camera entry a live image will be displayed.

The caption of the program window shows the program name and the current version whereas the caption of the camera view shows the camera name and camera firmware version along with the MAC address that the camera has been set during manufacturing and prior to shipping as default values.

4 Windows x64 support/Win XP and Win 7

The SVGigE SDK supports x64 natively by providing a SVGigE driver along with DLLs and a sample application which are compiled for x64 platforms. SVCapture.exe program can also be used also on Windows x64 PCs. Nevertheless SVCapture can use Winsock for both, communicating to a camera as well as streaming image data from the camera to the application.

NOTE: Though a Winsock connection to a camera can be established properly also on x64 platforms, there exist the same limitation for image streams regarding transport reliability also on that platform. Usually a certain amount of **network packets gets lost when working over Winsock**. Though the GigE Vision standard allows for resending lost packets it might be that under certain circumstances visible failures in images can result from loosing network packets dependent on the system load. Therefore the recommended and most reliable way for streaming image data from a camera to a PC is by using the **filter driver.** There is also a SVGigE_ExampleVC8.x64.exe for 64 Bit OS. It allows running a connection with both, filter driver as well as Winsock and for comparing those modes and their main characteristics against each other.

5 Camera settings dialog

Double clicking into the image area or selecting the "Camera settings" entry in the "Camera" menu brings up a settings dialog that allows for accessing the various camera settings:
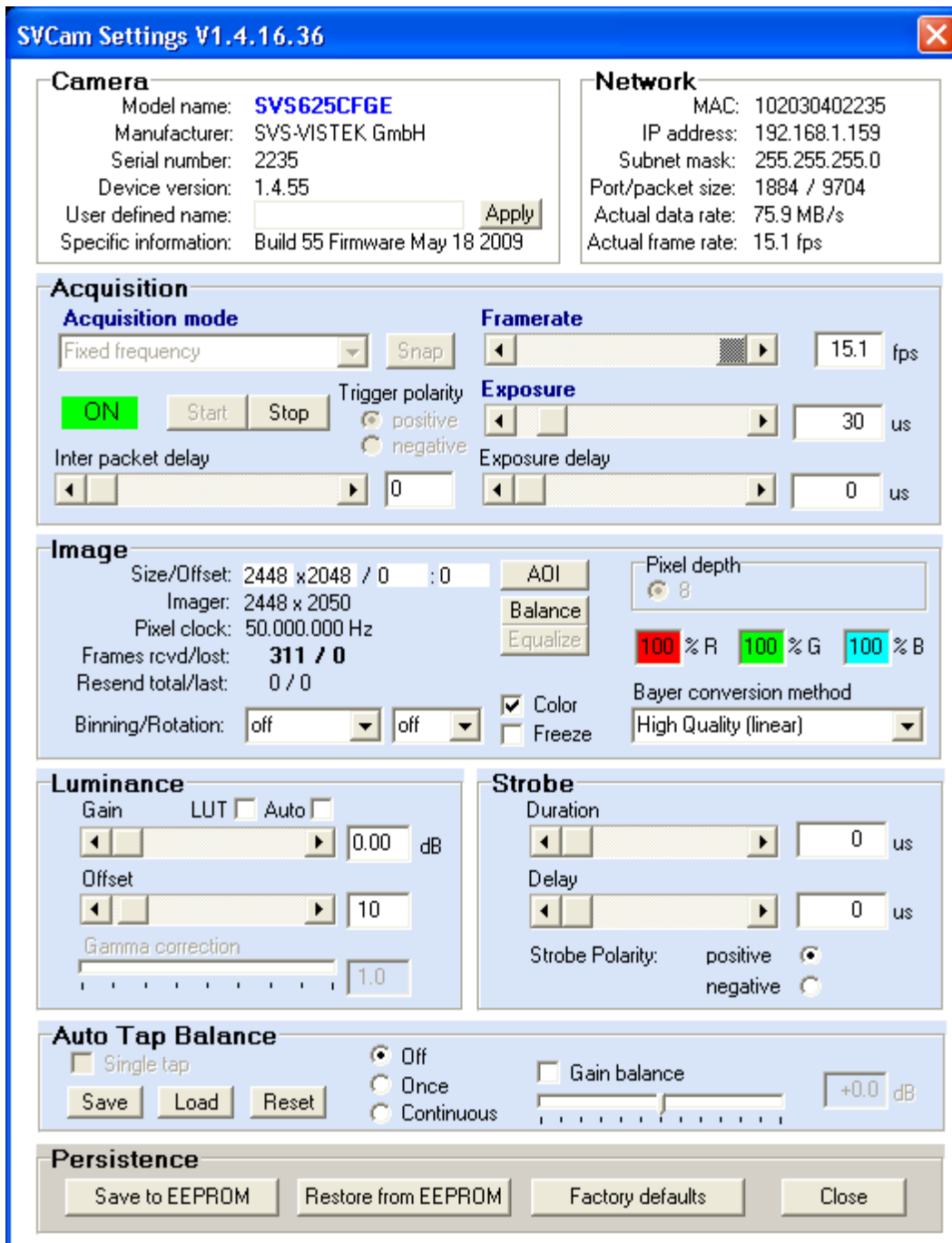
While adjusting settings in the dialog the new values are transferred to the camera continuously and the live image will respond to all changes immediately.

In particular the following information and settings are available:

In particular the following information and settings are available:

5.1.1 Camera

In the camera panel the following information is queried from the camera and displayed:

- Model name: **ecoZZZXVGE**
- Manufacturer name: **SVS-VISTEK**
- Serial number
- Device version
- User defined name
- Manufacturer specific information

5.1.2 Network

The network panel shows the currently used network related settings and parameters. These are in particular:

- The camera's MAC address
- The camera's IP address
- The camera's subnet mask
- The camera's streaming port and streaming packet size
- The actual data rate
- The actual frame rate

5.1.3 Acquisition

The acquisition panel contains the settings that are related to image acquisition as follows:

- Acquisition mode: (free running, software trigger, external trigger with internal/external exposure)

  - **Free Running/Fixed Frequency**: At the first installation it should be this mode. In this mode the camera creates all sync signals itself. There is no need to trigger the camera in order to get data. **The Exposure time can be set by using the software Interface of the PC.** It is controlled by the internal FPGA**.** No further external signals. The enclosed program allows the user to set the values from e.g. about 1/100.000/sec to 2 seconds (type dendent). Exposure time can be changed online during operation.

  - **External trigger and using Pulse width of Trigger (external exposure):** In this mode the camera is waiting for an external Trigger which causes the integration and read out. The exposure time can be varied by the length of Trigger between the high going edge and the low going edge. The Time settings in the control menu are not activated. This mode is useful in applications where the light level of the scene changes during operation. A frame to

⚠️ frame variation is allowed. Trigger must be fed directly to the camera by into the Hirose or M12 connector. **A TTL (min. 5V) signal** is provided from encoder, flashlight or any other source. Details see Appendix G.

➢ **Software triggered and using PC:** The frame rate is determined by the number of Software TRIGGER pulses generated inside the PC per time. With each "Software pulse" the camera will readout a frame. The Exposure time is set as in free running mode. Exposure time can be changed online during operation.

- Frame rate: It allows to alter the frame rate between 1 and the specified maximum value.

- Exposure: The exposure time can be set in µsec. The minimal exposure time is about 50 µsec (depending on the camera type and speed). The longest is about several seconds (triggered modes). Due to the internal timing of the camera the program will adjust the values to the appropriate values.

- Acquisition control (Start/Stop)

- Single capture button (Snap)

- Exposure (enter values > 2 sec. [2.85 sec.] into the Edit filed)

- Exposure delay

- Trigger polarity (positive/negative)

- Single capture button: Takes a single shot of the actual scene

- Inter-packet delay

The inter-packet delay has impact on a camera's bandwidth usage. A setting of an inter-packet delay of zero will send all image packets as fast as they are available dependent on the camera's pixel clock, e.g. at 50 MHz. This is the preferred setting when operating a single camera on a network interface.
In case of multiple cameras or other devices working on the same physical network it might be desirable to send the packets of a camera's streaming channel with a certain inter-packet delay in order to allow multiple cameras or devices to share a given network bandwidth.

NOTE: The inter-packet delay should be below the value which would decrease the frame rate.

5.2 Image

The image panel displays information about the picture geometry, the pixel clock and it allows for the following settings:
- AOI (area of interest) which can be less or equal the imager size
- Binning mode (off, vertical, horizontal, 2x2)
  No Binning = full resolution: horizontal x 1, vertical x 1 (default setting)
  H2 x V2 x: vertical 2 x and horizontal 2 x at the same time; Resolution: horizontal x ½, vertical x ½, Sensitivity is 4 x, pixel frequency is halved, max.

frame rate is almost doubled. "No Binning" sets the camera to full resolution, H1 x 2 and 2 x 1 binning is also available

If you need other binning mode configurations consult factory or your nearest distributor.
Please note: **Using binning with a color version of the camera will cause incorrect colors and strange effects!** However, for fast focusing it might be useful.

- Pixel depth (8-bit, 12-bit, 16-bit, if supported by camera)
- Color (On/Off)
- Bayer method (Disabled, Nearest neighbor, Simple, Bilinear, HQ Linear, Edge Sense, Gray)
- Factors for white balance (Red, Green, Blue)
- "Balance" button for performing automatic white balance
- "Equalize" button for setting all colors to 100%
- Freeze (display switched off while acquisition continuous, for test purposes)

In addition the number of transferred frames is displayed as well as the number of eventually lost frames. A frame loss may happen for example in case of an insufficient network bandwidth or if the network connection gets interrupted for a short time or in case of other network failures.
Further the number of resent network packets is displayed. The second number is the last resent packet number and the first number indicates the total number of resent packets.

5.3 Gain

The gain panel allows for adjusting gain and Autogain with the following controls:

The default gain setting is "0" dB. You may change the gain up to 6 dB (or higher) in steps of $1/10^{th}$. Note that the dark offset will increase and dynamic range will not be improved. Please note that noise also is amplified. For good image quality do not increase gain more than 6 dB; **higher Gain is possible but performance is not specified!**
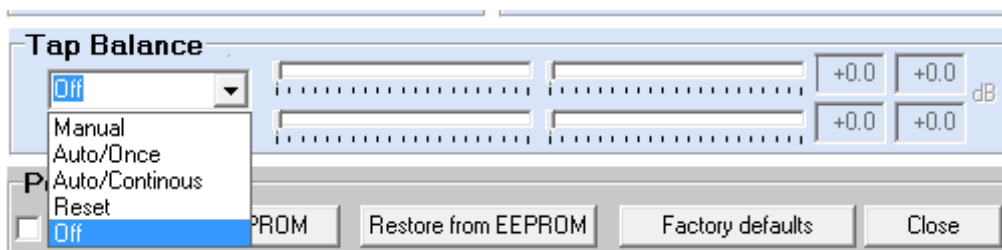
5.4 Offset

Dark level offset adjustment is possible. When 8 Bit are transmitted it can be changed from 0 to 255. Please note that factory adjustment is optimized for S/N ratio and sensitivity. You may lose dynamic range. Alter only if you operate at high temperatures like +40 °C.

5.5 AutoGain/AutoExposure

Auto tap balance is usually switched "Off" during normal camera usage. It can be activated for two modes:

- Manual
- Auto / Once
- Auto / Continuous

- Reset
- Off

When the "Auto" checkbox is activated for cameras that provide for the AutoGain/AutoExposure feature, the "Luminance" panel changes to show the settings that apply to this mode of operation. The manual settings for gain and offset will disappear since the luminance will be controlled automatically.
The automated luminance control algorithm takes advantage of both, exposure and gain settings. First the exposure will be tried to adjust it such that a set brightness value will be met. Once the highest exposure value has been reached the algorithm will further increase luminance by increasing camera's gain. The upper and lower limits for both controls are available in the "Luminance" panel once the "Auto" checkbox is checked.
The actual exposure is shown on the "Acquisition" panel and the actual gain is displayed in the "Luminance" panel on the left to the "min" and "max" gain settings.
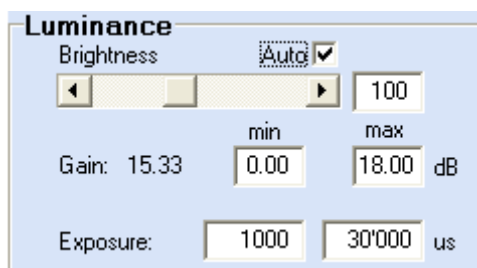
In "Manual" mode the sliders can be used to increase the gain factor related to the tap. So differences in brightness can be eliminated.
Factory balance will be displayed as 0 db. The slider can also be used for manually adjusting gain from 0 to 6.0 db for each tap.
When switched to "Auto / Once", captured images will be checked for tap balance and in case of a deviation, new left/right gain factors will be determined and be sent to the camera. As soon as a balance is achieved between left and right channel, the mode returns to "Off" automatically.

Mode "Auto / Once" is activated when a camera is opened. After capturing one or multiple images, the mode switches back to "Off" what is the normal state for camera usage. After this procedure factory set up is replaced.
In case of big changes for gain and/or exposure, it might be desirable to monitor tap balance continuously. In this case the auto tap balance mode should be switched to "Auto / Continuous". There is no visible runtime penalty for the "Auto / Continuous" mode since only a small stripe in the middle of each image is used for evaluating tap balance.

A balance setting can also be saved to EEPROM along with all other settings of a camera as described under "Persistence". That stored balance setting will become the default when the camera is re-booted.

HINT: A camera runs tap balance ONCE when it is opened in SVCapture. Therefore the tap balance settings that are stored on EEPROM might not be displayed when opening a camera in free-running mode. A camera should be switched e.g. to "software trigger" in order to verify the tap balance stored on EEPROM.
A camera can also be switched to single-tap if this feature is supported.

6 Assigning IO lines

If a camera supports IO settings then the input and output lines can be arbitrarily assigned to actual data lines.
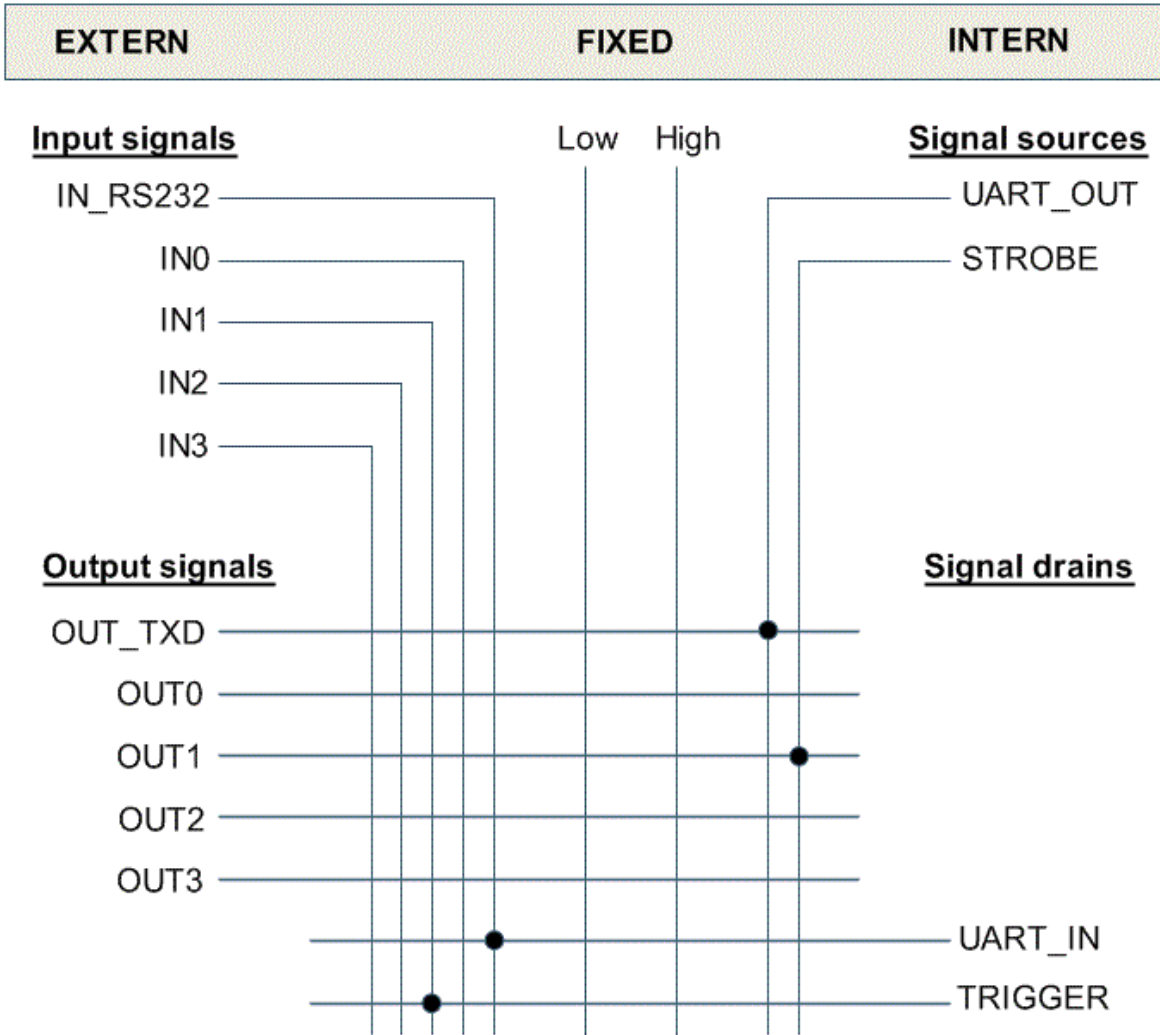
Chart: Flexible IO assignment matrix for SVS VISTEK cameras (with default settings)

The following outputs are available:

- OUT0   (only in HR family, not for eco family)

- OUT1

- OUT2

- OUT3

- OUT_TXD

Those output lines can be connected to the following signal sources:

- UART_OUT

- STROBE

- any of the input lines

- fixed signals Low or High

The following input lines are available:

- IN0   (only in HR family, not for eco family)
- IN1
- IN2
- IN3
- IN_RS232

The input lines can be connected to the following signal drains:

- UART_IN
- Trigger
- any of the output lines

The dialog allows for assigning signal sources to all physical output lines and for assigning physical inputs to logical input signals (signal drains).
When clicking on 'Apply' after making all adjustments then the new assignments take effect. One has to click on 'Save to EEPROM' in order to make them persistent. In case of any problems the 'Factory defaults' can be restored by clicking on that button. Source signals show current input.
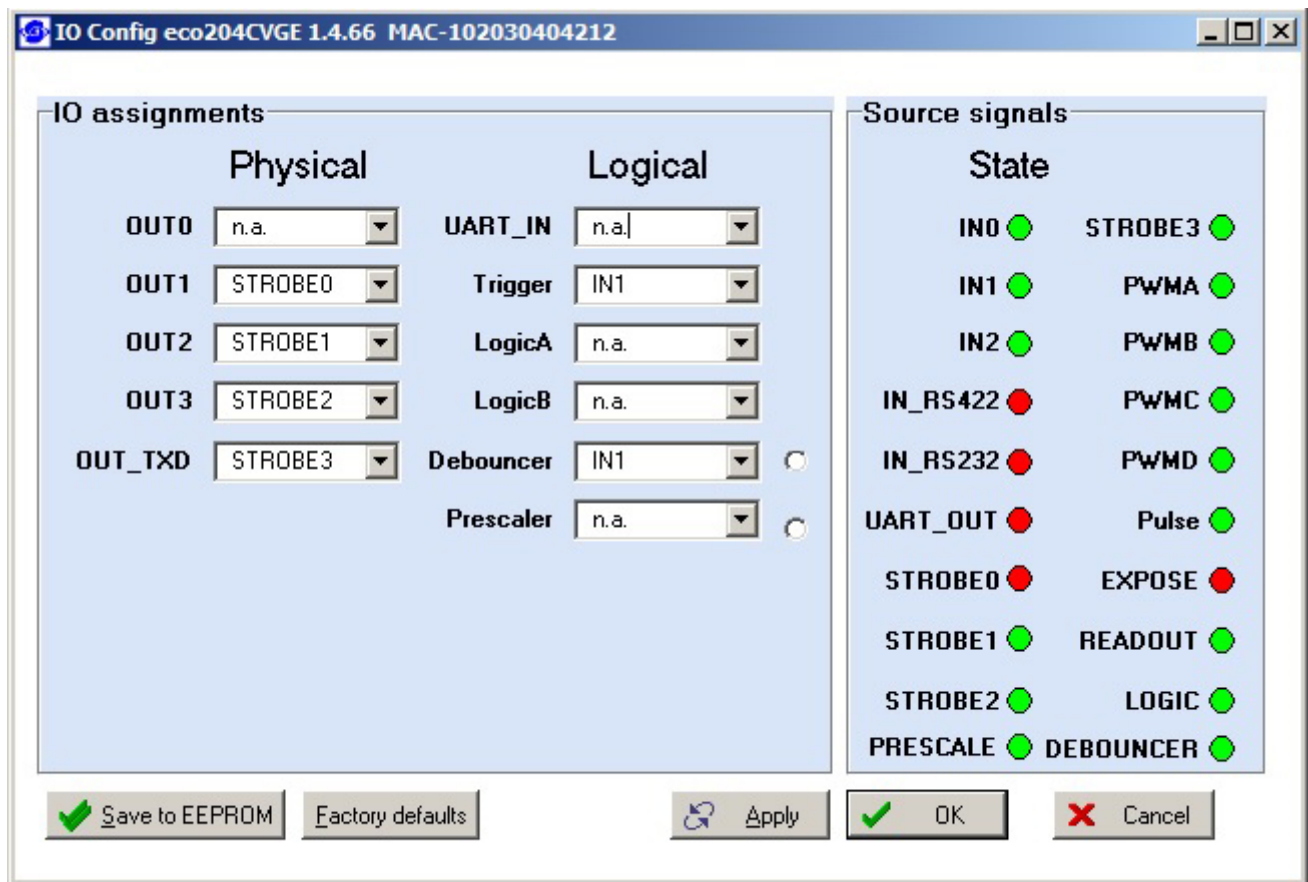
Above SHOWING "eco 4 IO". eco2 has 2 open drain outputs only.

6.1 **Input Lines**

The Input lines can be inverted or not using the "Inv" boxes.

UART_IN
Input for serial signals like RS232 or RS422
Trigger
This line triggers the camera to start image acquisition.
Logic A.B
These two signals are combined with an OR function.
The output of this combination is called "Logic".
Debouncer
It allows the filtering of the incoming signal to avoid false reactions due to bouncing of the incoming signal by ignoring it for a specified period before accepting it as a valid signal. Typically used for accurate detection of incoming hardware trigger signals which may not have ideal form characteristics.
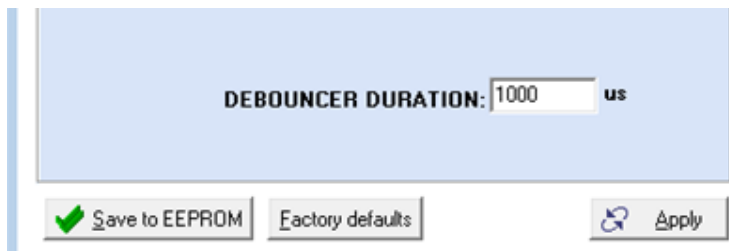
After marking the tic-box to activate the Debouncer the Debouncer Duration parameter box will appear. Enter the length of time in µsec that the input signal should be ignored before valid acception.

Prescaler
After marking the tic-box to activate the Prescaler the Prescaler Divisor parameter box will appear. Enter the factor with which the input signal will be accepted as valid. Example: Entering a value of 2 will result in every second relevant signal being passed through as valid.
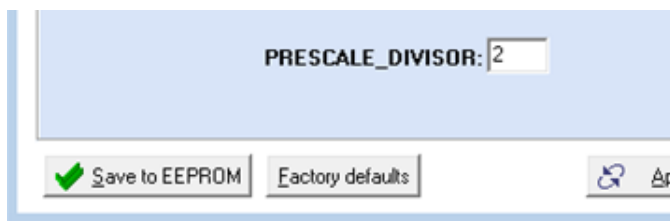
Here each second pulse is used.

Input combination, examples

Input drains can be combined and used in a sequence. So some examples are described here

- **Trigger by hardware**
Select IN1 directly in the "Trigger"

- Trigger with one debounced signal
  - In1 is connected with „Debouncer"

o Debouncer starts the "Trigger"

- Trigger when IN1 or IN2 sends a signal, debounce signal one

    o IN1 goes to DEBOUNCER

    o DEBOUNCER goes to Logic A

    o IN2 goes to Logic B

    o LOLIC is used for Trigger

- Either IN1 or IN2 triggers the camera, both have to be debounced

    o IN1 goes to LogicA

    o IN2 goes to LogicB

    o LOGIC goes to DEBOUNCER

DEBOUNCER goes to Trigger

6.2 Output lines and physical outputs

Output signals or output data lines can be connected with physical outputs.
Physical outputs are used to control external devices like flash lamps or to communicate with PLC's.
An output acts like a switch and so it is OPEN or CLOSED.
The configuration and assignment of the Output Signal is dependent on the external device connected to the Physical Output. Refer to SVCam technical papers on how to configure physical outputs to connect to and control LED Stobes and other devices.
There is an additional technical paper how to connect flashes or other control units.
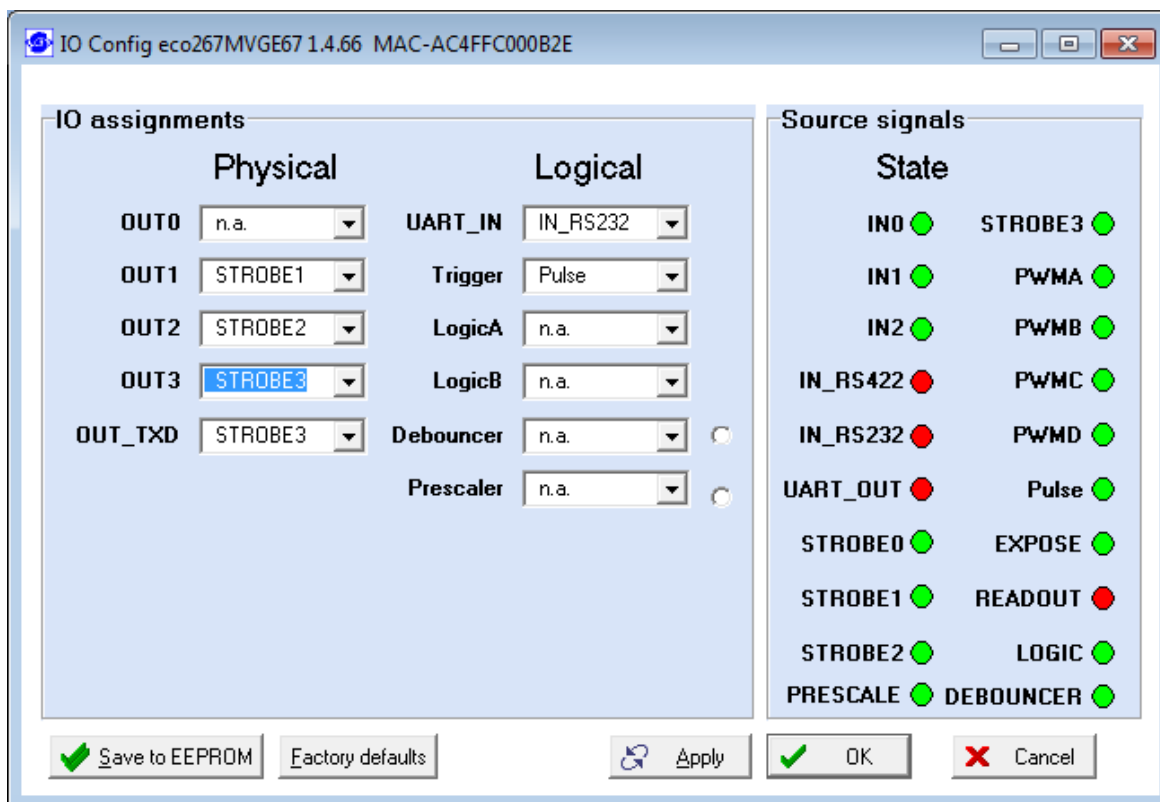
Output lines are connected to physical outputs in the column „Physical"
Here STROBE1 is sent to OUT1 and STROBE 2 is sent to OUT2

The possibilities are:
STROBE0,1,2,3
Send to an output. Signal used for triggering and modulating flash lighting
EXPOSE
Signal indicating the end of the camera exposure period
READOUT
Signal indicating the end of the frame readout
LOGIC
Signal when LogicA or LogicB are true (active).
PWMA,B,C,D
Pulse Width Modulated signals for use with the Sequencer Mode which is described in a later section of this chapter.
OUT_TXD
Serial command signals in RS232 or RS422 format which can be used to communicate with or command external devices. See section 10.6 for more details.

6.3 **Strobe**

The strobe panel allows for accessing the following settings for controlling light sources:

- Strobe duration
- Strobe delay (Start of strobe related to a trigger pulse)
- Strobe polarity (positive/negative)

Within the camera settings dialog one strobe(STROBE0) can be set.
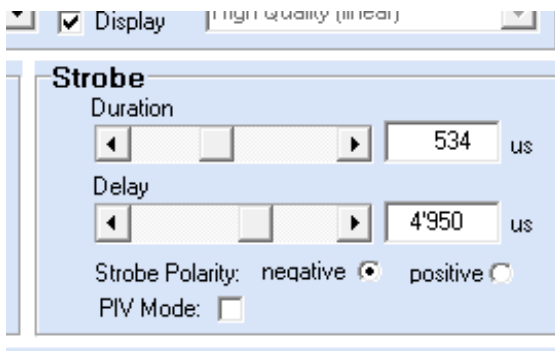
Here:

- Start at 4950 µsec

- Duration 534 µsec (Status ON)

- Strobe polarity means

  - Positive ,Output = OPEN for Duration , CLOSED for the rest

  - Negative, Output = CLOSED for Duration

Graphical strobe controller

With the menu item strobe controller up to four strobes can be adjusted and displayed graphically. The upper level is OPEN, lower level is CLOSED.
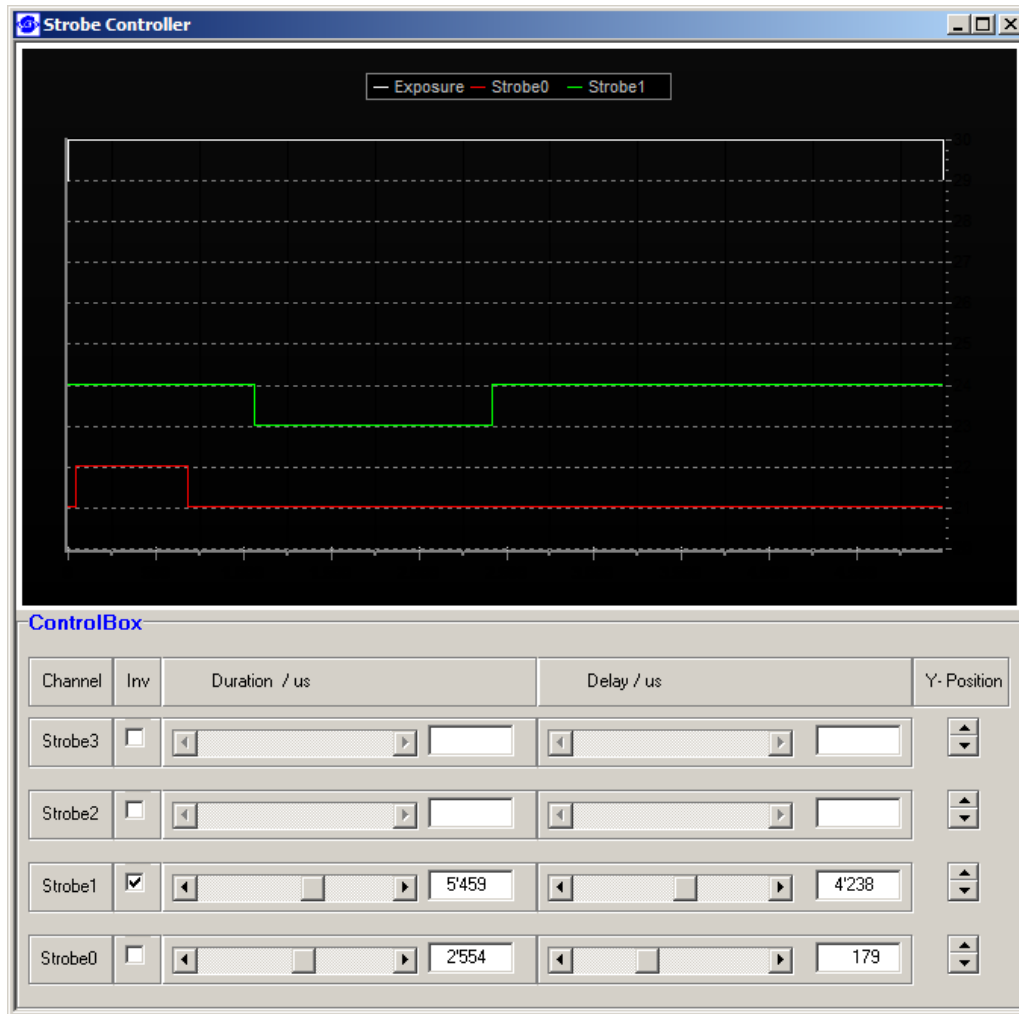
- Strobe 0 is identical to the strobe adjusted in the camera window

- The strobe is used in

  - Positive logic as standard

  - Negative logic, when "Inv" is selected

- All times are related to the exposure time, which is shown on top and determines the scale of the graphics.

- Strobes controlling an illumination have to be within this time

- Using the sliders the changes can be seen in the fields besides.

6.4 **Sequencer**

The sequencer is a special IO module which controls the camera
It is started with the menu items
- Camera
- Create Sequencer

After
- input of a number in SeqCount window
- press CreateSequencer

So selectors can be added. Each Selector offers a page with input possibilities for Exposure and output values.
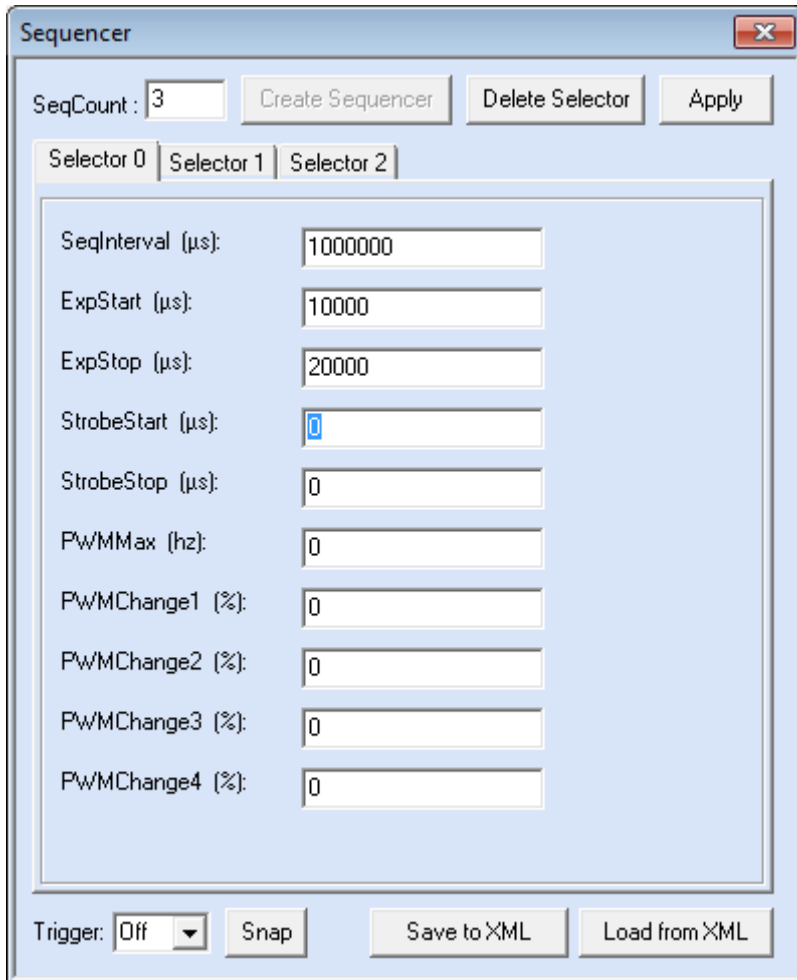
- SeqInterval is the time of one sequence interval, here 1 000 000 µsec = 1 sec

- The next interval follows and can be adjusted differently (see graphics on next page).

- ExpStart and ExpStop are the times for the exposure related to Sequence Start. Exposure time is ExpStop – ExpStart, here 20 000 µs – 10 000 µs = 10 000 µs

- Delete Selector" deletes the currently selected Selector.

- Click "Apply" to activate all input values to the camera

- "Save to XML" and "Load from XML" stores and restores settings

- "Snap" -starts the sequencer by software and is mostly used for tests

- The "Trigger" can be set to hardware inputs

  - In0
  - In1
  - In2

- Then automatically "Trigger" in IO menu is changed to PULSE

Also a strobe can be controlled, the total time sequence can be seen in the following drawing.
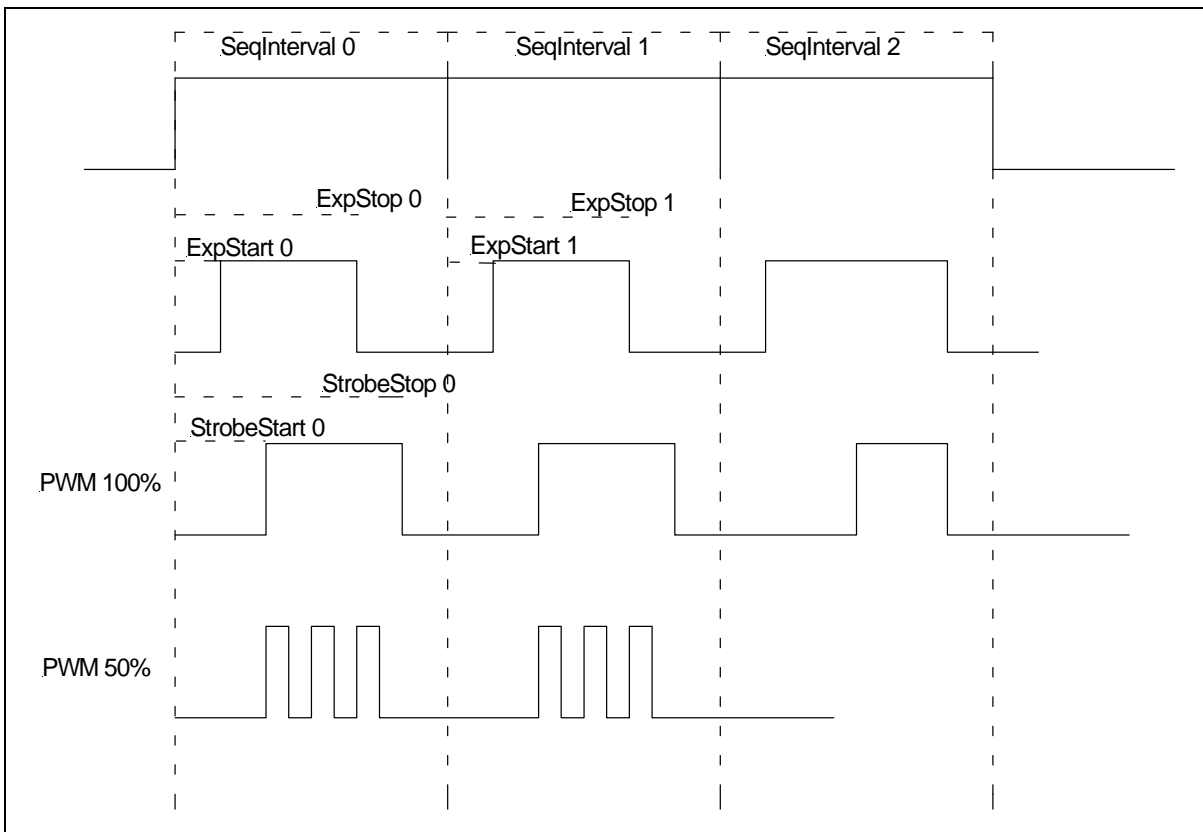
- StrobeStart and StobeStop determine the duration of the output signal

- Within this time a pulse width modulation can control the intensity of an illumination, for example

    o PWM100% = full time output

    o PWM50% = 50% output

- For each sequence up to 4 PWM's can be configured

- These PWM's are output data line and have to be directed to a physical output using "Camera IO configuration" in "Camera" menu". Otherwise there is no physical reaction in a connected unit device.

- Setup for physical PWM output is shown on the next page.

!! As told before the sequencer has its own trigger management. Software trigger is done with SNAP. For hardware trigger IN0 to IN2 are selectable.
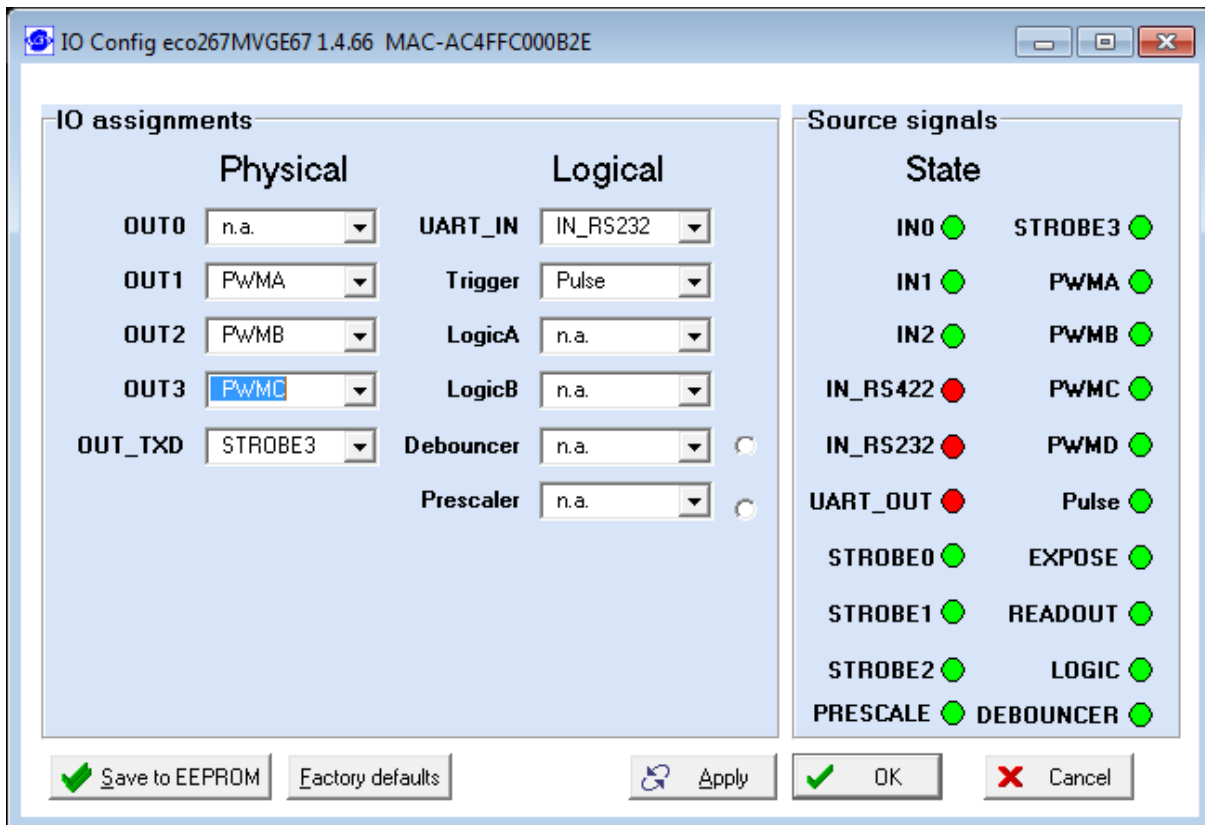
Here it is shown how PWMA to PWMC are connected with physical OUT1 to OUT3

When sequencer is adjusted and "Apply" was used. Trigger mode within the camera window changes automatically to "External trigger / external exposure".
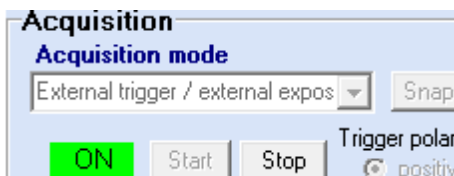
To store and restore an adjusted sequencer, parameters can be saved in an XML file
```
<Sequencer>
<SeqCount>3</SeqCount>
<SeqSelector_0>
<SeqInterval(µs)>1000000</SeqInterval(µs)>
<SeqPulseAStart(µs)>0</SeqPulseAStart(µs)>
<SeqPulseAStop(µs)>10000</SeqPulseAStop(µs)>
<SeqPulseBStar(µs)>0</SeqPulseBStar(µs)>
<SeqPulseBStop(µs)>10000</SeqPulseBStop(µs)>
<PWMMax(hz)>0</PWMMax(hz)>
<PWMChangeA(%)>10</PWMChangeA(%)>
<PWMChangeB(%)>20</PWMChangeB(%)>
<PWMChangeC(%)>30</PWMChangeC(%)>
<PWMChangeD(%)>40</PWMChangeD(%)>
</SeqSelector_0>
<SeqSelector_1>
<SeqInterval(µs)>1000000</SeqInterval(µs)>
<SeqPulseAStart(µs)>5000</SeqPulseAStart(µs)>
<SeqPulseAStop(µs)>150000</SeqPulseAStop(µs)>
<SeqPulseBStar(µs)>5000</SeqPulseBStar(µs)>
<SeqPulseBStop(µs)>150000</SeqPulseBStop(µs)>
```

```
<PWMMax(hz)>0</PWMMax(hz)>
<PWMChangeA(%)>20</PWMChangeA(%)>
<PWMChangeB(%)>40</PWMChangeB(%)>
<PWMChangeC(%)>60</PWMChangeC(%)>
<PWMChangeD(%)>80</PWMChangeD(%)>
</SeqSelector_1>
<SeqSelector_2>
<SeqInterval(µs)>1000000</SeqInterval(µs)>
<SeqPulseAStart(µs)>10000</SeqPulseAStart(µs)>
<SeqPulseAStop(µs)>20000</SeqPulseAStop(µs)>
<SeqPulseBStar(µs)>10000</SeqPulseBStar(µs)>
<SeqPulseBStop(µs)>20000</SeqPulseBStop(µs)>
<PWMMax(hz)>0</PWMMax(hz)>
<PWMChangeA(%)>20</PWMChangeA(%)>
<PWMChangeB(%)>40</PWMChangeB(%)>
<PWMChangeC(%)>60</PWMChangeC(%)>
<PWMChangeD(%)>80</PWMChangeD(%)>
</SeqSelector_2>
</Sequencer>
```
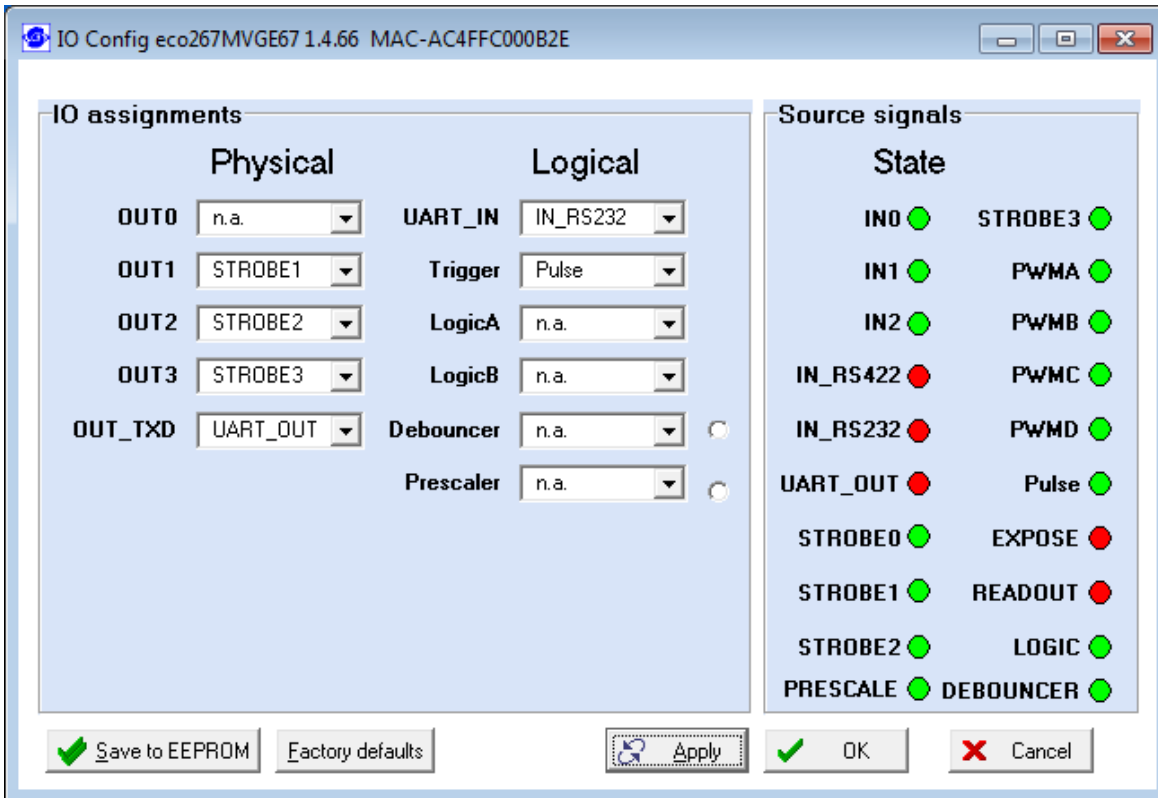
Example of a Sequencer XML file

Serial commands

Some additional equipment needs serial control via RS232.

These command can be sent
- from PC to Camera via Ethernet
- from Camera to equipment via RS232

IO has to be configured

- UART_IN = IN_R232
- OUT_TXD = UART_OUT

6.5 Adjusting an AOI (area of interest)

When clicking on the "AOI" button in the "Image" panel a graph tablet becomes visible that allows for defining an AOI by dragging and resizing a gray target area with a red border inside the imager limits, represented by a rectangle with black borders.
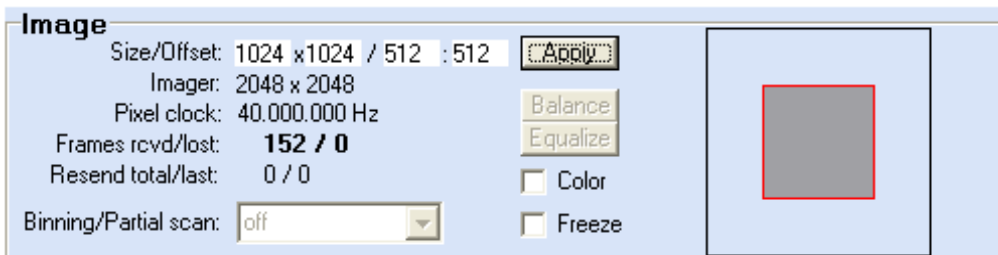
Whenever the left mouse button is released after dragging/resizing the target area, the camera will be adjusted to the new settings. Alternatively the target area can be defined numerically by entering values into the edit fields for Size/Offset and subsequently clicking on "Apply". After clicking on "Apply" the graph tablet will disappear and the new settings are stored in the camera.

6.6 Strobe

The strobe panel allows for accessing the following settings for controlling light sources:

- Strobe duration
- Strobe delay (Start of strobe related to a trigger pulse)
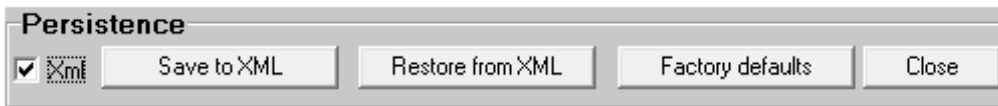- Strobe polarity (positive/negative)

6.7 Persistence

The buttons in the persistence panel allow for saving and restoring all settings:
- Save to EEPROM
- Restore from EEPROM
- Factory defaults
- Close
-

When Xml selector is used, all camera settings are stored to an XML file on the computer

The input fields change to

Now

- Save to XML
- Restore from XML

7 Saving images to disk

The live image can be saved to disk with the "Save as" item in the Image menu. After selecting a path and specifying a file name a picture in one of the formats JPEG, PNG (Portable Network Graphics), BMP or PIX (raw pixel data) ll be saved to disk. Saving of 16-bit images is supported by the PNG and PIX (raw pixel data) formats.
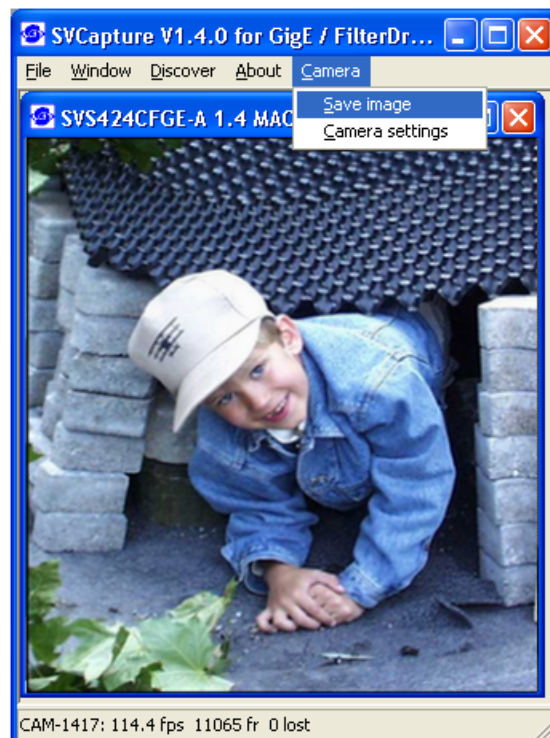
8 Displaying a camera's XML file

Accordingly to the GigE Vision standard a GigE camera provides for an XML file that defines the camera's capabilities. Though the XML file will usually be processed by software, the SVCapture application allows for displaying a camera's XML file on screen and saving it to disk. This functionality is available in the "Camera" menu when clicking on the "Show XML file" entry.
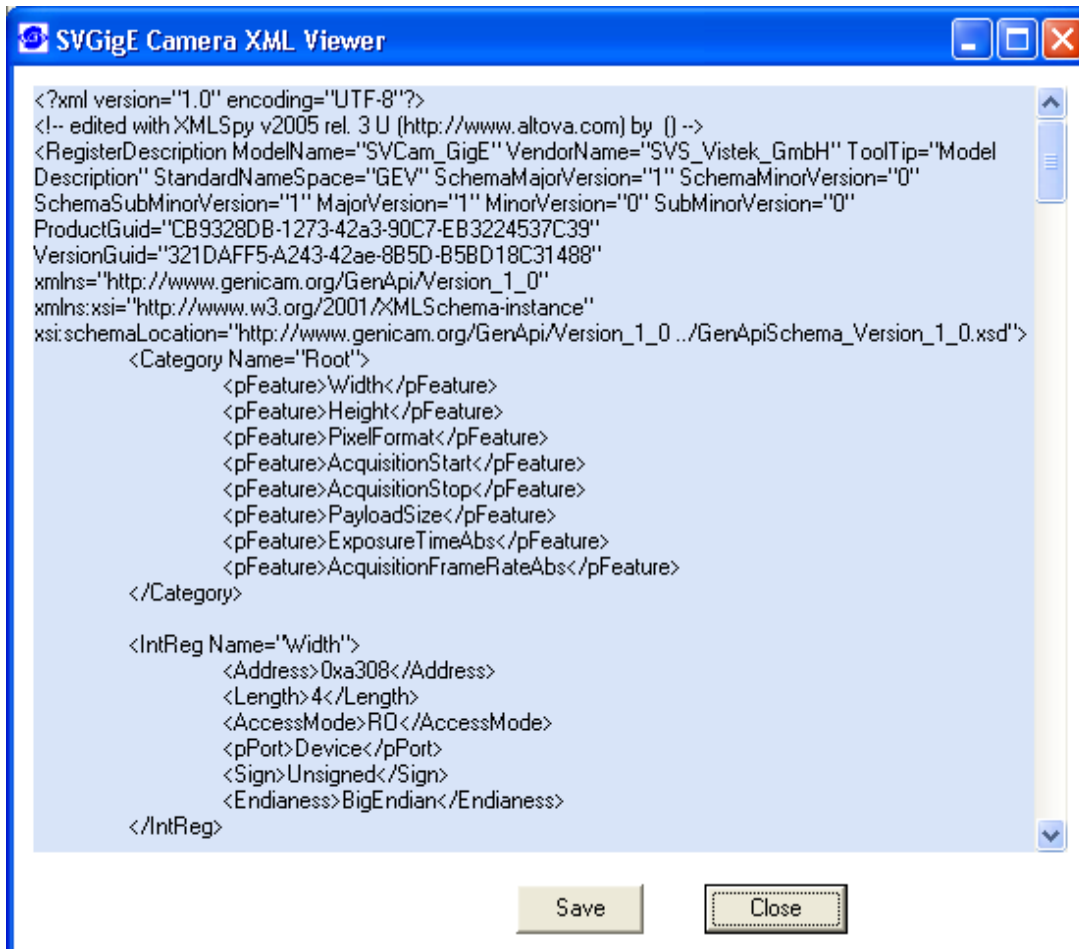
9 Displaying a camera's feature list

A SVGigE camera provides for a set of features out of a list of all defined features. The "Feature list" entry in the "Camera" menu allows for getting information which features a given camera provides for and which are not available.
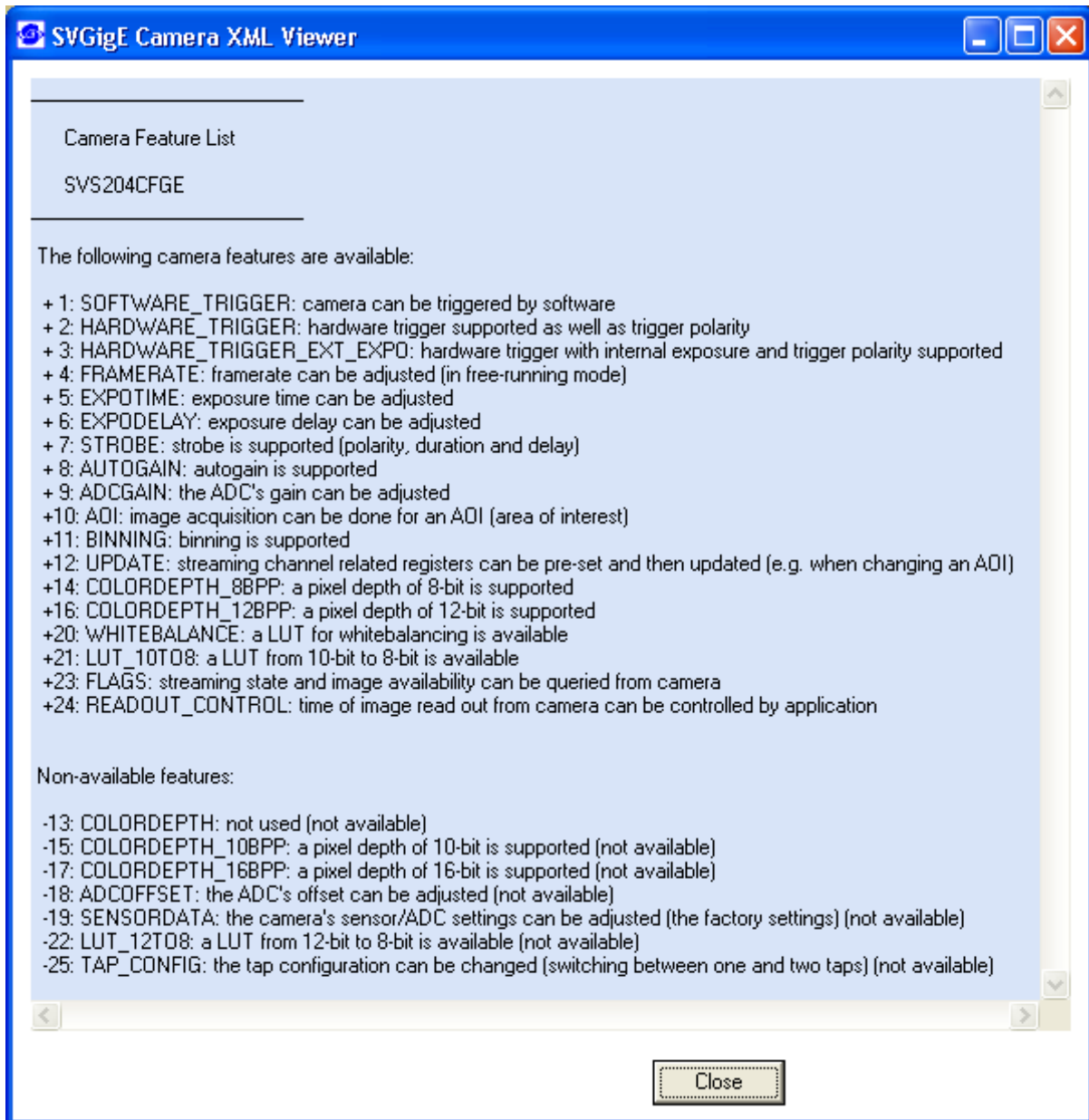
10 Diagnostics/ Troubleshooting/See Appendix A

With this function you can create a log file which can be send in to your supplier in order to find problems e.g. lost images or other problems you encounter. The acquisition of the log file can be stopped any time. Please store it and send it in once help is needed.

11 Context menu

A context menu can be activated in the image window by right clicking on the mouse inside that window. The following functions can be controlled by this menu:

- Displaying pixel coordinates and values

- Reducing the size of an image to 12,5%

- Reducing the size of an image to 25%

- Reducing the size of an image to 50%

- Restoring the original 100% size of an image

- Magnifying resolution to 200% (image fragment scrolled by left mouse click)

- Magnifying resolution to 400% (image fragment scrolled by left mouse click)

- Magnifying resolution to 800% (image fragment scrolled by left mouse click)
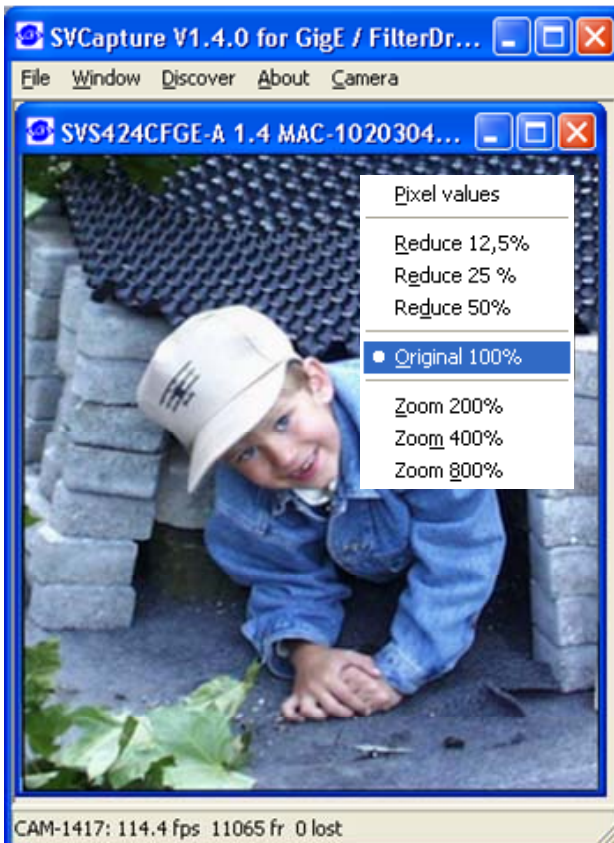
If "Pixel values" is selected the display switches in the bottom left corner to displaying the min and max values at cursor position along with the difference max-min which represents the image's noise amplitude at cursor position:

CAM-1447: X=1451 Y=286 Pixel: 102 (min: 100 max: 103 dif: 3)

11.1 Filter Driver

In order to lower CPU load on some PCs it is useful to save CPU power for other tasks. The driver delivered with the camera helps to do so.

⚠ **It is recommended always to enable the filter driver, otherwise images can be lost!**

File | Enable filter driver	- Enable or disable a filter driver
File | Exit	- Leaving application
Window | Cascade	- Cascade camera views in main window
Window | Tile	- Assign each camera view a share of main window
Window | Delete	- Close camera view that currently has the focus
About	- Program and version information

11.2 Firmware update

A separate tool called **"Firmware Update Tool.exe"** is provided to execute a firmware update.

Depending on the **serial number a firmware update for the internal camera logic** might be useful or necessary. This can be essential in order to **use the current available SVCapture or SDK.**

Using unmatched hardware and software (e.g. HW 1.2 with SW 1.4) will NOT work. Numbering is consistent. So 1.4 SW requires 1.4 firmware!

In doubt please contact your local distributor.

12 Technical Data

An easy logic allows the control of the camera by different signals to achieve optimum image quality.

12.1 CCD used/cosmetic issues:

- Sony: ICX674, ICX694, ICX814,
- Truesense KAI1050, KAI2050, KAI2150, KAI4050

For Details see Sony and Truesense datasheets.

Single pixel defects are possible.

Please note: Factory settings for gain/offset will be irrevocably overwritten when confirming the final message box with OK.
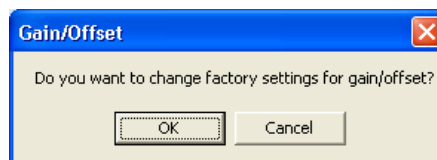
12.2 Signal conditioning

The analog output of the sensor is conditioned by Correlated Double Sampling (CDS) for optimum S/N ratio. Dark level drift is compensated by an "auto zero" amplifier circuit and fed into a video ADC with 14 Bit resolution. The data are fed into an internal 64 MB Memory. The camera is controlled by an FPGA and the data packages are sent via an Ethernet controller to the PC.

12.3 Optical and mechanical issues

- Camera size: 38mm x 38mm x 45mm (without connectors and lens)
- Camera size IP67 version: 42mm x 42mm x 45,1 mm (without connectors and lens)
- Weight: Approx. 150 grams
- Front plate with C-mount.
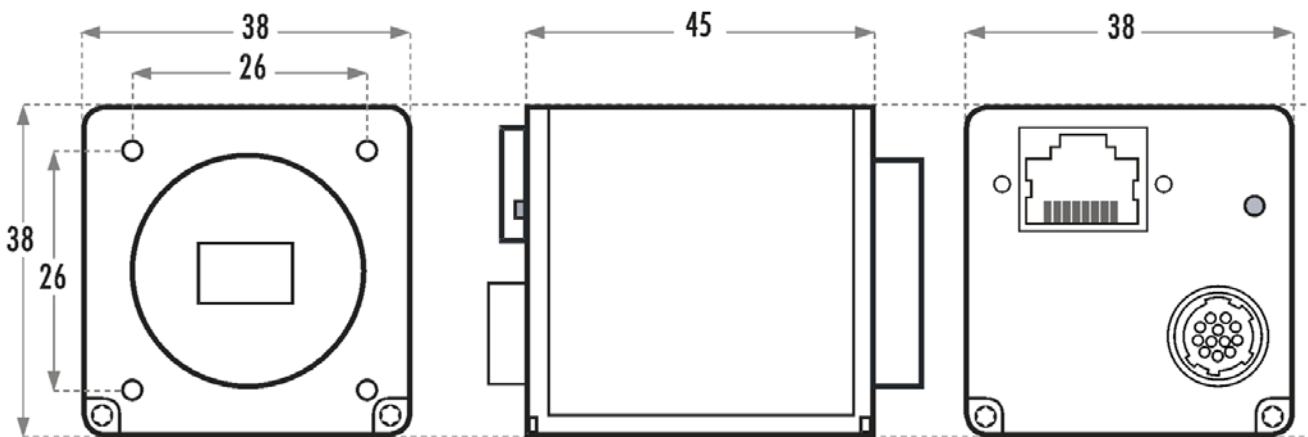
- **Distance from Chip surface to C-mount ring: 17.52mm**

Views on "standard eco2":
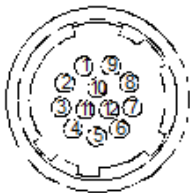## eco1050, 2050, 2150, 4050,eco674, 694 and 814
Front plate with **C-Mount** adapter.

Use e.g. 4 x M3 holes in frontplate for mounting !!!
Proper heatsinking is required !!

HR10A-10R-12PB (Mating Connector HR10A-10P-12S)

1	VIN-(GND)
2	VIN+ (10V to 25VDC)
3	RXD (RS232)
4	TXD (RS232)
5	IN1 (0-24V)
6	IN2 (0-24V)
7	OUT1 (open drain max. 24V, 0.3A)
8	OUT2 (open drain max. 24V, 0.3A)
9	IN3+ (RS422)
10	IN3- (RS422)
11	OUT3+ (RS422)
12	OUT3- (RS422)

GigE LAN Connector
RJ-45, female
(Mating Connector: RJ-45 male)

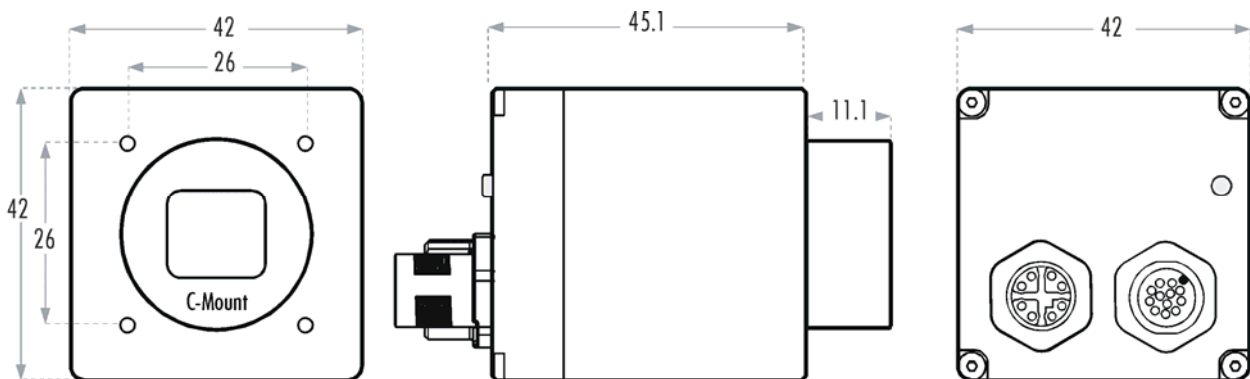12345678

Option

Mounting Bracket for standard eco2 (do not scale).
Can not be used with IP 67 version !
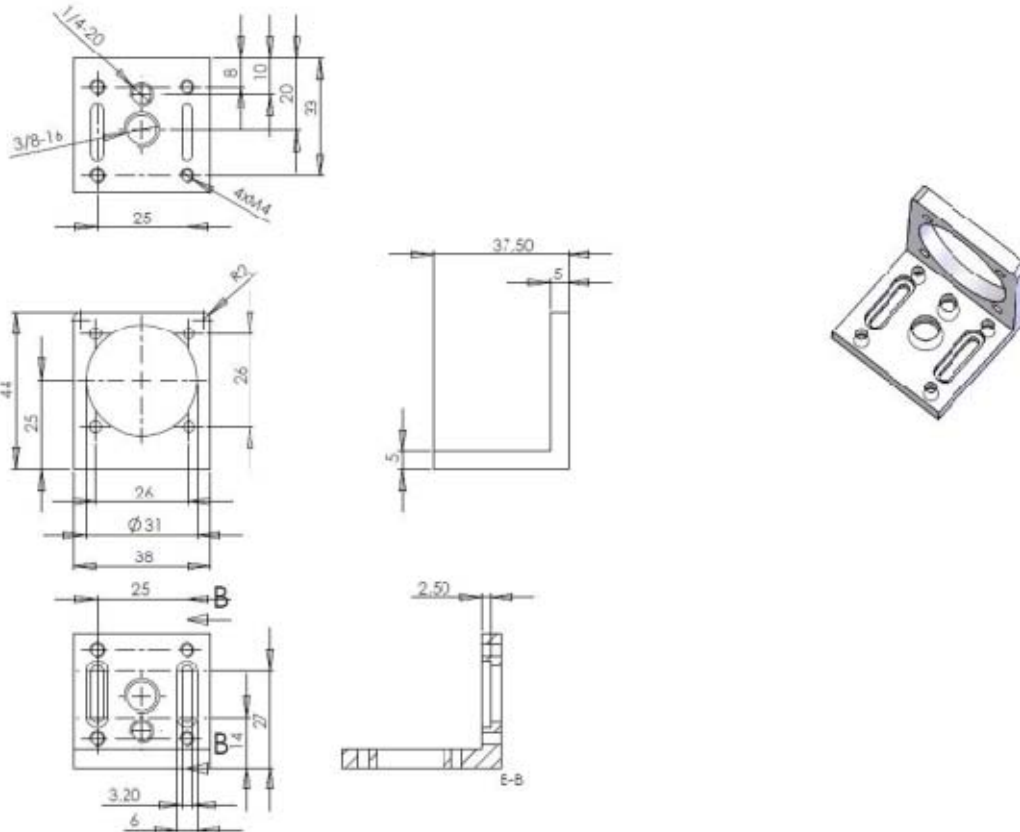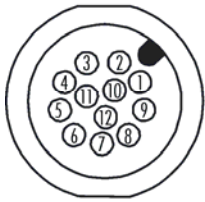
View on IP 67 version

The IP 67 version uses different connectors in order to comply with such standard. The connectors are "M12" style, either with 8 pins for Ethernet or 12 pins and I/Os.
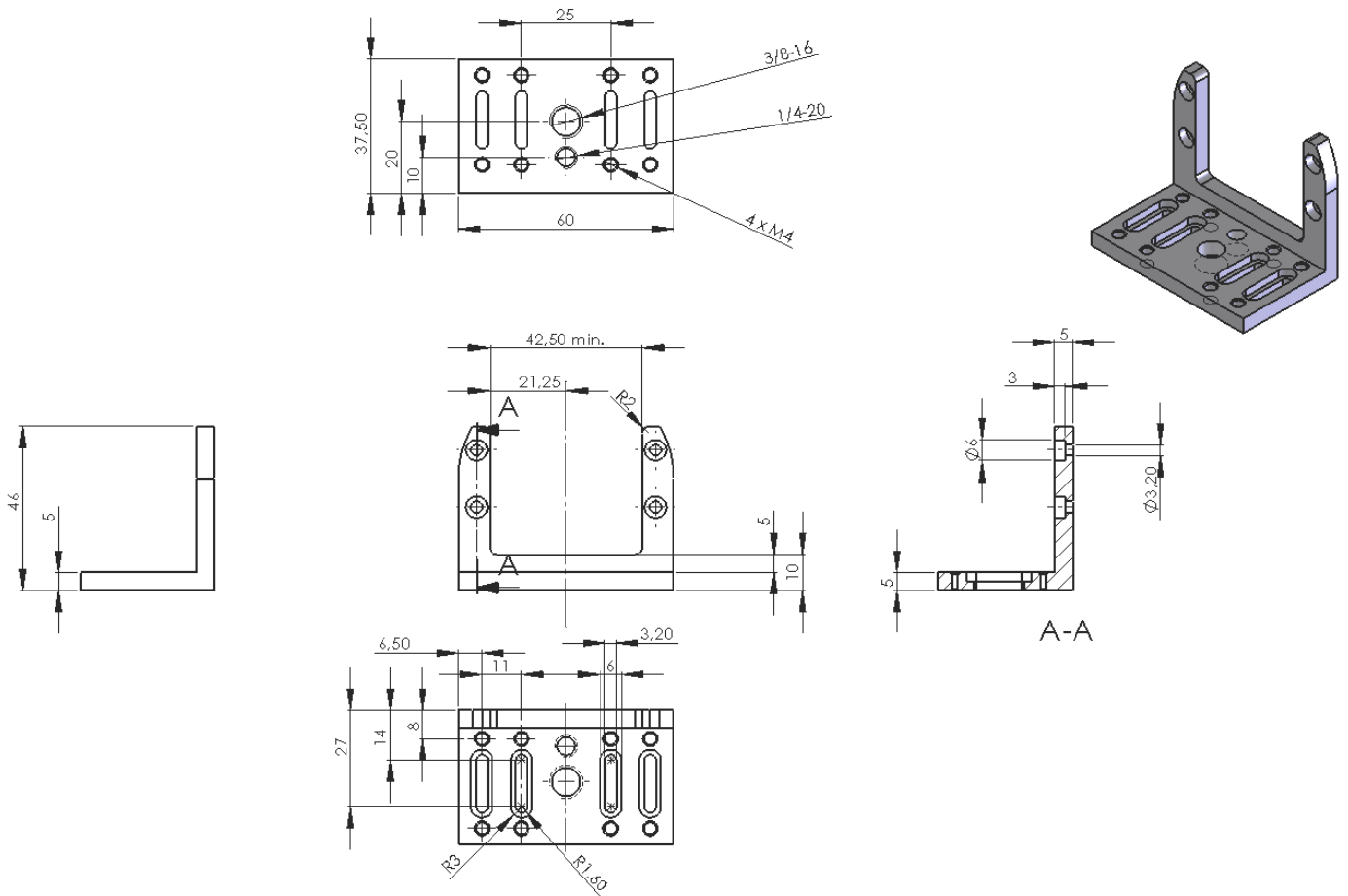
Pin layout below/next page

COLOR		PIN			COLOR		PIN	
	BN	1	VIN+ (10V to 25V DC)			BK	7	OUT1 (open drain max. 24V, 0.3A)
	BU	2	VIN- (GND)			GY	8	OUT2 (open drain max. 24V, 0.3A)
	WH	3	RXD (RS232)			RD	9	IN3+ (RS422)
	GN	4	TXD (RS232)			VT	10	IN3- (RS422)
	PK	5	IN1 (0-24V)			GYPK	11	OUT3+ (RS422)
	YE	6	IN2 (0-24V)			RDBU	12	OUT3- (RS422)

Option

Mounting Bracket for IP 67 version of eco2 (do not scale).
Can not be used with standard eco version !

12.4 Basic electro-optic Specifications of Cameras

eco674

CCD ICX 674 size (diagonal) 10.98 Interline, 2 tap config.	1920 x 1460 Pixel	Pixel Size 4.54 x 4.54 µm
Pixelclock	2 x 40 MHz	
Frame Rate (max)	19.9 fps	
Frame Rate (2 x 2 Binning)		
Offset	ca. 40 counts in 12 Bit	
Gain	18 dB max. Specification valid up to 6 dB	
Dynamic Range DR	62 dB (Saturation/Dark Noise (RMS)	
Fixed Pattern Noise	ca. 8 counts in 12 Bit	
Photo Response Nonuniformity (PRNU)	+/- 10%	
Spectral Response	380 – 950 nm	Monochrome
Exposure Time (internal)	42 µsec – 2 sec	
Power consumption	4W (0.33 A @ 12V)	

eco694

CCD ICX 694 (diagonal) 15.99 Interline, 2 tap config	2752 x 2204 Pixel	Pixel Size 4.54 x 4.54 µm
Pixelclock	2 x 40 MHz	
Frame Rate (max.)	10,1 fps	
Frame Rate (2 x 2 Binning)		
Offset	ca. 40 counts in 12 Bit	
Gain	18 dB max. Specification valid up to 6 dB	
Dynamic Range DR	58dB (Saturation/Dark Noise (RMS)	
Fixed Pattern Noise	ca. 8 counts in 12 Bit	
Photo Response Nonuniformity (PRNU)	+/- 10%	
Spectral Response	380 – 950 nm	Monochrome
Exposure Time (internal)	42 µsec – 2 sec	
Power consumption	4W (0.33 A @ 12V)	

eco814

CCD ICX 814 (diagonal) 10.97 Interline, 2 tap config	3360 x 2712 Pixel	Pixel Size 3.69 x 3.69 µm
Pixelclock	2 x 40 MHz	
Frame Rate (max.)	7 fps	
Frame Rate (2 x 2 Binning)		
Offset	ca. 40 counts in 12 Bit	
Gain	18 dB max. Specification valid up to 6 dB	
Dynamic Range DR	58 dB (Saturation/Dark Noise (RMS)	
Fixed Pattern Noise	ca. 8 counts in 12 Bit	
Photo Response Nonuniformity (PRNU)	+/- 10%	
Spectral Response	380 – 950 nm	Monochrome
Exposure Time internal)	42 µsec – 2 sec	
Power consumption	4W (0.33 A @ 12V)	

eco1050

CCD KAI 1050 1/2" Interline, 2 tap config	1024 x 1024 Pixel	Pixel Size 5,5 x 5,5 µm
Readout Frequency	2 x 40 MHz	
Frame Rate (max.)	56.1 fps	
Offset	ca. 30 counts in 12 Bit	
Gain	18 dB max. Specification valid up to 6 dB	
Dynamic Range DR	58 db Saturation/Dark Noise (RMS)	
Fixed Pattern Noise	ca. 8 count in 12 Bit	
Photo Response Nonuniformity (PRNU)	+/- 10%	
Spectral Response	380 – 950 nm	Monochrome
Exposure Time	6 µsec – 2 sec	
Power consumption	4W (0.33 A @ 12V)	

eco2150

CCD KAI 2150 2/3" Interline (16 :9) 2 tap config	1920 x 1080 Pixel	Pixel Size 5,5 x 5,5 µm
Readout Frequency	2 x 40 MHz	
Frame Rate (max.)	31.7 fps	
Offset	ca. 30 counts in 12 Bit	
Gain	18 dB max. Specification valid up to 6 dB	
Dynamic Range DR	58 db Saturation/Dark Noise (RMS)	
Fixed Pattern Noise	ca 8 counts in 12 bit	
Photo Response Nonuniformity (PRNU)	+/- 10%	
Spectral Response	380 – 950 nm	Monochrome
Exposure Time	6 µsec – 2 sec	
Power consumption	4W (0.33 A @ 12V)	

eco2050

CCD KAI 2050 2/3″ Interline, 2 tap config	1600 x 1200 Pixel	Pixel Size 5,5 x 5,5 µm
Readout Frequency	2 x 40 MHz	
Frame Rate (max.)	33.2 fps	
Offset	ca. 30 counts in 12 Bit	
Gain	18 dB max. Specification valid up to 6 dB	
Dynamic Range DR	58 db (Saturation/Dark Noise (RMS)	
Fixed Pattern Noise	ca 8 counts in 12 bit	
Photo Response Nonuniformity (PRNU)	+/- 10%	
Spectral Response	380 – 950 nm	
Exposure Time (internal)	6 µsec – 2 sec	Monochrome
Power consumption	4W (0.33 A @ 12V)	

eco4050

CCD KAI 04050 1″ Interline, 2 tap config	2336 x 1752 pixel	Pixel size 5,5 x 5,5 µm
Readout frequency	2 x 40 MHz	
Frame Rate (max.)	16.8 fps	
OFFSET	about 30 counts in 12 Bit	
Gain	18 dB max. Specification valid up to 6 dB	
Dynamic Range DR	58 db Saturation/Dark Noise (RMS)	
Fixed Pattern Noise	ca 8 counts in 12 bit	
Photo Response Nonuniformity (PRNU)	+/- 10%	
Spectral response	380–950 nm	Monochrome
Exposure time (internal)	6 µSec – 2 Sec	
Power consumption	4W (0.33 A @ 12V)	

12.5 Environmental Issues

4.8.1 Europe
The camera is CE tested and the rules of EN 50022-2 apply.

4.8.2 USA and Canada
I. Labeling requirements:
This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

II. Information to the user:
Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

It is necessary to use a shielded power supply cable. You can than use the "shield contact" on the connector which has GND contact to the camera housing. This is essential for any use. If not done and camera is destroyed due to Radio Magnetic Interference (RMI) **WARRANTY is void**!

- Operating temperature Spec: -10 to +40 °C
  In order to keep dark current low. To achieve 9 optical Bit, operation at 25 °C max. is recommended.

- **Power:** US/UK and European line adapter can be delivered. Otherwise use +10 to +25V DC with filtered and stabilized power supply.

- **Shock is tested**: About 60 g in 6 ms. **Vibration test** is 10 g in 6 ms

- **RoHS:** All cameras comply with the recommendation of the European Union concerning RoHS Rules.

12.6 Spectral response curves

All Color Version
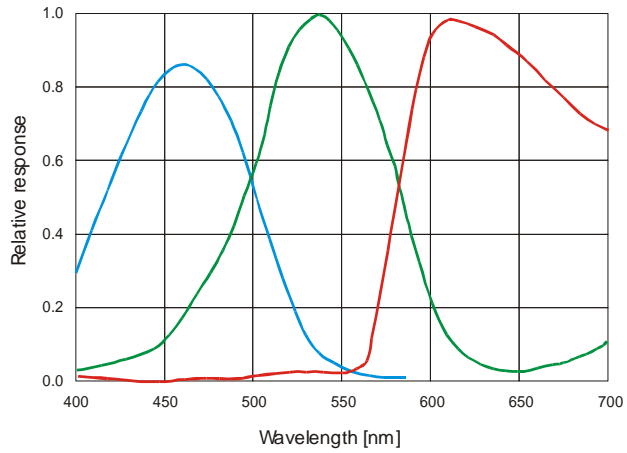
Monochrome Version

eco674. 694 and 814
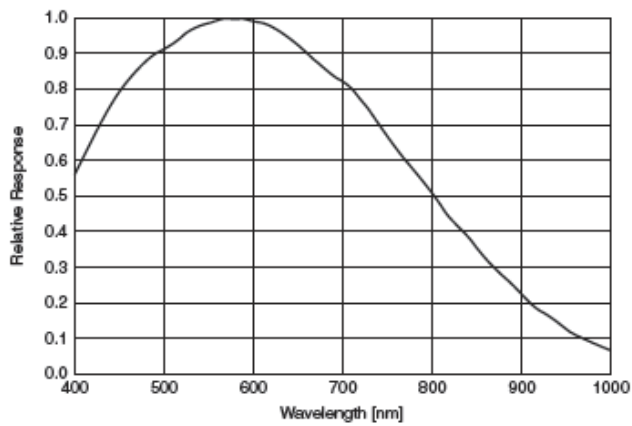
Comments on camera temperature

There is no need to worry because the camera has been tested at higher temperatures than specified.

12.7 Comments on Color Version

If you have purchased a color version (e.g. ecoZZZCTLGEC) of this camera, please note the following:

In all electrical terms the camera is identical to the black and white versions.The camera uses a CCD which has a color mosaic filter. This filter is called "Bayer"-filter named after the person who invented it. It has a pattern on the lines which alternates as follows, e.g.:

First line: RGRGRG…. and so on (R = Red, B = Blue, G = Green)
Second line: GBGBGB…. and so on

Please note that about half of the pixel are green, a quarter red and a quarter blue. This is due to the maximum sensitivity of the human eye at about 550 nm (green).

Note that the green pixel in the "red" line has different sensitivity than the green pixel in the "blue" line.

Because this camera is a single chip camera it is necessary to use an algorithm which interpolates those colors which are "not known" by the specific pixel. E.g. the red pixel does not know its green and blue components.
This means that the performance of the image depends on the software used.
Please be aware that it is not possible to incorporate the algorithm into the camera so easily. Unlike NTSC/PAL cameras there is no hardware chip available which can do that for such large images. The user has the advantage to alter the colors depending on his needs. Thus the color image must be processed in the PC.

We offer several algorithms in the SVCapture program which influence display rate and image quality. However a color source code is available on request for those who want to write an application.

We offer a complete set for a system setup containing camera, cable, power supply, and software to help solving your applications.

Note that you can disable the color in the SVCapture program. Color processing is not done inside the camera but in the PC. So some CPU power is consumed.

If you have questions do not hesitate to contact us or your local dealer.

13 Warranty Terms

13.1 Standard products warranty and adjustment

Seller warrants that the article to be delivered under this order will be free from detects in material and workmanship under normal use and service for a period of **TWO** years from date of shipment. The liability of Seller under this warranty is limited solely to replacing or repairing or issuing credit (at the discretion for Seller) for such products that become defective during the warranty period.

In order to permit Seller to properly administer this warranty, Buyer shall notify Seller promptly in writing of any claims,; provide Seller with an opportunity to inspect and test the products claimed to be detective. Such inspection may be on customer's premises or Seller may request return of such products at customer's expense. Such expense will subsequently be reimbursed to customer if the product is found to be defective and Buyer shall not return any product without prior return authorization from Seller.

If a returned product is found to be out of warranty or found to be within the applicable specification, Buyer will have to pay an evaluation and handling charge, independent of possible repair and/or replacement costs. Seller will notify Buyer of the amount of said evaluation and handling charges at the time the return authorization is issued. The Seller will inform the Buyer of related repair and/or replacement costs and request authorization before incurring such costs. Buyer shall identify all returned material with Sellers invoice number, under which material has been received.

If more than one invoice applies, material has to be clearly segregated and identified by applicable invoice numbers. Adjustment is contingent upon Sellers examination of product, disclosing that apparent defects have not been caused by misuse, abuse, improper installation of application, repair, alteration, accident or negligence in use, storage, transportation or handling. In no event shall Seller be liable to Buyer for loss of profits, loss of use, or damages of any kind based upon a claim for breach of warranty.

13.2 Development Product Warranty

Developmental products of Seller are warranted to be free from defects in materials and workmanship and to meet the applicable preliminary specification only at the time of receipt by Buyer and for no longer period of time in all other respects the warranties made above apply to development products.The aforementioned provisions do not extend the original warranty period of any article which has been repaired or replaced by Seller. If Warranty Label of camera is broken Warranty is void!
SELLER MAKES NO OTHER WARRANTIES; EXPRESS OR IMPLIED; AND SPECIFICALLY; SELLER MAKES NO WARRANTY OF MERCHANTABILITY OF FITNESS FOR PARTICULAR PURPOSE.

14 Appendix A – Troubleshooting

14.1 Get camera diagnostics

When clicking on the Camera | Diagnostics menu entry a dialog will open that allows receiving camera diagnostics information.

15   Diagnostics/ Troubleshooting
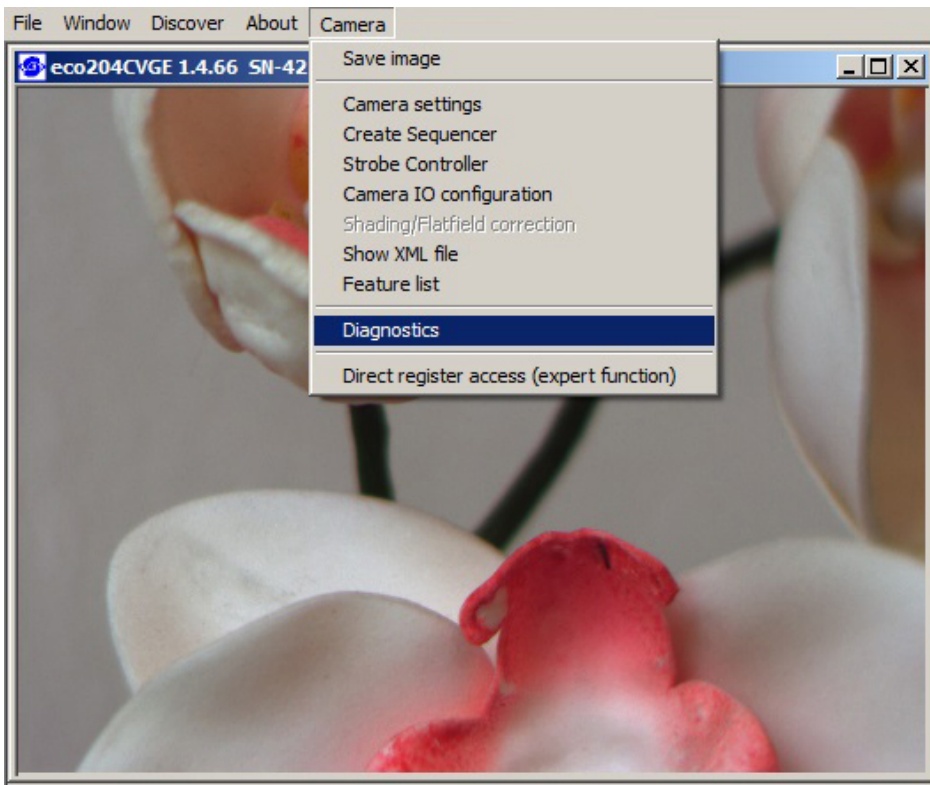
With this function you can create a log file which can be send in to your supplier in order to find problems e.g. lost images or other problems you encounter.

The acquisition of the log file can be stopped any time. Please store it and send it in once help is needed.

The content of the Diagnostics window is low level register information. Usually it is needed only for remote analysis purposes of problem situations.
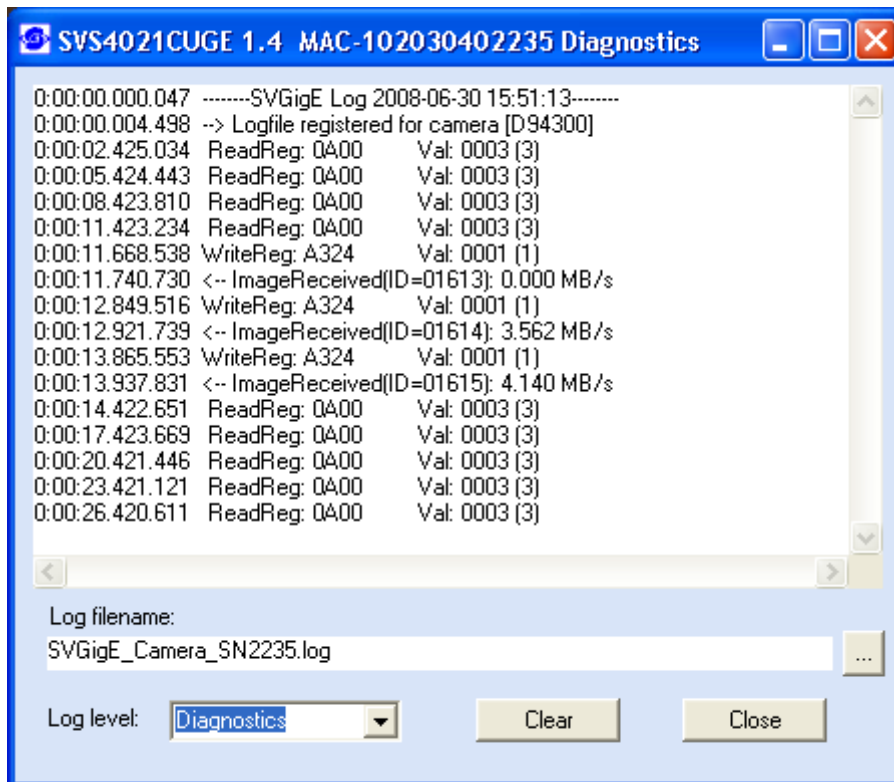
Problem: **A camera does not appear in the discovery dialog**

Solutions: Click on "Refresh" in order to repeat the Discovery action. Disconnect and reconnect the camera's power cable and repeat the Discovery action after a few seconds. Make sure the PC has got a valid IP address. Shutdown and restart the PC and repeat the Discovery action. Check firewall settings (See "Firewall considerations" below).

Problem: **A camera does not display a picture after it has been discovered and selected**

Solutions: Force a valid IP address in to the camera using the dialog that comes up when right- clicking on an entry in the discovery dialog. Close the camera view and select the camera again in the Discovery dialog. Shutdown and restart the PC and select the camera again after discovery. Check firewall settings (e.g. disable firewall temporarily and select the camera again after discovery). Check if the processor speed of the PC is sufficient for displaying images at the chosen frame rate. If available, connect the camera to a different network card.

Problem: **No communication is possible between the camera and the PC**

Solution: Check if a firewall is active. This can prevent to establish any communication because this is a network issue check firewall setting. Try to disable temporary the firewall and try again.

Problem: The video stream stops when adjusting the camera settings

Solution: This situation happens when the product between frame rate and exposure time becomes 1 second or greater. Any of the settings can be reduced in order to get the camera operational again. The exposure settings field will become red in order to signal that one of the frame rate or exposure setting has to be reduced.

Problem: Camera does not respond to light

Solution: Please execute following steps:
Check if camera is in a "Free Running"-mode. When done, check with "SVCapture" program if you can read back any data from the camera like: Type of CCD, S/N number exposure time settings and so on. If you trigger the camera by hardware: Check if the Trigger signal is present. The signal swing for must be minimum 5V (max. 24V) Source must provide 10 mA. Below such level the drivers in the camera will not work. Check also the quality and swing. If these signals are not there or do not have the right quality (like spikes) the camera can not read out any frame or delivers distorted images.

Problem: The image is present but distorted

Solution: Try different operation mode. Like if triggered gives bad results try "Free Running" mode and reduce frame rate to minimum half possible one. Check if you are using original "INTEL"® chip set in your PC! If problem still exist call your local support.

Problem: The image of a color version camera looks "ugly" or false colors appear.

Solution: If the raw image looks ok than pixel need to be shifted by either one or one line. The image color depends on the algorithm used. If the algorithm is starting with the wrong pixel such effects appear.

Problem: The colors of a color version are not perfect especially when using halogen light

Solution: Halogen light contains strong portions of IR radiation. Use cut off filters at around 730 nm like Schott KG 3 to prevent IR radiation reaching the CCD.

16 Troubleshooting Request List V1.3

Dear valued customer,

In order to help you with your camera and any interfacing problems we request that you fill in a description of your problems when you use the camera. Please e-mail us:

1. Type of camera (e.g. ecoXXXXYTLGEC)
2. Serial Number
3. Accessories used and where purchased or self made
   a. Power supply
   b. Cable
   c. Lens type and focal length
4. Firmware version as well as operation mode, (send screenshot of SVCapture program)
5. **DIAGNOSTICS SCREENSHOT AS ABOVE plus "log file"**
6. Description of the phenomena, e.g.:
   a. missing lines or columns
   b. distorted or noisy image (if possible send jpg image)
   c. solarization effect
   d. missing bits, contrast less image
7. PC used., Chip Set/Brand and type of Ethernet card
8. Operating system used e.g. WIN7 or XP 32 or 64 bit OS

17 Appendix B – Basic timing for different operation modes

17.1 Free Running/Fixed Frequency

A frame is readout automatically. There is no need to trigger the camera in order to get data. The enclosed software allows the user to set exposure time in µSec. The time set stays resident after power off if the configuration is saved to camera if stored before.

```
      Exposure
        time
        ←→
              ┌──────────┐
              │   Data   │
    ──────────┘          └──────────
```
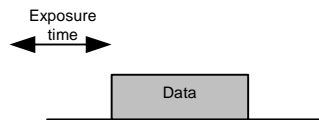
17.2 External Trigger and Pulsewidth of Trigger

In this mode the camera is waiting for an external trigger which starts integration and read out. Exposure time can be varied using the length of the Trigger pulse (I.E. between the high going edge and the low going edge). The time settings in the control software are not activated. This mode is useful in applications where the light level of the sceen changes during operation and the framegrabber can provide such a signal. Change of exposure time is possible from one frame to the next.

```
Trigger        ┌─────────┐
    ───────────┘         └───────────
                 Exposure
                   time
                 ←───────→
                           ┌────────┐
                           │  Data  │
    ───────────────────────┘        └──
```
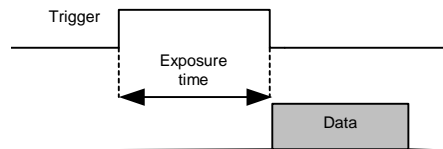
17.3 External and Software trigger and internal exposure time setting

The frame rate is determined by the number of Trigger pulses per time unit. With each positive transition (going high) the camera will readout a frame. Exposuretime is set in the same way as in the free running mode. Exposure time can be changed online during operation. The time set stays resident after power off, if the configuration is saved to the camera.

```
Trigger      ┌──┐
    ─────────┘  └──────────────────────
                Exposure
                  time
                ←────────→
                           ┌────────┐
                           │  Data  │
    ───────────────────────┘        └──
```
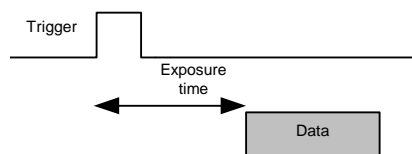
18 Appendix C

• **Automated SVGigE Filter** Driver installation

SVCapture checks on start-up, whether a SVGigE filter driver is installed. If this is not the case then the user will be asked whether a filter driver should be installed automatically. An information is given that network connections will shortly be interrupted:

SVCapture - FilterDriver

SVGigE FilterDriver missing. Should it be installed? If yes, then network connections will shortly be interrupted.

[Yes]   [No]
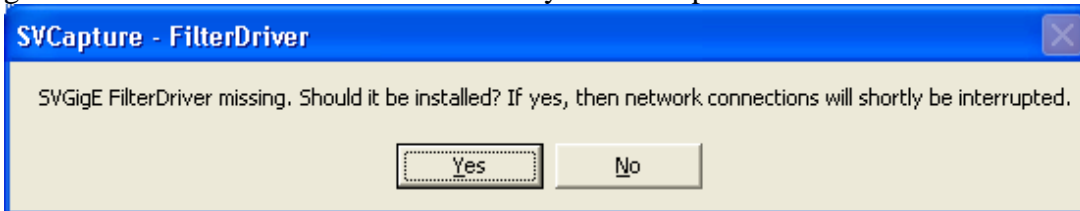
Alternatively, a FilterDriver installation can be started from menu:

SVCapture V1.4.20.46 for GigE

File   Window   Discover   About

Enable filter driver

Install filter driver
Uninstall filter driver

Exit

The user will be informed about a short network interruption:

SVCapture - FilterDriver

SVGigE FilterDriver will be installed. Network connections will shortly be interrupted. Continue?

[Yes]   [No]
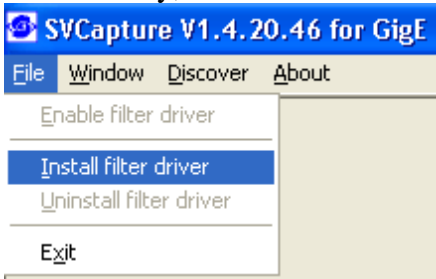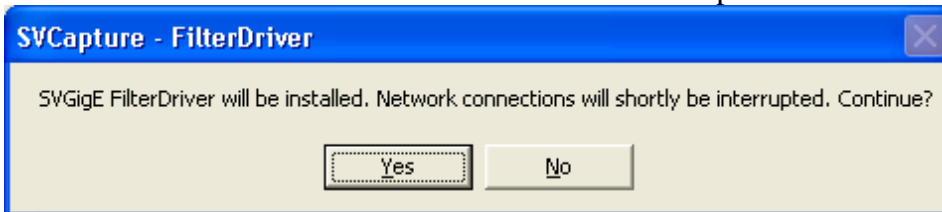
For both variants, the user will be asked for confirming warning dialogs:

SVCapture

Windows may issue multiple Warnings. Please click always on 'Continue'. SVCapture will open afterwards.

[OK]
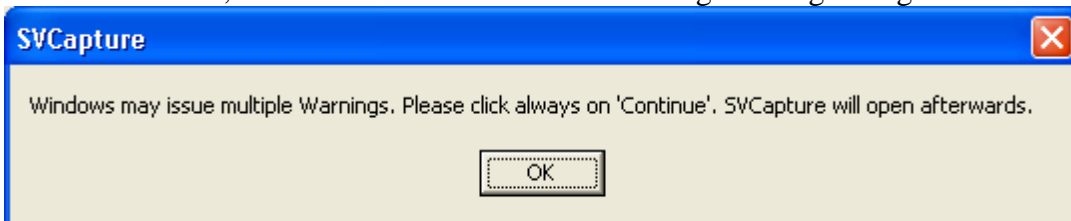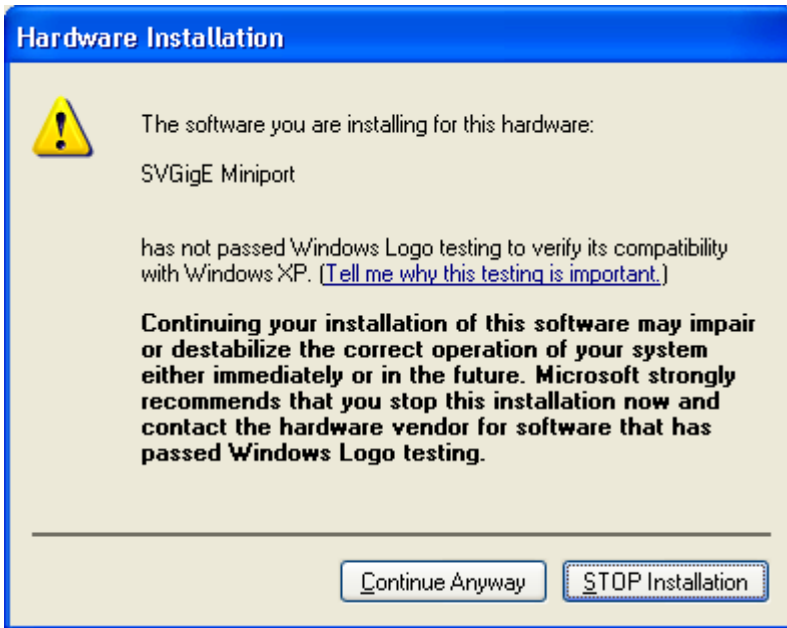
After some time, the driver will be installed and a message informs about success:
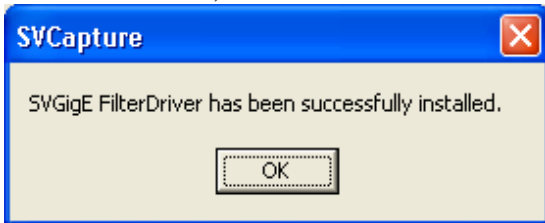
- ## **Automated SVGigE Filter**Driver **de**-installation

Please go to the File menu and select "Uninstall filter driver" for starting an automated SVGigE FilterDriver de-installation. Before, the filter driver has to be disabled with the "Disable filter driver" menu entry if needed.
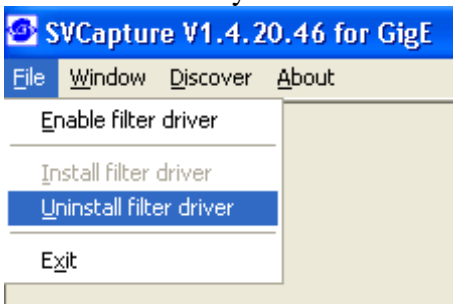
The user will be informed about a short network interruption during de-installation of the filter driver:

SVCapture - FilterDriver

SVGigE FilterDriver will be de-installed. Network connections will shortly be interrupted. Continue?

[Yes]   [No]

SVCapture

SVGigE FilterDriver will now be de-installed. This may take some time.

[OK]
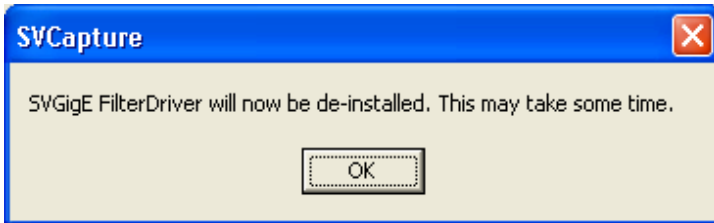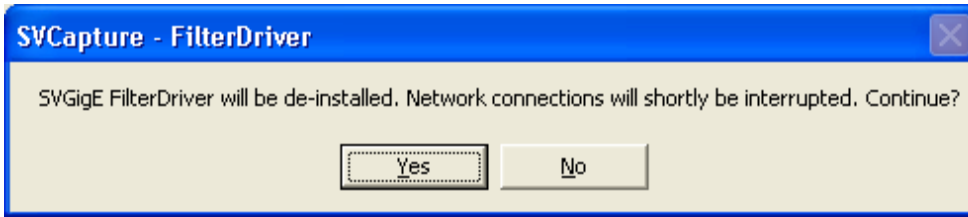
After some time, a message will inform about successful de-installation:

SVCapture

SVGigE FilterDriver has been de-installed successfully

[OK]
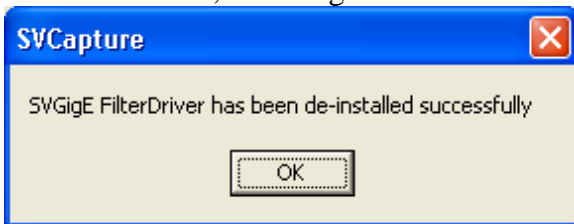
Subsequently, a Winsock transport layer is loaded in order to operate cameras without a filter driver. This mode of operation is not recommended.

SVCapture

SVGigE FilterDriver not available. SVCapture is now running on Winsock.

[OK]
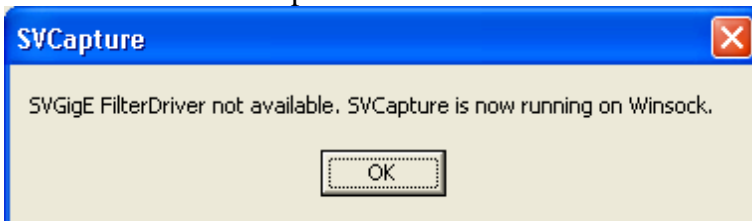
NOTE: The SVGigE FilterDriver should always be installed. De-installation should only take place when the SVCam GigE SDK is intended to be de-installed on a PC.

Manual SVGigE **Filter**Driver installation

18.1 Installation Instruction for Filter Driver installation

In order to use the SVS GigE driver it has to be installed first. The setup will copy the driver to disk but will not install it. On a standard Windows XP/2000 system this has to be done by the following steps:

IMPORTANT: Usually the driver will be copied by the setup procedure to the following location:

C:\Program Files\SVS-VISTEK GmbH\SVS GigE SDK 1.2.1 \SVS GigE FilterDriver

Step-by-step

Step 1: Open the Network Connections dialog
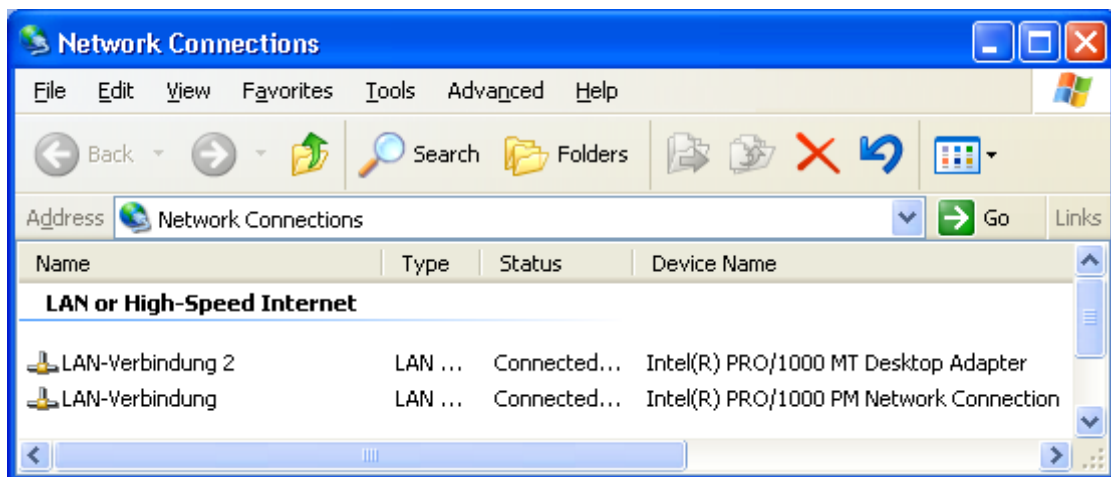
Step 2: Open the Properties dialog for LAN connections and click on "Install…"
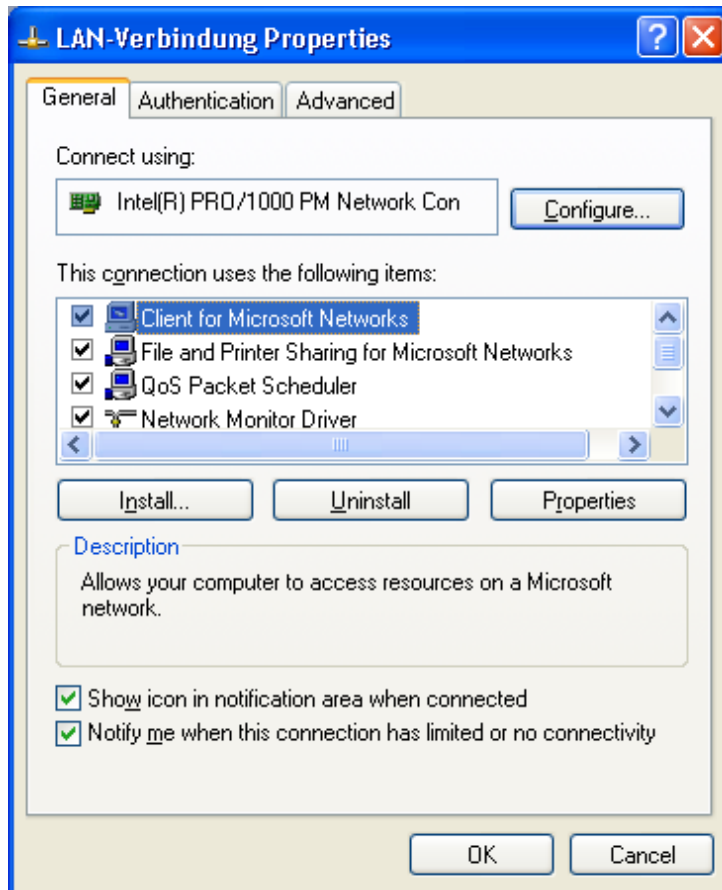
Step 3: In the "Select Network Component Type" dialog select the Service option and click on "Add…"
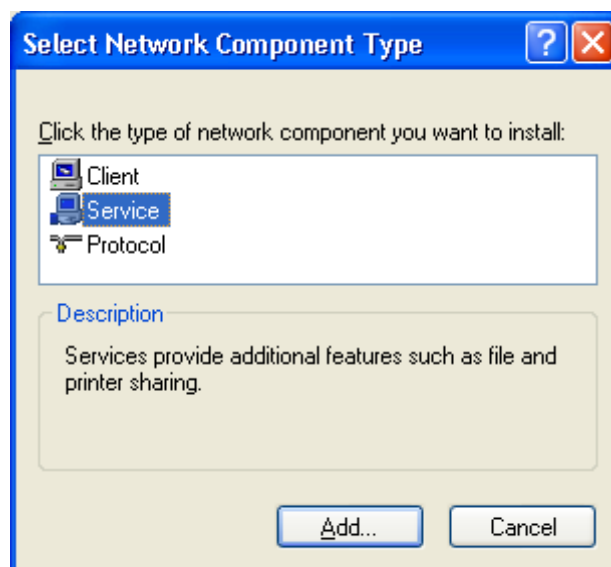
Step 4: In the "Select Network Service" dialog click on "Have Disk…"
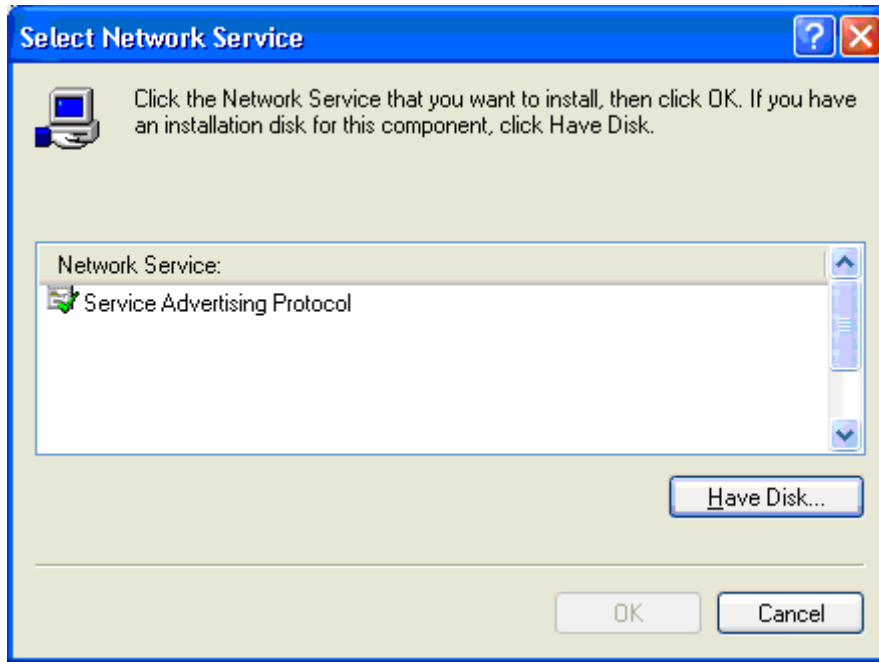
Step 5: *In the "Install From Disk" dialog the folder where the driver files are located needs to be navigated to or entered directly into the files field.*
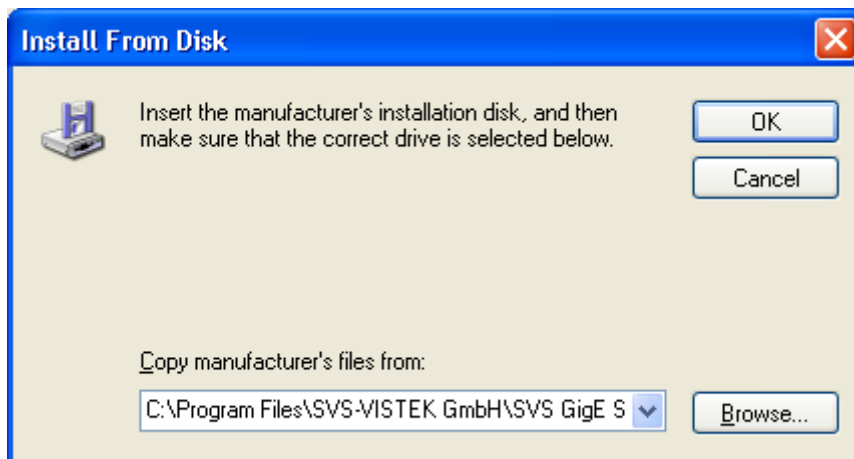
Step 6: After clicking on OK the "Select Network Service" dialog will display a message that the driver is not digitally signed. Click on OK.
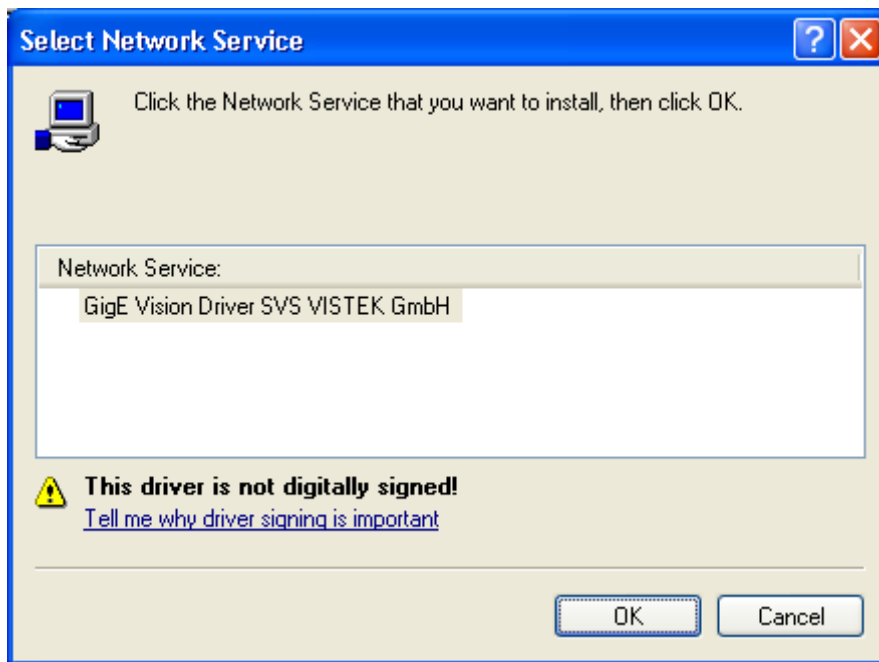
Step 7: Because the driver not being digitally signed, a dialog will appear with a warning. Answer with "Continue Anyway" as often as needed.

Step 8: After confirming the prior dialogs the driver is installed and should show up as a new item in the "LAN Connections Properties" dialog.
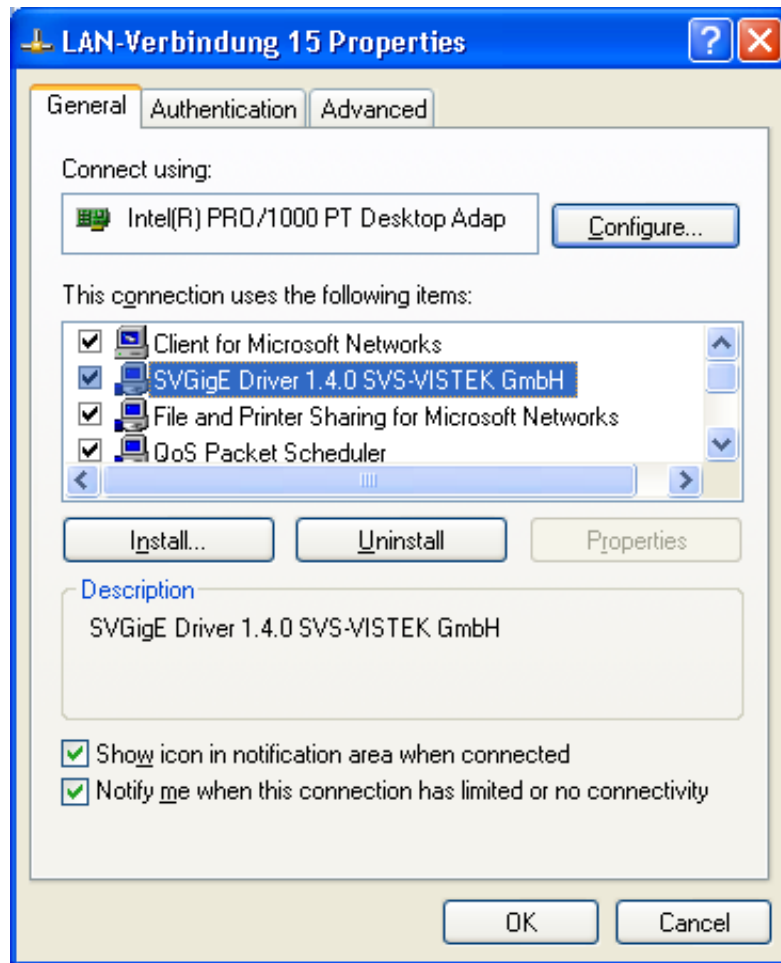
Step 9: The dialog can be closed and the "GigE Vision Driver SVS-VISTEK GmbH" is ready for use.

The main dialog in SVCapture will show an extension "FilterDriver" which indicates that the driver will be used next time when opening a camera. If this extension is not shown it can be activated in the "File | Enable filter driver" menu item.

Step 10: Follow point 5 "Displaying Live Images" in this documentation for starting an image view. If the driver was successfully installed and works properly the extension "FilterDriver" will remain in the main dialog's caption. Otherwise it will disappear and the SVCapture program falls back to operating the GigE Vision camera over WinSock.
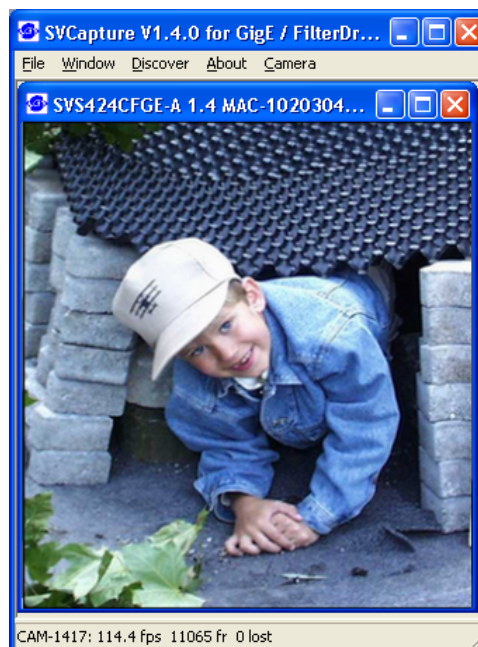
19 Appendix D

19.1 PC and OS Requirements

It is recommended to use a PC with a Pentium CPU **i5** or higher. The camera is working also on lower frequencies but it might not deliver the full frame rate in those cases. The operation system must be XP or Win 7. **We don't** support WIN 98/ NT/2000 or older Operation Systems. A Linux driver is available, too. For VXworks a source code for driver development can be offered on request. Interfacing must be developed by the experienced user.

19.2 Firewall considerations

The GigE Vision standard defines a communication based on UDP packets between a GigE Vision compliant camera and a host PC. Often PC firewalls are adjusted to be restrictive and not to allow for sending UPD packets from the outside of the PC to a port that has been opened by an application

Sometimes the firewall settings have been adjusted during installation of the operating system or afterwards such that the user will be asked if the UDP data stream should be enabled once a camera starts sending UDP packets to the PC. When clicking OK in response to that question the application will be added to a list of exceptions. A firewall will let those applications communicate with network devices like a GigE Vision camera over the network. In case the Windows installation has been adjusted such that the user will not be asked when an outside device starts sending network packets to an application then that application has to be enabled manually in order to achieve the same as before. An appropriate dialog can be opened for example when right-clicking on the network icon in the tray and selecting "Change Windows.

After clicking on the "Add Program…" button the GigE Vision application can be searched for in a file explorer and it will be added to the list of Exceptions in the above dialog. Henceforth the communication to the GigE Vision compliant device will be enabled.
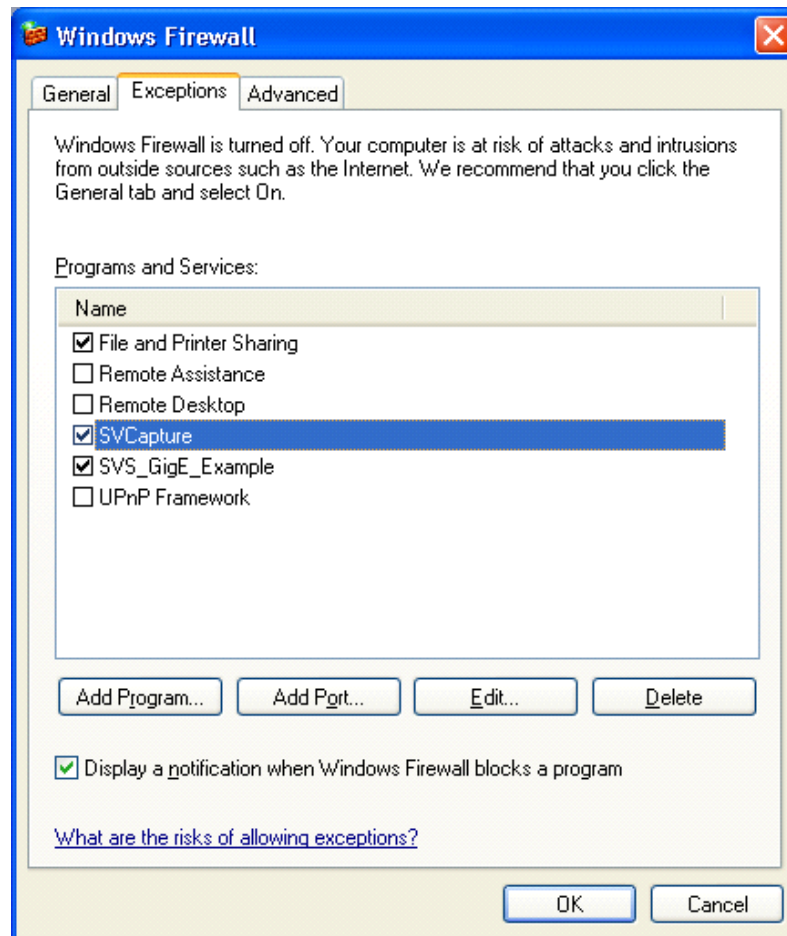
20 Appendix E

20.1 Firmware-Update with "GigE Update Tool.exe" program

Note: In order to work with the latest driver and SVCapture it might be necessary to UPDATE the firmware inside the camera. This can be done in the field. It is usually not necessary to send the camera in.
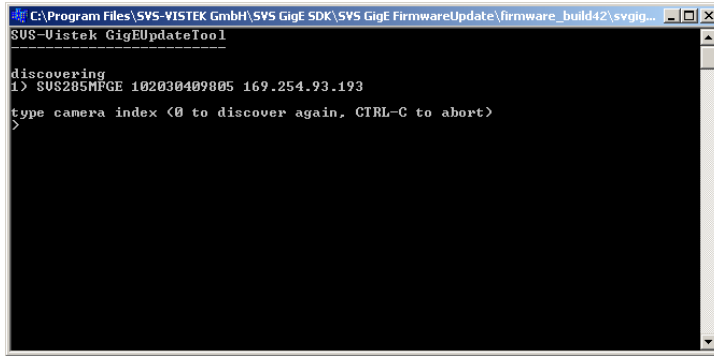
Warnings:

- Camera must have power
- Camera must be access able from PC via network
- Camera SHOULD NOT be used during programming procedure
- Camera SHOULD NOT be disconnected during programming procedure or be disconnected from network
- Programming software SHOULD NOT be stopped during procedure.
- It might take up to some minutes until it is completed.

Step1: Locate „svgigeup.exe" using Windows Explorer
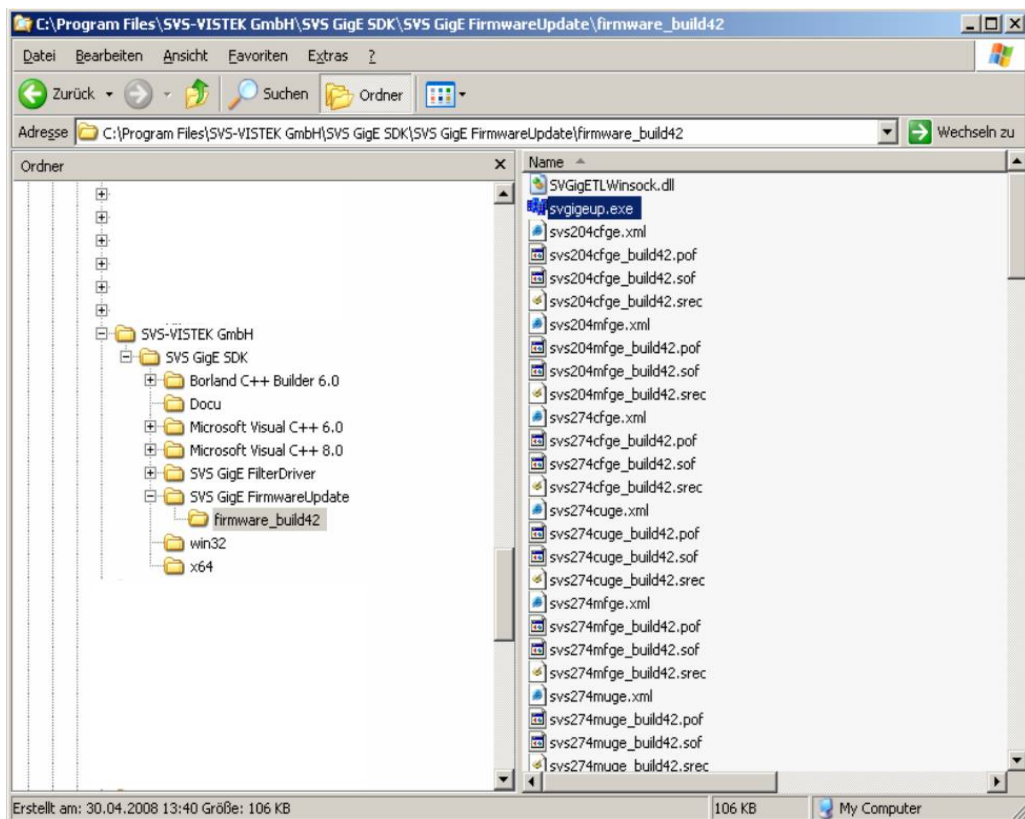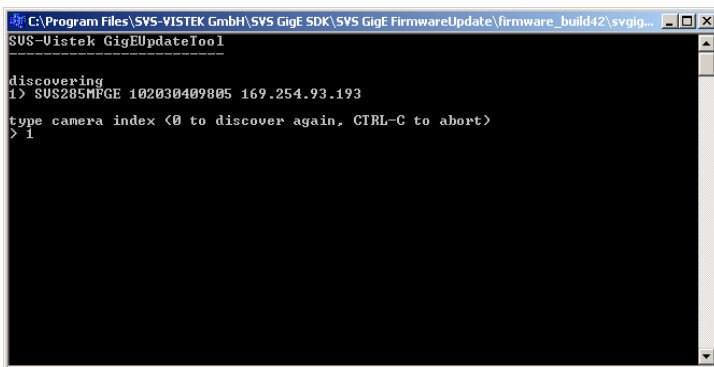
Step 2 Execute svgigeup.exe
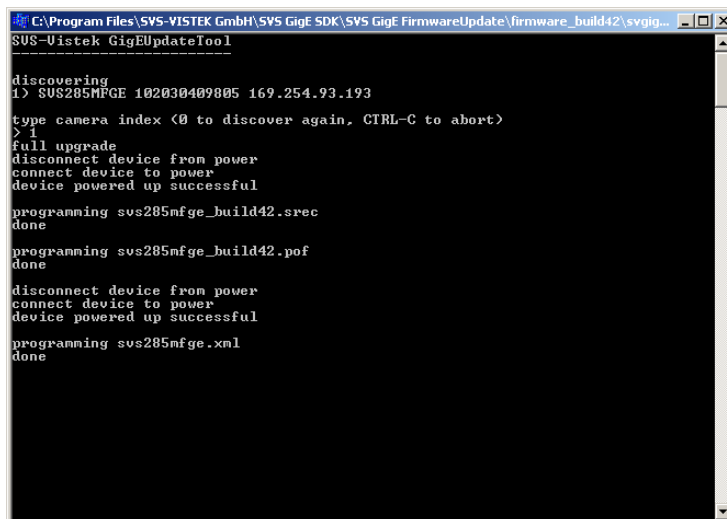
Step 3 Select Camera (e.g. 1 and press Enter)

Step 4: Wait and follow   instructions

YOU ARE DONE

After programming it is recommended to start the camera again. This means you have to disconnect power and – after some seconds – power up again.

21 Appendix F

Basic circuits for Hardware Interfacing

As example: Use Hardware trigger connection on "IN1"

For Strobe use "OUT1"

Use GND to make connection complete

TTL input circuit/ output (i.e strobe)
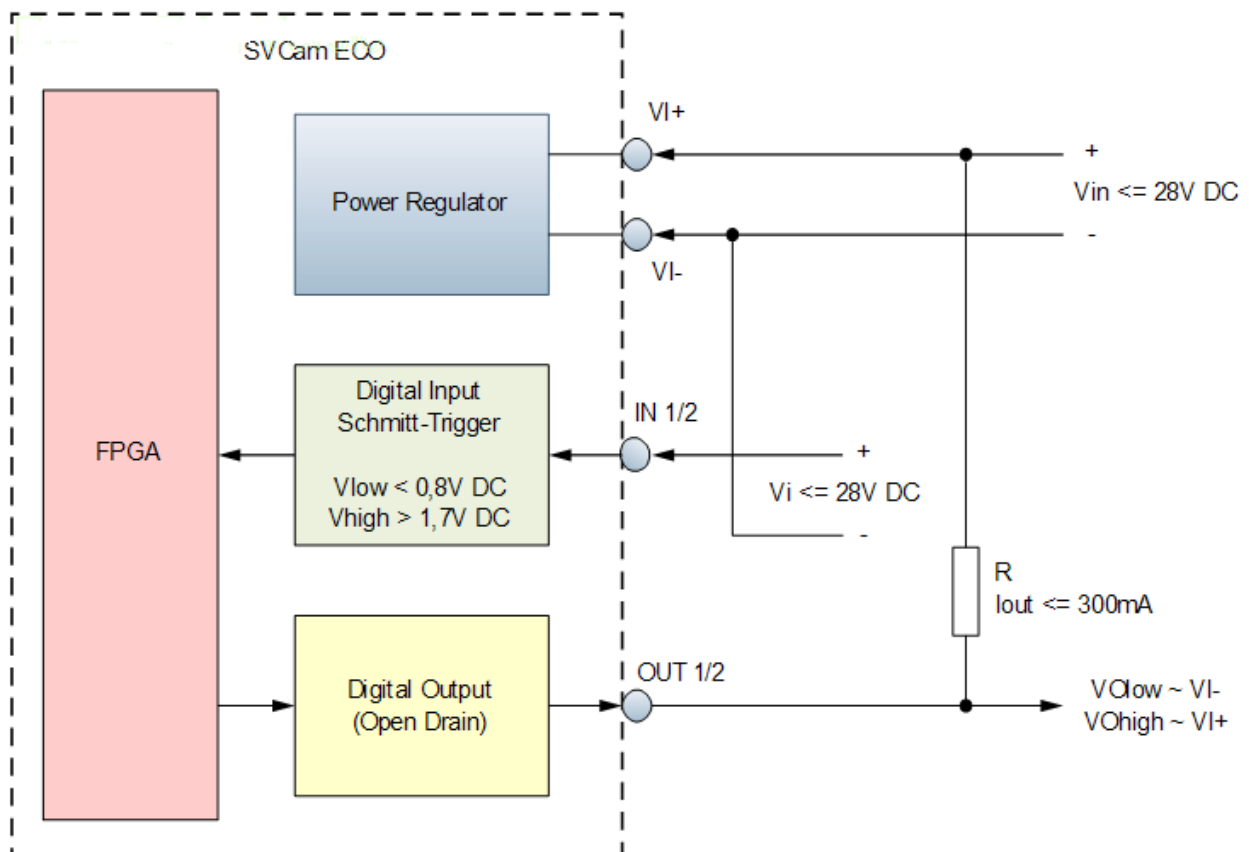
22 Appendix G Safety Instructions

- In order to avoid personal injuries, or property damages against him/her or people around him/her by using this product correctly.

- Prior to use, read this section carefully to fully understand its instructions for correct use.

22.1 Definition of markings

The meaning of each mark used in this instruction manual is given below

DANGER	This mark warns the user that improper use, indicated with this mark, may cause death or severe personal injuries against the user or people around him/her.
CAUTION	This mark warns the user that improper use, indicated with this mark, may cause personal injuries (*1) or material damages (*2) against the user or people around him/her.

Notes
*1:   Personal injuries mean wounds, burns, electric shocks, and others for which the person injured need neither to be hospitalized nor to be cared for the long term
*2:   Material damages mean any direct or consequential damages related to property or material loss

⊘	This mark indicates what the user SHOULD NOT DO. The details of things, which the user should not do, are described next to this mark.
●	This mark indicates what the user MUST DO. The details of things, which the user must do, are described next to this mark.
◇	This mark indicates that the user must be alert against a possible DANGER. The details of the DANGER, which the user must be aware of are described next to this mark.
△	This mark indicates that the user is given a CAUTION against possible hazards. The details of the CAUTION, which the user must be aware of, are described next to this mark.

● Handling Precautions

⚠ **DANGER**	
●	**If any overheating sign is observed, discontinue the use immediately.** In the event that smoke, smell, or any other overheating sign is observed, turn the power switch of the system OFF immediately and remove the power cable(s) from the system connectors, like computer, camera, lightning. Do NOT try to continue to use the system. To do so in spite of clear signs of malfunction invites a fire, an electric shock hazard, or a serious damage to the system components. In such case, contact for repair service us or our dealer/distributor, from which you purchased the system.
●	**If any malfunctioning sign is observed, discontinue the use immediately**. Do NOT try to use the system when it is malfunctioning. (Ex. No images on the monitor) In the event of malfunction, turn the power switch of the system OFF immediately and remove the system power cables from the system components connectors. In such case, contact for repair service us or our dealer/distributor from which you purchased the system.
●	**If any foreign object gets into the system components, discontinue the use immediately**. In the event that liquids, small particles, or any other foreign objects get into the system components, do NOT try to continue to use the system. To do so invites a fire or an electric shock hazard. In that case, turn the power switch of the system components OFF immediately and remove the system power cables from the system components connectors. After that, contact us or our dealer/distributor from which you purchased the camera for repair service/technical advice.
●	**Do NOT disassemble the system components**. Do NOT attempt to pull apart; repair, or modify the system components on your own. To do so leads to a fire or an electric shock accident. Contact us or the dealer/distributor from which you purchased the camera for repair/modifacation.
●	**Do NOT supply any power than specified**. The system components are designed to work only under specified voltage. Do NOT attempt to drive the system components with the power other than specified. Operating the system components under power other than specified invites a fire or a electric shock hazard.
●	**Do NOT use the system components in a high-humidity environment**. Do NOT place the system components near a humidifier, or

	in other high-humidity environment. To do so may cause a fire or an electric shock accident.

⚠ **CAUTION**	

⚠	If the system components are operated in the electromagnetic field, there may be cases where noises (vertical, horizontal, or oblique stripes) may appear to a video output or causes other malfunctions. In that case, take preventive measures on the electromagnetic-wave generating source so that the system components do not receive the interference by the electromagnetic- wave. Take extra precautions against electromagnetic-wave-interference if the system components are used with a servomotor, inverter, or other electromagnetic-wave-generating equipment.
⚠	Avoid giving a strong shock against the system components. If your system components are used in the system where the connector are subjected to strong repetitive shocks, the connector are possible to break down. If you intend to use your system components in such a situation, make sure to use an optional-connector-fixing-hardware to connect the connector-plug to the system components body.
⚠	When the system components are not in use, put a lens or a lens-cap onto the cam head so that the image pickup plane of CCD is protected from dust, foreign object, or other flaw-causing object. If the glass plane (image pickup plane) gets dirty, clean it with a cotton swab. When it needs to be cleaned with a cleaner, be sure NOT to use any organic solvent other than ethyl alcohol. Do not clean the other system components. In such a case call us or the dealer/distributor from which you purchased the system components for cleaning or cleaning instructions. As a countermeasure against condensation, when the system components are moved from a warm place to a cold place, take appropriate precautions to prevent condensation from forming on the system components.
⚠	Do not pull strongly the any cable nor swing it. The stress from pulling or swinging may cause damage in the coating of the cable, or breaks in the inside wires.
⚠	Avoid short-circuiting its signal output. Otherwise, the system components might be damaged.
⚠	If too much amount of light, (= the incoming light amount of 100 times or greater in comparison with standard light) enters CCD image pickup plane, video output might not be obtained. In such a case, take measures to reduce the amount of incoming light.

⚠	Do NOT expose the camera to intensive light (sunlight, etc.) to prevent its inner CCD from getting damaged.
⚠	When mounting a lens, take extra caution so that the lens is not tilled, nor does flaw exist at the lens-mount-screw part. Also check to confirm that neither dirt nor other foreign object is put inside. Improper mounting might cause the parts to become locked.
◇! **DANGER**	
🚫	Do NOT use any optional unit other than manufacturer-supplied one. We disclaim any responsibility for damages or losses incurred by user due to the use of unauthorized / unofficial option units supplied by a third party

22.2 Restricted for Use

In case malfunction of this equipment (e.g. video output cut-off) can be expected to lead to significant accident, avoid using this equipment for such system integration use.

22.3 Cases for Indeminity (Limited Warranty)

We shall be exempted from taking responsibility and held harmless for damages or losses incurred by user in the following cases. In case damages or losses are caused by fire, earthquake, or other acts of Gods, the act by third party, misuse by the user deliberately or erroneously, use under extreme operating conditions.

- In case indirect, additional, consequential damages (loss of expected interest, suspension of business activities) are incurred as results of malfunction of non-function of the equipment, we shall be exempted from assuming responsibility for such damages.
- In case damages or losses are caused by incorrect use, which is not in line with the instructions in this instruction manual.
- In case damages or losses are caused by malfunction resulting from band connection with other equipment.
- In case damages or losses are caused by repair or modification done by the user.

IMPORTANT SAFETY INSTRUCTIONS
1. This device is designed and guaranteed to work under the temperature range of - - 10 through 45 degree C. Avoid using the equipment beyond that limits.
2. Do NOT expose the camera's image-pickup-plane to sunlight or other intense light directly. Its inner CCD (charge-coupled device) might be damaged.
3. Do NOT exposure all system components to sunlight or other intensive light (UV, IR).

4.	In the event that any abnormal condition is observed, turn the power switch OFF immediately. Do NOT try to continue to use the system components. To do so in spite of clear signs of malfunction invites a fire, an electric shock hazard, or any other serious damage to the system components. In such case, contact us or our dealer/distributor that you purchased the system components from for repair service.
5.	To clean the body of this equipment, make sure to turn all power switches OFF first. To remove stubborn stains, use a soft cloth soaked in diluted acid free detergent. After that, clean with a dry cloth.
6.	In case the image-pickup-plane should be settled with fine dust, dirt, or scratched, ask our distributor for technical advice