

CP / SE		FreeRun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Demoker	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	RWMI Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormat <sup>2)</sup>	Region of Interest	Decimation (FPGA)	Decimation (Sensor <sup>3)</sup> )	Binning (FPGA)	Binning (Sensor <sup>3)</sup> )	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware
U3-300x SE	M																X/Y						2x2					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-304x CP/SE	M																X/Y						2x2					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-306x CP/SE	M																X/Y											2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-307x CP/SE	M																X/Y						1x2					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-308x CP/SE	M																X/Y						1x2					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-308x CP	M																X/Y											2.2	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.1	
U3-309x SE	M																X/Y						2x2					2.1	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.1	
U3-30Cx CP/SE	M																X/Y						2x2					2.9	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.9	
U3-320x SE	M																X/Y						2x2					2.1	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.1	
U3-326x CP/SE	M																X/Y											2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-327x CP/SE	M																X/Y						1x2					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-328x CP/SE	M																X/Y						1x2					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-329x SE	M																X/Y						2x2					2.1	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.1	
U3-380x CP	M																Y						2x2 <sup>3,4)</sup>					2.1	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.1	
U3-386x CP/SE	M																X/Y											2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-388x CP/SE	M																X/Y						2x2 <sup>3,4,5)</sup>					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-3890 CP	M																Y						2x2 <sup>3,4)</sup>					2.0	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.0	
U3-399x SE	M																X/Y						2x2 <sup>4)</sup>					2.5	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y		✓	✓	✓	✓	✓	✓	✓	✓	✓	2.5	

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

<sup>2)</sup> Increases maximum framerate.

<sup>3)</sup> Color binning on monochrome sensor can lead to image artifacts.

<sup>4)</sup> Only combined horizontal and vertical binning.

<sup>5)</sup> The frame rate does not increase with binning/decimation.

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

XLE / XCP XC		Image Acquisition	FreeRun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormat <sup>1)</sup>	Region of Interest	Decimation (FPGA)	Decimation (Sensor <sup>2)</sup> )	Binning (Sensor <sup>3)</sup> )	Binning (FPGA)	Others	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware
			Image Adjustments	Flashing	Image Adjustments	Region of Interest	Decimation (FPGA)	Decimation (Sensor <sup>2)</sup> )	Binning (Sensor <sup>3)</sup> )	Binning (FPGA)	Others	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware															
U3-356x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	2,4x2,4	-	2x2 <sup>5)</sup>	-	-	-	-	✓	2.9
	C	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	2,4x2,4	-	2x2 <sup>5)</sup>	-	-	-	-	✓	2.9
U3-368x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	2x2;4	-	2x2	-	-	-	-	✓	2.6/2.9
	C	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	2x2;4	-	2x2	-	-	-	-	✓	2.6/2.9
U3-38Jx XLE/XCP	M	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	2x2;4	-	2x2	-	-	-	-	✓	2.11
	C	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	-	-	2x2 <sup>4)</sup>	-	-	-	-	✓	2.11
U3-36L0XC	M	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	-	-	2x2 <sup>4)</sup>	-	-	-	-	✓	2.11
	C	✓	✓	✓	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	On-board Image Process.	✓	-	-	-	-	-	-	-	✓	2.12	

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

<sup>2)</sup> Increases maximum framerate.

<sup>3)</sup> Color binning on monochrome sensor can lead to image artifacts.

<sup>4)</sup> Only combined horizontal and vertical binning.

<sup>5)</sup> The frame rate does not increase with binning/decimation.

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

ACP		FreeRun	Software Trigger	Hardware Trigger	Trigger Trigger	Denoker	Long Exposure	Line Scan	Line Scan HighSpeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormat <sup>2)</sup>	Region of Interest	Decimation (FPGA)	Decimation (Sensor <sup>3)</sup> )	Binning (FPGA)	Binning (Sensor <sup>3)</sup> )	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware
U3-304x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
U3-306x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
U3-307x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
U3-308x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
U3-30Cx ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.9
U3-326x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
U3-327x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
U3-328x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
U3-380x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2 <sup>3,4)</sup>	✓	-	✓	✓	2.2
U3-386x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	✓	✓	2x2 <sup>4)</sup>	✓	-	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	-	✓	-	✓	✓	2.2
U3-388x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	-	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2 <sup>3,4,5)</sup>	✓	-	✓	✓	2.2
U3-389x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	2x2 <sup>3,4)</sup>	✓	-	✓	✓	2.2
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	2x2 <sup>4)</sup>	✓	-	✓	✓	2.2

<sup>1)</sup> PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.  
<sup>2)</sup> Increases maximum framerate.  
<sup>3)</sup> Color binning on monochrome sensor can lead to image artifacts.  
<sup>4)</sup> Only combined horizontal and vertical binning.  
<sup>5)</sup> The frame rate does not increase with binning/decimation.  
 If not specified otherwise, default Binning and Decimation factors are 2, 4 and 8, with independent configuration for horizontal and vertical direction. FPGA Binning and FPGA Decimation cannot be combined.