

**Digital Monochrome (b/w)
Progressive Scan Camera**

 System: **Gigabit Ethernet**

Baumer TXG06

Revision 2.1

Art. No: 11003064 (OD108078)

- Gigabit Ethernet progressive scan CCD camera
- 776 x 582 pixel
- Up to 64 full frames per second
- GigE Vision® standard compliant
- Outstanding image quality
- High sensitivity and dynamic range
- High quality slow scan mode for lowest readout noise
- Binning and true partial scan function (ROI) for increased frame rates
- External synchronization via industrial compliant process interface (trigger / flash)
- Integrated supplementary function for flexible integration
- Sequence function up to $2^{31}-1$ frames per sequence
- Jumbo frames supported
- Integrated 32 MByte RAM for temporarily image data buffering
- Camera parameter programmable in real-time
- Ultra compact and lightweight aluminum housing
- Standard RJ45 connector
- Screw-lock type industrial connector
- Baumer-GAPI: Flexible, generic software interface for Windows / Linux



1. Overview

Model Name	TXG06
Sensor	1/2" interline progressive scan CCD
Shutter / readout mode	global shutter / progressive scan readout
Number of pixel	776 x 582
Scan area	6.44 mm x 4.83 mm
Pixel size	8.3 µm x 8.3 µm
Color filter	-
Operation modes	
Trigger mode	yes, overlapped operation
Free running mode	yes, overlapped operation
Signal processing	real-time software programmable
Pixel clock	40 MHz fast scan / 20 MHz high quality (HQ) scan
A/D converter	12 bit
Exposure control (t_{exp})	total: 4 µsec .. 60 sec step: 1 µsec
Gain control	0 .. 20 dB
Offset (black level)	0 .. 255 LSB (12 bit)
Image data buffer	max. 15 images

Technical specifications subject to change

Image acquisition								
Camera image format modes		Format (pixel)	Gen\leftrightarrowCam standard	Format ID	Pixel format	Pixel clock MHz	Frames per sec. *)	t _{readout}
Full frame HQ	slow	776 x 582	Vendor specific	00	Mono8 **)	20	32	31 msec
					Mono12			
					Mono12 Packed			
Full frame	fast	776 x 582	yes	01	Mono8 **)	40	64	15.5 msec
					Mono12			
					Mono12 Packed			
Binning 2x2 HQ	slow	388 x 291	Vendor specific	02	Mono8 **)	20	64	15.5 msec
					Mono12			
					Mono12 Packed			
Binning 2x2	fast	388 x 291	yes	03	Mono8 **)	40	127	8 msec
					Mono12			
					Mono12 Packed			
Binning 1x2 HQ	slow	776 x 291	Vendor specific	04	Mono8 **)	20	64	15.5 msec
					Mono12			
					Mono12 Packed			
Binning 1x2	fast	776 x 291	yes	05	Mono8 **)	40	127	8 msec
					Mono12			
					Mono12 Packed			
Binning 2x1 HQ	slow	388 x 582	Vendor specific	06	Mono8 **)	20	32	31 msec
					Mono12			
					Mono12 Packed			
Binning 2x1	fast	388 x 582	yes	07	Mono8 **)	40	64	15.5 msec
					Mono12			
					Mono12 Packed			
Standard features								
Image size controls								
Binning horizontal	yes, 1 or 2							
Binning vertical	yes, 1 or 2							
Pixel format	Mono8, Mono12, Mono12Packed							
Test image selector	yes, in all modes Off, GreyHorizontalRamp, GreyVerticalRamp, HorizontalLineMoving, VerticalLineMoving HorizontalAndVerticalLineMoving							
Partial scan	yes, format freely programmable in all modes (binning on partial scan ok)							
Analog controls								
Gain	yes							
Black Level (Off set)	yes							
Gamma	yes, user programmable ***) (available if LUT is enable) ****) total: 0.001 .. 2							
Brightness correction (custom)	yes, in all binning modes							
Acquisition and Trigger								
Acquisition mode	Continuous							

Acquisition frame rate	yes, ON / OFF (only in freerunning mode) 0 .. 619 Hz, step: 0.01 Hz
Trigger source	HardwareTrigger (Line0), SoftwareTrigger, CommandTrigger (ActionCommand), All or Off
Trigger delay	0 .. 2 sec, 512 trigger can be tracked, step: 1 µsec
Sequencer	Up to $2^{31}-1$ frames per sequence / one exposure time and gain value for each parameter set max. set of sequences: Up to $2^{31}-1$ frames x 256 parameter sets
Digital I/O	
Lines	Input: Line0, Output: Line1
Line source (outputs only)	Line1: Off, ExposureActive, Timer1, ReadoutActive, User0, TriggerReady, TriggerOverlapped, TriggerSkipped
Line debouncer	yes, low and high signal separately selectable 0 .. 5 msec step: 1 µsec
Event Generation	
Events	GigEVisionError, Heartbeattimeout, EventLost, Line0RisingEdge, Line0FallingEdge, Line1RisingEdge, Line1FallingEdge, ExposureStart, ExposureEnd, FrameStart, FrameEnd, TriggerReady, TriggerOverlapped, TriggerSkipped
Event Notification	yes, ON / OFF
Counters and Timers	
Framecounter	yes, 2^{32} can be set by user
Timer	yes, TimerSelector: Timer1 TimerTriggerSource: Off, Input: Line0, SoftwareTrigger, CommandTrigger (ActionCommand), ExposureStart, ExposureEnd, FrameStart, FrameEnd, TriggerSkipped TimerDelay: 0 µsec .. 2 sec, step: 1 µsec TimerDuration: 10 µsec .. 2 sec, step: 1 µsec
LUT Controls	
LUT selector	1 LUT: Luminance (12 bit) ON / OFF
Defect pixel correction (custom)	yes, ON / OFF
Defect pixel list (custom)	yes, max. 256 pixel coordinates (x, y) can be stored
GigEVisionTransportLayer	
PayLoadsize	4 Byte .. 903.536 Byte
TransmissionDelay (custom)	0 .. $2^{32}-1$ ticks
UserSets	
User set selector	Default (factory settings / read only) UserSet1, UserSet2, UserSet3 (read and write)
UserSetDefaultSelector	yes, define the start up "UserSet"
Advanced features	
Time stamp function	yes, 64 bit tick = 32 nsec
Asynchronous message channel	yes
Concatenation function	yes
User defined identifier	yes, user programmable permanent identifier
ActionCommand	yes, ID 0 = Trigger
DeviceTemperature	no
Data quality	at 20 °C, gain = 1, exposure time = 32 msec, full frame mode, slow scan
Readout noise	$\sigma < 0.5$ LSB (8 bit) typical
Dynamic range	typical > 54 dB
Optical interface	C-Mount on request: CS-Mount
Optical filter	dust protection on request: super polished, IR cut filter, daylight filter or no filter

Software	Baumer-GAPI SDK with supported OS socket driver and Baumer filter driver / SDK for Windows XP (32 bit) / Windows Vista (32 bit / 64 bit) / Windows 7 (32 bit / 64 bit) / Linux Kernel 2.6.xx (64 bit / 32 bit)
	GigE Vision® compatible programs and image processing libraries supported Windows / Linux depending on the actually driver software is used

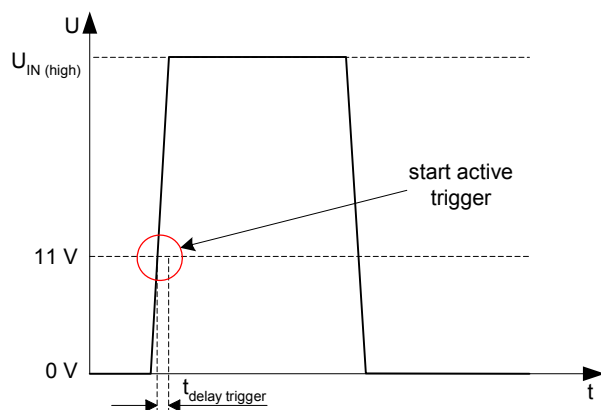
- *) maximum frame rate in free running mode, effective frame rate depending on camera image format mode settings and set exposure time ($t_{exp} < t_{readout}$)
- ***) default pixel format
- ****) the LUT function will be used for the gamma value and the calculation time of the internal used LUT need app. 2 sec, if the gamma value changed
- *****) can be inverted via software
- *****) housing temperature is limited by CCD sensor specification

2. Camera Factory Settings after Camera Start-up

Camera factory settings after camera start-up	
Operation modes	free running mode
Signal processing	
Exposure control	32 msec
Gain control	factor 1 = 0 dB
Offset (black level)	0
Image acquisition	
Camera image format mode	mode id = 01, full frame Mono8
Partial scan function	not active
Acquisition frame rate	Off
Timer	Off
Transmission delay	0 ticks
Test image selector	Off
Defect pixel correction	On
Electrical interface	
Digital input	1: Line0 disabled, digital output set to low status (high impedance) invert = false trigger source = Line0
Digital output	1: Line1 disabled invert = false line source = Exposure Active

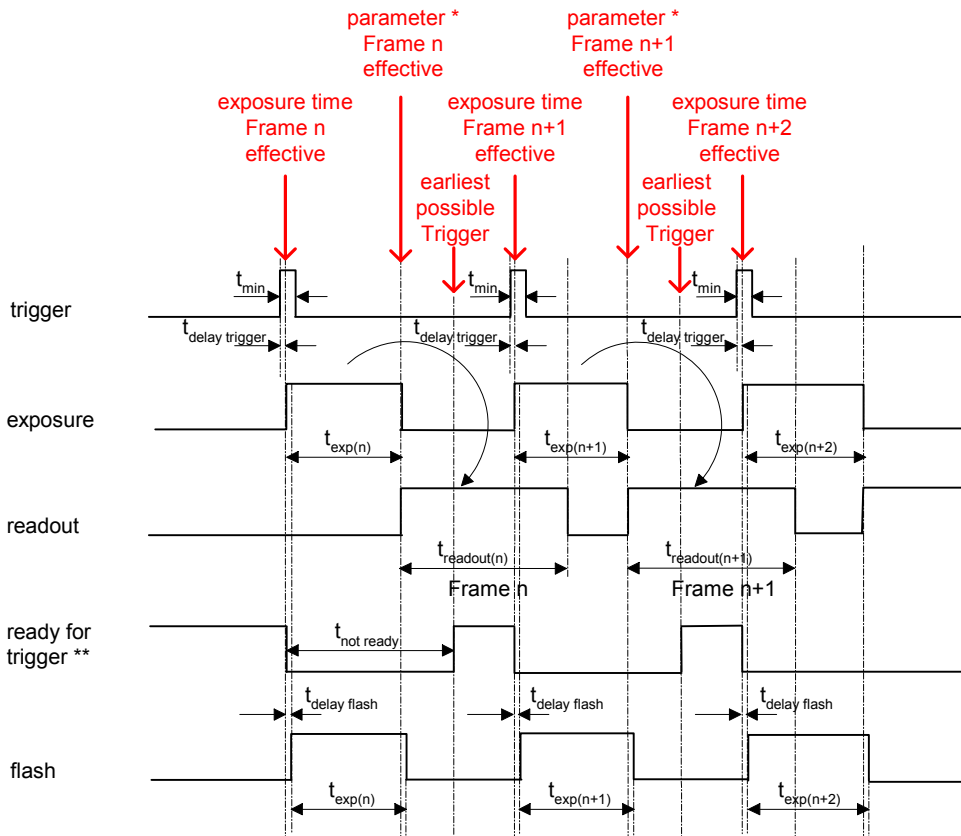
3. Timing Operation Modes

Trigger Mode: start up time



Technical specifications subject to change

Trigger Mode: trigger mode 0, overlapped trigger



$$t_{exp} < t_{readout}: t_{earliest\ possible\ trigger\ (n+1)} = t_{readout(n)} - t_{exp(n+1)}$$

$$t_{exp} > t_{readout}: t_{earliest\ possible\ trigger\ (n+1)} = t_{exp(n)}$$

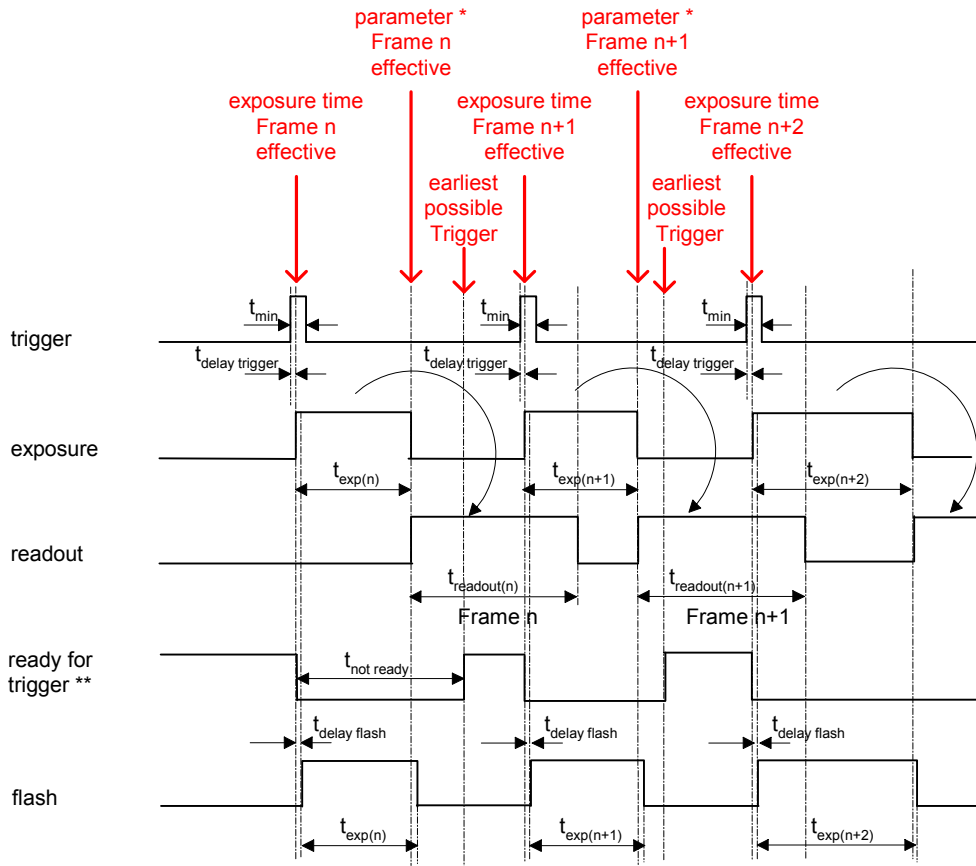
$$t_{exp} < t_{readout}: t_{not\ ready\ (n+1)} = t_{exp(n)} + t_{readout(n)} - t_{exp(n+1)}$$

$$t_{exp} > t_{readout}: t_{not\ ready\ (n+1)} = t_{exp(n)}$$

* image parameter: offset
global gain
mode
partial scan

** signal will be notified as event "TriggerReady"

Trigger Mode: trigger mode 0, overlapped trigger , when $t_{exp(n+2)} > t_{exp(n+1)}$



$$t_{exp} < t_{readout}: t_{earliest\ possible\ trigger\ (n+1)} = t_{readout(n)} - t_{exp(n+1)}$$

$$t_{exp} > t_{readout}: t_{earliest\ possible\ trigger\ (n+1)} = t_{exp(n)}$$

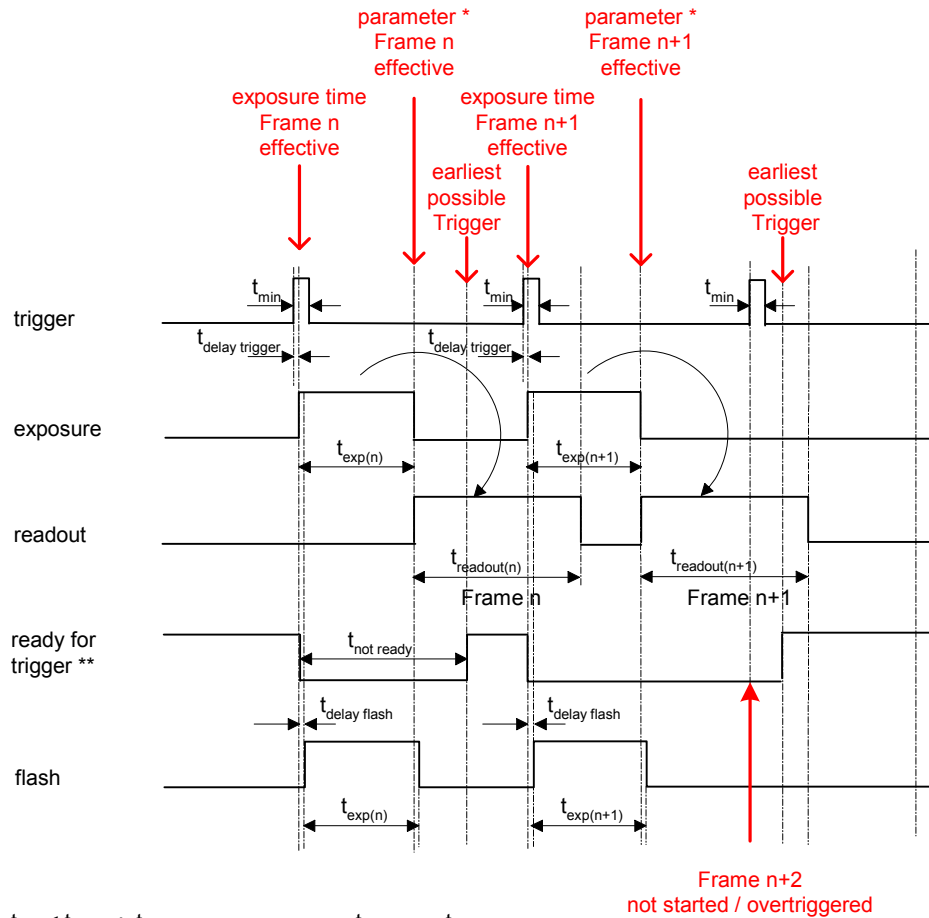
$$t_{exp} < t_{readout}: t_{not\ ready\ (n+1)} = t_{exp(n)} + t_{readout(n)} - t_{exp(n+1)}$$

$$t_{exp} > t_{readout}: t_{not\ ready\ (n+1)} = t_{exp(n)}$$

* image parameter: offset
 global gain
 mode
 partial scan

** signal will be notified as event "TriggerReady"

Trigger Mode: trigger mode 0, overlapped trigger , when $t_{exp(n+2)} < t_{exp(n+1)}$



$$t_{exp} < t_{readout}: t_{earliest\ possible\ trigger\ (n+1)} = t_{readout(n)} - t_{exp(n+1)}$$

$$t_{exp} > t_{readout}: t_{earliest\ possible\ trigger\ (n+1)} = t_{exp(n)}$$

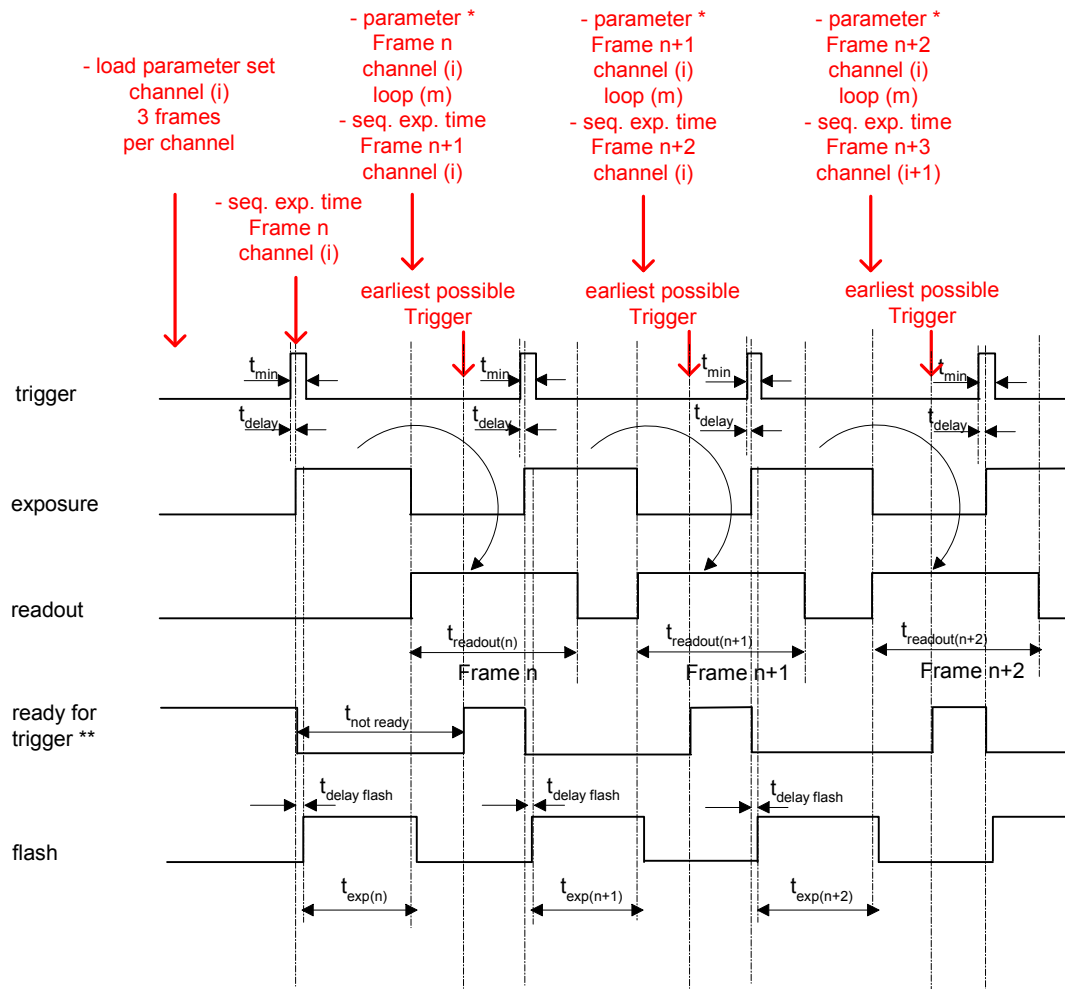
$$t_{exp} < t_{readout}: t_{not\ ready\ (n+1)} = t_{exp(n)} + t_{readout(n)} - t_{exp(n+1)}$$

$$t_{exp} > t_{readout}: t_{not\ ready\ (n+1)} = t_{exp(n)}$$

* image parameter: offset
global gain
mode
partial scan

** signal will be notified as event "TriggerReady"

Trigger Mode: overlapped trigger sequence (example for 3 frames per channel with hardware trigger)

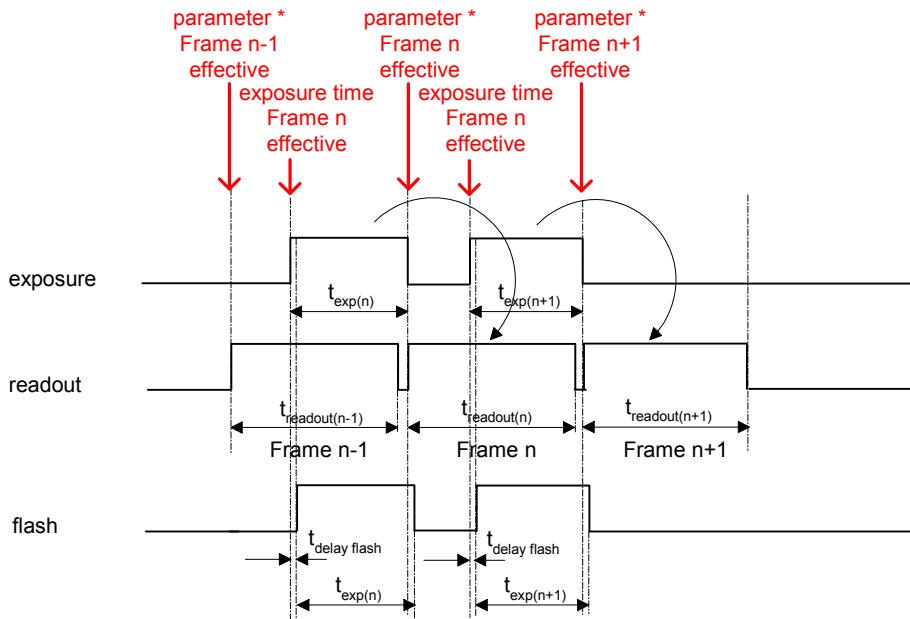


$$\begin{aligned}
 t_{exp} < t_{readout}: t_{\text{earliest possible trigger (n+1)}} &= t_{readout(n)} - t_{exp(n+1)} \\
 t_{exp} > t_{readout}: t_{\text{earliest possible trigger (n+1)}} &= t_{exp(n)} \\
 t_{exp} < t_{readout}: t_{\text{not ready (n+1)}} &= t_{exp(n)} + t_{readout(n)} - t_{exp(n+1)} \\
 t_{exp} > t_{readout}: t_{\text{not ready (n+1)}} &= t_{exp(n)}
 \end{aligned}$$

* image parameter: offset
 sequence global gain
 mode

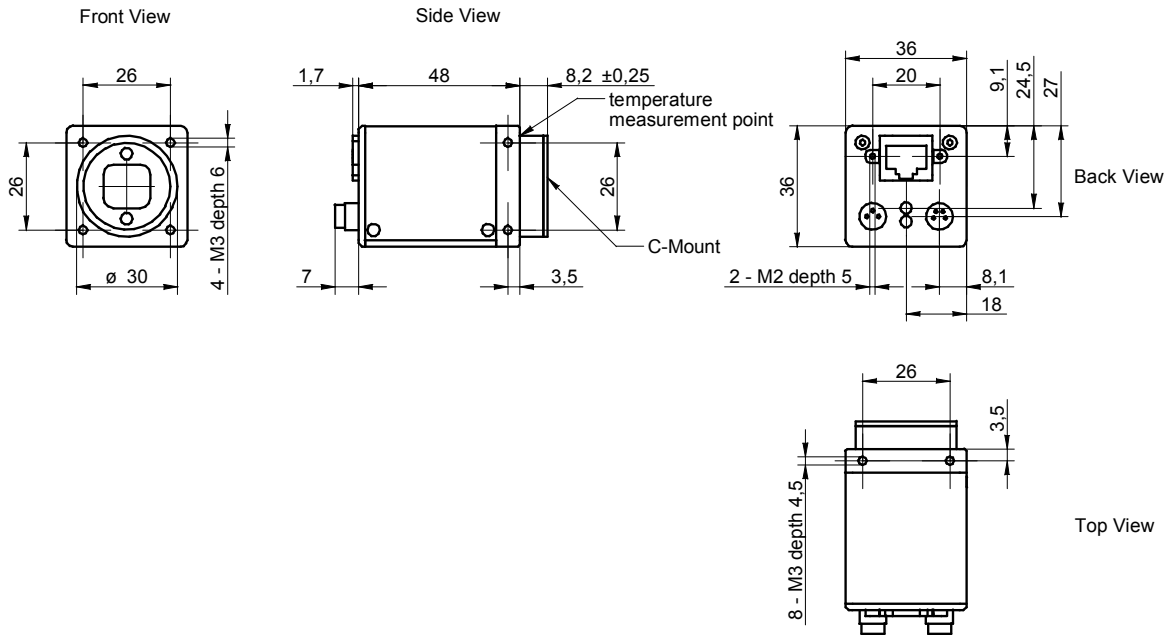
** signal will be notified as event "TriggerReady"

Free Running Mode: overlapped operation



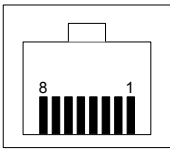
* image parameter: offset
 global gain
 mode
 partial scan


4. Housing


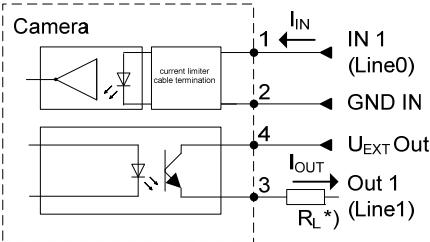


5. Connectors / Electrical Interfaces

5.1 Pin assignment:

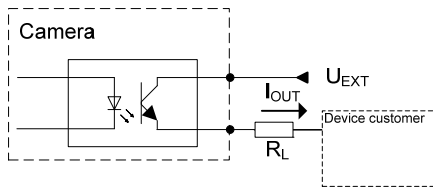
Data / Control 1000 Base-T	Type: RJ45 8P8C mod jack
	<ul style="list-style-type: none"> 1: MX1+ 2: MX1- 3: MX2+ 4: MX3+ 5: MX3- 6: MX2- 7: MX4+ 8: MX4-

Power	Type: Lumberg RSMESD / 3 pin
	<ul style="list-style-type: none"> 1: Power VCC+ 3: Power GND 4: not used
	Power cable wires color: 1 = brown 3 = blue 4 = black

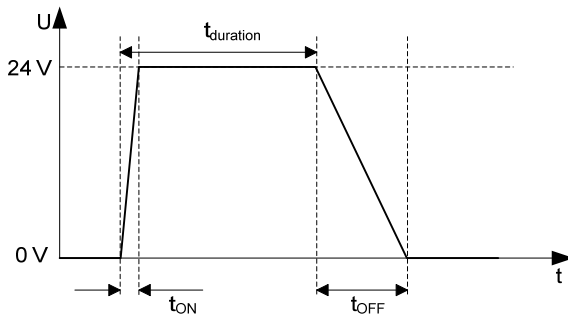
Trigger / Flash	Type: Lumberg RSMESD 4pin.
	
	*) resistor must be used, $I_{OUT} = 16 \text{ mA}$ by $U_{EXT} = 24 \text{ VDC}$ recommended, drawing shown above example for using high active signal
	Trigger / Flash cable wires color *): 1 = brown 2 = white 3 = blue 4 = black

*) shielded trigger / flash cable should be used and ordered separately

5.2 Flash sync sample $U_{EXT} = 24 \text{ VDC}$ high active:

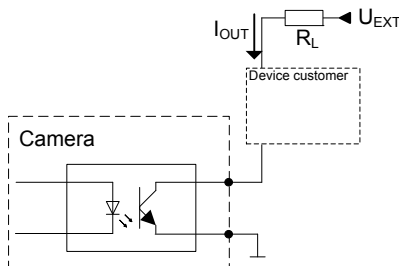


Timing example:
 measurement condition $U_{EXT} = 24 \text{ VDC} / I_{OUT} = 16 \text{ mA}$
 $R_L = 1.5 \text{ kOhm}$

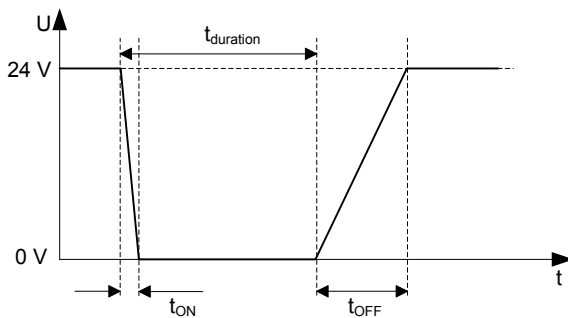


t_{ON} time = typ. 2 μsec
 t_{OFF} time = typ. 40 μsec

5.3 Flash sync sample $U_{EXT} = 24 \text{ VDC}$ low active:



Timing example:
 measurement condition $U_{EXT} = 24 \text{ VDC} / I_{OUT} = 16 \text{ mA}$
 $R_L = 1.5 \text{ kOhm}$



t_{ON} time = typ. 2 μsec
 t_{OFF} time = typ. 40 μsec

End of Document

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