



Raptor-H Digital RealTime System Specifications

CAMERA

Sensor type	CMOS
Sensor resolution	640x 480
Number of pixels	307,200
Sensor maximum frame rate at full resolution	250 fps
Sensor maximum frame rate at partial scan	TBD
Camera maximum frame rate at full resolution	236 fps (current)
Camera frame rates	1-240 Hz
Infinitely variable frame rates	Yes
Shutter Type	Global shutter
Zoom lens available	Yes
Zoom lens mount type	C-mount
Zoom lens	6-15mm
C-mount lens available	Yes
C-mount lens offerings	6mm, 12.5mm, 25mm
CS-mount lens available	No
CS-mount lens offerings	Not applicable
Camera body dimensions	189mm (H), 147mm (W), 95mm (D)
Camera weight, including ringlight	5.2 lbs. (2.36 Kg)
Camera housing	Custom die-cast aluminum
Number of camera mount points	4
Multiple camera types on one system	Yes
Maximum number of cameras	Unlimited
Camera software and firmware upgradeable	Yes
Upgrade methods	FTP, email or CD
Camera cabling	Standard Cat5E, power over ethernet
Camera connectors	Ethernet, Sync in/out
Camera power supply	via custom power supply
Grayscale depth	10 bit
On-camera masking	Yes
In-camera dynamic blob eliminator	Yes
Software masking	Yes
Auto-masking	Yes
Insight focusing	Yes
Camera output modes	User selectable grayscale centroid or grayscale edge for every marker at all frame rates
Environmental	Temperature, Operating: 10° to 35°C (50° to 95°F) Temperature, Storage: -40° to 65°C (-40° to 149°F) Relative humidity: 20% to 80% (non-condensing)

RINGLIGHT/STROBE

Ringlight strobe type	Near infrared (750nm)
Ringlight cover types	No cover needed
Strobe electronics	Integrated, software reprogrammable
Number of LED's per ringlight	323 (HPRL)
Adjustable illumination	Yes

SYSTEM CONNECTIVITY

Plug and Play compatibility	Yes
System connectivity	Gigabit Ethernet
Maximum number of cameras in system	Unlimited
Custom control interface	Yes
Communication status indicators	Yes
Integrated camera display panel	200 bi-color LED array
Camera number indicator	Yes
Master camera indicator	Yes
IP addressable	Yes
IP reconfigurable	Yes
Genlock to external video source	Yes
Synchronize to external signal	Yes
Additional sync box needed	No
External sync output	Yes
Additional external sync box needed	No
External A/D sync and clock	Yes