

		Image Acquisition						Flashing		Image Adjustments					On-board Image Processing					Region of Interest			Others		
		FreeRun	Software Trigger	Hardware Trigger	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Color Correction	Gamma	LUT	PxelFormats ¹⁾	Region of Interest	Decimation	Binning	Chunks ²⁾	Firmware Update	1st supported Firmware				
U3-300x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	✓	2.0				
U3-304x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p33	✓	✓	-	-	✓	2.0				
U3-306x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p34	✓	✓	-	-	✓	2.0				
U3-307x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p35	✓	✓	-	-	✓	2.0				
U3-308x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p36	✓	✓	-	-	✓	2.0				
U3-309x CP/SE	M																				2.1				
	C																				2.1				
U3-320x CP/SE	M																				2.1				
	C																				2.1				
U3-326x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p39	✓	✓	-	-	✓	2.0				
U3-327x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p40	✓	✓	-	-	✓	2.0				
U3-328x CP/SE	M	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓	✓	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p41	✓	✓	-	-	✓	2.0				
U3-329x CP/SE	M																				2.1				
	C																				2.1				
U3-380x CP	M																				2.1				
	C																				2.1				
U3-386x CP/SE	M	✓	✓	✓	-	✓	-	✓ ³⁾	✓ ³⁾	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓ ³⁾	✓ ³⁾	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	✓	2.0				
U3-388x CP/SE	M	✓	✓	✓	-	✓	-	✓ ³⁾	✓ ³⁾	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	✓	-	✓ ³⁾	✓ ³⁾	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	✓	2.0				
U3-3890 CP	M	✓	✓	✓	-	-	-	✓ ³⁾	✓ ³⁾	✓	✓	-	✓	✓	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	✓	2.0				
	C	✓	✓	✓	-	-	-	✓ ³⁾	✓ ³⁾	✓	✓	-	✓	✓	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	-	✓	2.0				

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

²⁾ Chunks only available in trigger mode.

³⁾ Flashing (on ExposureActive) only available in trigger mode.