

CP Rev. 2.2/ SE Rev. 1.2		FreeRun	Software Trigger	Hardware Trigger	Trigger Trigger	Denaiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ²	Region of Interest	Decimation (FPGA)	Decimation (Sensor) ³	Binning (FPGA)	Binning (Sensor) ⁴	Chunks	Sequences	Events	Firmware Update	1st supported Firmware
U3-300xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-304xCP Rev. 2.2/ U3-304xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-306xCP Rev. 2.2 / U3-306xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
U3-307xCP Rev. 2.2 / U3-307xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-308xCP Rev. 2.2 / U3-308xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-308xCP Rev. 2.2	P	✓	✓	✓	✓	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	3.1
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
U3-309xSE Rev. 1.2	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
U3-30CxCP Rev. 2.2 / U3-30CxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-313xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG10	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
U3-314xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG10	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
U3-316xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10p	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
U3-318xCP Rev. 2.2	M	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10p	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
	C	✓	✓	✓	-	✓	-	-	-	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p	✓	✓	-	✓	-	✓	✓	✓	✓	3.4
U3-31FxCP Rev. 2.2 / U3-31FxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	3.6
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	3.6
U3-31JxCP Rev. 2.2 / U3-31JxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	3.6
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	3.6
U3-31LxCP Rev. 2.2 / U3-31LxSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	3.6
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	3.6
U3-320xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20
U3-326xCP Rev. 2.2 / U3-326xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.20
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20

¹ PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.
² Increases maximum framerate.
³ Color binning on monochrome sensor can lead to image artifacts.
⁴ Only combined horizontal and vertical binning.
⁵ 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.

CP Rev. 2.2/
SE Rev. 1.2

		FreeRun	Software Trigger	Hardware Trigger	Trigger Trigger	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ²	Region of Interest	Decimation (FPGA)	Decimation (Sensor) ²	Binning (Sensor) ²	Binning (FPGA)	Binning (Sensor) ²	Chunks	Sequences	Events	Firmware Update	1st supported Firmware
U3-327xCP Rev. 2.2 / U3-327xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20	
U3-328xCP Rev. 2.2 / U3-328xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.20	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20	
U3-329xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.20	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.20	
U3-380xCP Rev. 2.2 / U3-380xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4}	✓	-	✓	✓	2.20	
	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 ⁴	✓	-	✓	✓	2.20	
U3-386xCP Rev. 2.2 / U3-386xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.20	
	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.20	
U3-388xCP Rev. 2.2 / U3-388xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4,5}	✓	-	✓	✓	2.20	
	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ^{4,5}	✓	-	✓	✓	2.20	
U3-389xCP Rev. 2.2 / U3-389xSE Rev. 1.2	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4}	✓	-	✓	✓	2.20	
	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ⁴	✓	-	✓	✓	2.20	
U3-399xSE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ⁴	✓	-	✓	✓	2.20	
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.20	

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

² Increases maximum framerate.

³ Color binning on monochrome sensor can lead to image artifacts.

⁴ Only combined horizontal and vertical binning.

⁵ 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.

CP / SE		Image Acquisition										Image Adjustments										On-board Image Processing										Others				
		FreeRun	Software Trigger	Hardware Trigger	Trigger Trigger	Denotiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ²	Region of Interest	Decimation (FPGA)	Decimation (Sensor) ³	Binning (FPGA)	Binning (Sensor) ²	Chunks	Sequences	Events	Firmware Update	1st supported Firmware							
U3-300x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-304x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-306x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-307x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-308x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-308x CP	P	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	✓	✓	-	✓	✓	✓	✓	2.2								
U3-309x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.1								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.1								
U3-30Cx CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.9								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.9								
U3-320x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.1								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.1								
U3-326x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-327x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-328x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	1x2	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-329x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2	✓	✓	✓	✓	2.1								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.1								
U3-380x CP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2 ^{3,4}	✓	✓	✓	✓	2.1								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	✓	✓	2x2 ⁴	✓	✓	✓	✓	2.1								
U3-386x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.0								
U3-388x CP/SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2 ^{3,4,5}	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	2x2 ⁵	✓	✓	✓	✓	2.0								
U3-3890 CP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2 ^{3,4}	✓	✓	✓	✓	2.0								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	2x2 ⁴	✓	✓	✓	✓	2.0								
U3-399x SE	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	✓	✓	2x2 ⁴	✓	✓	✓	✓	2.5								
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	✓	✓	-	✓	✓	✓	✓	2.5								

¹) PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.
²) Increases maximum framerate.
³) Color binning on monochrome sensor can lead to image artifacts.
⁴) Only combined horizontal and vertical binning.
⁵) 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.

LE Rev. 1.2

LE Rev. 1.2		Image Acquisition	FreeRun	Software Trigger	Hardware Trigger ⁵	Trigger Trigger ⁵	Denoiser	Long Exposure	Line Scan	Line Scan High-speed	Flashing ⁶	PWM Flashing	Image Adjustments	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ¹	Region of Interest	Decimation (FPGA)	Decimation (Sensor) ²	Binning (Sensor) ²	Binning (FPGA)	Others	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware ⁷
U3-304xLE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	-	2x2	-	-	-	-	✓	2.20
	C	✓	✓	✓	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	2x2	-	-	-	-	-	-	✓	2.20
U3-327xLE Rev. 1.2	M	✓	✓	✓	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	-	1x2	-	-	-	-	✓	2.20
	C	✓	✓	✓	✓	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	2x2	-	-	-	-	-	-	✓	2.20
U3-386xLE Rev. 1.2	M	✓	✓	✓	-	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	-	-	-	-	-	✓	2.20
	C	✓	✓	✓	-	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	-	-	-	-	-	-	✓	2.20
U3-388xLE Rev. 1.2	M	✓	✓	✓	-	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	-	2x2 ^{3,4,5}	-	-	-	-	✓	2.20
	C	✓	✓	✓	-	✓	✓	-	-	✓	-	-	-	-	-	-	-	-	-	X/Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	-	2x2 ^{3,5}	-	-	-	-	✓	2.20

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

² Increases maximum framerate.

³ Color binning on monochrome sensor can lead to image artifacts.

⁴ Only combined horizontal and vertical binning.

⁵ The frame rate does not increase with binning/decimation.

⁶ Only supported by PCB models as the inputs/outputs are not accessible in the housing versions.

⁷ In development. The model is not yet in series production, but will be introduced shortly.

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.

XCP / XLE / XLS
XC

		FreeRun	Software Trigger	Hardware Trigger ²	Trigger Controlled Exposure ⁶	Long Exposure	Line Scan	Line Scan Highspeed	Flashing ³	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ¹	Region of Interest	Decimation (FPGA)	Decimation (Sensor) ²	Binning (Sensor) ²	Binning (FPGA)	Binning (Sensor) ²	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware
U3-3560XCP	M	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵	-	-	-	-	✓	2.9
	C	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵	-	-	-	-	✓	2.9
U3-356xXLE Rev. 1.1	M	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵	-	-	-	-	✓	2.9
	C	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵	-	-	-	-	✓	2.9
U3-356xXLS Rev. 1.2	M	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵	-	-	-	-	✓	3.2
	C	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵	-	-	-	-	✓	3.2
U3-3680XCP	M	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.9
	C	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.9
	NIR	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.11
U3-368xXLE Rev. 1.1	M	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.6
	C	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.6
	NIR	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	2.11
U3-368xXLS Rev. 1.2	M	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	3.2
	C	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	3.2
	NIR	✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-	X/Y	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	✓	3.2
U3-3810XCP	M	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	Mono10g40IDS, Mono12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	2.11
	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	2.11
U3-381xXLE Rev. 1.1	M	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	Mono10g40IDS, Mono12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	2.11
	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	2.11
U3-381xXLS Rev. 1.2	M	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	Mono10g40IDS, Mono12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	3.2
	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	3.2
U3-38LxXCP	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	3.3
U3-38LxXLS Rev. 1.2	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	2x2 ⁴	-	-	-	-	✓	3.3
U3-36L0XC	C	✓	✓	-	-	-	-	-	-	-	✓	✓	✓	-	-	-	X/Y	BayerGR8	✓	-	-	-	-	-	-	-	-	✓	2.12

¹ PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.
² Increases maximum framerate.
³ Color binning on monochrome sensor can lead to image artifacts.
⁴ Only combined horizontal and vertical binning.
⁵ The frame rate does not increase with binning/decimation.
⁶ uEye+ XLE USB 3: Only supported by PCB models as the inputs/outputs are not accessible in the housing versions.
 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		Image Acquisition										Flashing										Image Adjustments										On-board Image Processing										Others									
		FreeRun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Denoiser	Long Exposure	Line Scan	Line Scan Highspeed	Flashing	PWM Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormats ²	Region of Interest	Decimation (FPGA)	Decimation (Sensor) ²	Binning (Sensor) ²	Binning (FPGA)	Chunks	Sequences	Events	Firmware Update	1st supported Firmware																						
U3-304x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.2																							
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2																							
U3-306x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.2																							
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2																							
U3-307x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2																							
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2																							
U3-308x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2																							
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2																							
U3-30Cx ACP	P	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p, RGB8	✓	✓	-	✓	-	✓	✓	✓	✓	2.2																							
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	2x2	✓	✓	✓	✓	2.9																							
U3-30Cx ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.9																							
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.2																							
U3-326x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2																							
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2																							
U3-327x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2																							
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	2x2	✓	1x2	✓	✓	✓	✓	2.2																							
U3-328x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	2x2	✓	-	✓	✓	✓	✓	2.2																							
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4}	✓	-	✓	✓	2.2																							
U3-380x ACP	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 ⁴	✓	-	✓	✓	2.2																							
	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	-	✓	✓	2.2																							
U3-386x ACP	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	-	✓	✓	2.2																							
	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4,5}	✓	-	✓	✓	2.2																							
U3-388x ACP	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ⁵	✓	-	✓	✓	2.2																							
	M	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4}	✓	-	✓	✓	2.2																							
U3-3890 ACP	C	✓	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ⁴	✓	-	✓	✓	2.2																								

¹) PixelFormats for area scan mode (UserSet "Default"). For color cameras, the PixelFormats Mono8, RGB8, BGR8 and RGB10p32 are debayered formats.
²) Increases maximum framerate.
³) Color binning on monochrome sensor can lead to image artifacts.
⁴) Only combined horizontal and vertical binning.
⁵) 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.