

## E100 SERIES CAMERAS

The E100 Series features a state-of-art grayscale or color CMOS image sensor and supports standard vision GigE connectivity. Thanks to their small housing, E100 Series allow for easy installation in locations where space is constrained.

The E100 Series is the ideal solution for fast embedded vision system integration and ensures an outstanding price/performance ratio. High resolution and frame rate guarantee superior image acquisition for tackling the most complex machine vision applications.



### BENEFITS

- Reduced size for minimum space requirements
- GigE vision camera interface
- High frame rate for superior image acquisition and processing
- State-of-art grayscale and color CMOS image sensors
- C-mount lens support
- IP30 rated housing
- CE, FCC and RoHS compliant

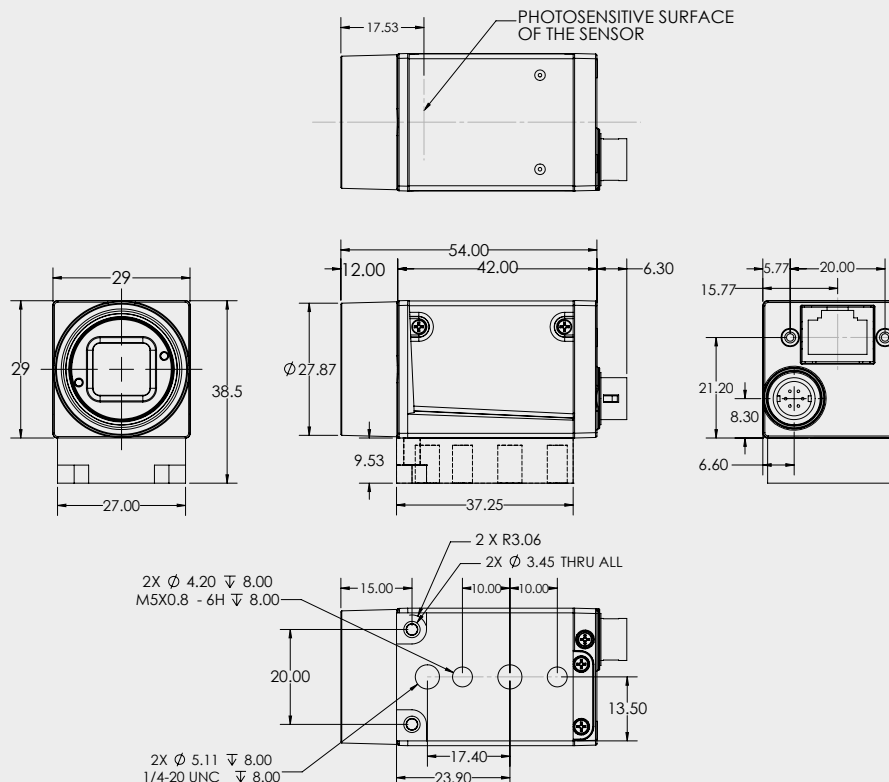
### HIGHLIGHTS

- GigE compatible to MX-E Series vision processors
- VGA to 5MP resolution, in both grayscale and color
- CMOS image sensors for high speed performance
- Power over Ethernet (PoE) guarantees minimum wiring and easy installation
- Compact housing (as small as 29 mm x 29 mm x 60 mm) enables mounting in space-constrained locations
- High frame rate ensures image capture at rates up to 300 frames per second (fps)
- Trigger and strobe I/O provide outstanding integration flexibility

## TECHNICAL DATA

GRAYSCALE MODEL	COLOR MODEL	RESOLUTION	IMAGER	SHUTTER	FRAME RATE (FPS)	PoE
E101	E101C	640 x 480	1/4" CMOS	Global	300	▪
E151	E151C	1280 x 1024	1/2" CMOS	Global	75	▪
E182	E182C	1600X1200	1/1.8" CMOS	Global	60	▪
E193	E193C	2048 x 1536	1/1.8" CMOS	Global	35	▪
E198	E198C	2448 x 2048	2/3" CMOS	Global	20	▪

## MECHANICAL DRAWINGS



## MODELS

DESCRIPTION	ORDER N°
<b>PRODUCTS</b>	
<b>VISION PROCESSORS</b>	
MX-E20-2-P-1, Vision Processor, 2 ports, PNP, WES7	959912103
MX-E20-2-N-1, Vision Processor, 2 ports, NPN, WES7	959912104
MX-E40-2-P-1, Vision Processor, 2 ports, PNP, WES7	959914107
MX-E40-2-N-1, Vision Processor, 2 ports, NPN, WES7	959914108
MX-E40-4-P-1, Vision Processor, 4 ports, PNP, WES7	959914109
MX-E40-4-N-1, Vision Processor, 4 ports, NPN, WES7	959914110
MX-E80-2-P-1, Vision Processor, 2 ports, PNP, WES7	959918105
MX-E80-2-N-1, Vision Processor, 2 ports, NPN, WES7	959918106
MX-E80-4-P-1, Vision Processor, 4 ports, PNP, WES7	959918107
MX-E80-4-N-1, Vision Processor, 4 ports, NPN, WES7	959918108
<b>DONGLES</b>	
DONGLE, IMPACT	93ACC0185
DONGLE, IMPACT, OCR*	93ACC0186
DONGLE, IMPACT, PST*	93ACC0187
DONGLE, IMPACT, 3 <sup>rd</sup> party camera*	93ACC0188
DONGLE, IMPACT, OCR, 3 <sup>rd</sup> party camera*	93ACC0189
DONGLE, IMPACT, PST, 3 <sup>rd</sup> party camera*	93ACC0190
DONGLE, IMPACT, PST, OCR*	93ACC0191
DONGLE, IMPACT, PST, OCR, 3 <sup>rd</sup> party camera*	93ACC0192
<b>E100 SERIES CAMERAS</b>	
Camera, E101, Gig-E, 659 x 480, 300 FPS, Grayscale, 1/4" CMOS	959933022
Camera, E101C, Gig-E, 659 x 480, 300 FPS, Color, 1/4" CMOS	959933023
Camera, E151, Gig-E, 1280 x 1024, 75 FPS, Grayscale, 1/2" CMOS	959933024
Camera, E151C, Gig-E, 1280 x 1024, 75 FPS, Color, 1/2" CMOS	959933025
Camera, E182, Gig-E, 1600 x 1200, 60 FPS, Grayscale, 1/1.8" CMOS	959933038
Camera, E182C, Gig-E, 1600 x 1200, 60 FPS, Color, 1/1.8" CMOS	959933039
Camera, E193, Gig-E, 2048 x 1536, 35 FPS, Grayscale, 1/1.8" CMOS	959933042
Camera, E193C, Gig-E, 2048 x 1536, 35 FPS, Color, 1/1.8" CMOS	959933043
Camera, E198, Gig-E, 2448 x 2048, 20 FPS, Grayscale, 2/3" CMOS	959933044
Camera, E198C, Gig-E, 2448 x 2048, 20 FPS, Color, 2/3" CMOS	959933045
<b>M-CAMERAS</b>	
Camera, M100, Gig-E, 659 x 494, 100 FPS, Grayscale, 1/4" CCD	601-0351
Camera, M100C, Gig-E, 659 x 494, 100 FPS, Color, 1/4" CCD	601-0378
Camera, M110, Gig-E, 659 x 494, 90 FPS, Grayscale, 1/3" CCD	601-0423
Camera, M110C, Gig-E, 659 x 494, 90 FPS, Color, 1/3" CCD	601-0424
Camera, M115, Gig-E, 659 x 494, 100 FPS, Grayscale, 1/2" CCD	601-0450
Camera, M115C, Gig-E, 659 x 494, 100 FPS, Color, 1/2" CCD	601-0451
Camera, M125, Gig-E, 782 x 582, 75 FPS, Grayscale, 1/2" CCD	601-0452
Camera, M125C, Gig-E, 782 x 582, 75 FPS, Color, 1/2" CCD	601-0453
Camera, M150, Gig-E, 1296 x 966, 30 FPS, Grayscale, 1/3" CCD	601-0352
Camera, M150C, Gig-E, 1296 x 966, 30 FPS, Color, 1/3" CCD	601-0379
Camera, M180, Gig-E, 1628 x 1236, 20 FPS, Grayscale, 1/1.8" CCD	601-0357
Camera, M180C, Gig-E, 1628 x 1236, 20 FPS, Color, 1/1.8" CCD	601-0384
Camera, M190, Gig-E, 2048 x 1088, 50 FPS, Grayscale, 2/3" CMOS	601-0454
Camera, M190C, Gig-E, 2048 x 1088, 50 FPS, Color, 2/3" CMOS	601-0455
Camera, M195, Gig-E, 2048 x 2048, 25 FPS, Grayscale, 1" CMOS	601-0456
Camera, M195C, Gig-E, 2048 x 2048, 25 FPS, Color, 1" CMOS	601-0457
Camera, M197, Gig-E, 2592 x 1944, 14 FPS, Grayscale, 1/2.5" CMOS	959931010
Camera, M197C, Gig-E, 2592x1944, 14 FPS, Color, 1/2.5" CMOS	959931011
Camera, M200, Gig-E, 659 x 494, 70 FPS, Grayscale, 1/3" CCD	601-0358
Camera, M200C, Gig-E, 659 x 494, 70 FPS, Color, 1/3" CCD	601-0385
Camera, M202, Gig-E, 659 x 494, 79 FPS, Grayscale, 1/2" CCD	601-0359
Camera, M202C, Gig-E, 659 x 494, 79 FPS, Color, 1/2" CCD	601-0386
Camera, M250, Gig-E, 1296 x 966, 32 FPS, Grayscale, 1/3" CCD	601-0362
Camera, M250C, Gig-E, 1296 x 966, 32 FPS, Color, 1/3" CCD	601-0389
Camera, M295, Gig-E, 1628 x 1236, 28 FPS, Grayscale, 1/1.8" CCD	601-0420
Camera, M295C, Gig-E, 1628 x 1236, 28 FPS, Color, 1/1.8" CCD	601-0421
Camera, M300, Gig-E, 648 x 488, 210 FPS, Grayscale, 1/3" CCD	601-0354
Camera, M300C, Gig-E, 648 x 488, 210 FPS, Color, 1/3" CCD	601-0381
Camera, M330, Gig-E, 1004 x 1004, 60 FPS, Grayscale, 2/3" CCD	601-0364
Camera, M330C, Gig-E, 1004 x 1004, 60 FPS, Color, 2/3" CCD	601-0391
Camera, M350, Gig-E, 1608 x 1208, 35 FPS, Grayscale, 1" CCD	601-0365
Camera, M350C, Gig-E, 1608 x 1208, 35 FPS, Color, 1" CCD	601-0392
Camera, M390, Gig-E, 2448 x 2050 (5MP), 17 FPS, Grayscale, 2/3" CCD	601-0355
Camera, M390C, Gig-E, 2448 x 2050 (5MP), 17 FPS, Color, 2/3" CCD	601-0382
Camera, M565, Gig-E, 2048 Linescan, 51KHz, Grayscale	959931002
Camera, M570, Gig-E, 4096 Linescan, 26KHz, Grayscale	959931003
Camera, M575, Gig-E, 6144 Linescan, 17KHz, Grayscale	959933020
Camera, M580, Gig-E, 8192 Linescan, 12KHz, Grayscale	959933021

\* add-on functionalities are enabled on all physical camera ports