

CP / SE		Image Acquisition										Flashing										Image Adjustments										On-board Image Processing										Others									
		FreeRun	Software Trigger	Hardware Trigger	Trigger Trigger	Demoker	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	R/W Flashing	Auto Exposure	Auto Gain	Auto White Balance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormat ¹⁾	Region of Interest	Decimation (FPGA)	Decimation (Sensor ²⁾)	Binning (FPGA)	Binning (Sensor ²⁾)	Chunks	Sequencer	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 ^{4,5)}	✓	-	✓	✓	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.

XLE / XCP

		FreeRun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Demolter	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	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) ³⁾	Binning (FPGA)	Binning (Sensor) ³⁾	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware															
U3-356x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	-	✓	-	2,4x2,4	-	2x2 ⁵⁾	-	-	-	-	-	✓	2.9															
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	-	✓	-	2,4x2,4	-	2x2 ⁵⁾	-	-	-	-	-	✓	2.9															
U3-368x XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	-	✓	-	2x2,4	-	2x2	-	-	-	-	-	✓	2.6/2.9															
	C	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	-	✓	-	2x2,4	-	2x2	-	-	-	-	-	✓	2.6/2.9															
U3-38Jx XLE/XCP	M	✓	✓	✓	-	-	-	-	-	✓	-	-	-	-	-	-	X/Y	-	✓	-	2x2,4	-	2x2	-	-	-	-	-	✓	2.11															
	C	✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-	X/Y	-	✓	-	-	-	2x2 ⁴⁾	-	-	-	-	-	✓	2.11															
		Image Acquisition	✓	✓	✓	-	-	-	-	Flashing	✓	-	-	-	-	-	-	Image Adjustments	-	-	-	-	-	-	-	-	-	-	-	-	On-board Image Process	Mono8, Mono10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵⁾	-	-	-	-	-	-	✓	2.9
			✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	-	-	Others	BayerGR8, BayerGR10g40IDS	✓	-	2,4x2,4	-	2x2 ⁵⁾	-	-	-	-	-	-	✓	2.9	
			✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	-	-	Others	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	-	-	✓	2.6/2.9	
			✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	-	-	Others	BayerGR8, BayerGR10g40IDS, BayerGR12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	-	-	✓	2.6/2.9	
			✓	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	-	-	Others	Mono8, Mono10g40IDS, Mono12g24IDS	✓	-	2x2,4	-	2x2	-	-	-	-	-	-	✓	2.11	
			✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	-	-	Others	Mono10g40IDS, Mono12g24IDS	✓	-	-	-	2x2 ⁴⁾	-	-	-	-	-	-	✓	2.11	
			✓	✓	✓	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	-	-	Others	BayerGR10g40IDS, BayerGR12g24IDS	✓	-	-	-	2x2 ⁴⁾	-	-	-	-	-	-	✓	2.11	

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.

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ACP		Image Acquisition										Image Adjustments										On-board Image Processing										Others									
		FreeRun	Software Trigger	Hardware Trigger	Trigger Controlled Exposure	Demoker	Long Exposure	Line Scan	Line Scan High-Speed	Flashing	RWMI Flashing	Auto Exposure	Auto Gain	Auto Whitebalance	Color Correction	Gamma	LUT	Reverse (Mirror)	PixelFormat ¹⁾	Region of Interest	Decimation (FPGA)	Decimation (Sensor ²⁾	Binning (Sensor ³⁾	Binning (FPGA)	Chunks	Sequencer	Events	Firmware Update	1st supported Firmware												
U3-304x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2	✓	✓	✓	✓	2.2													
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	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	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.2													
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2													
U3-308x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.2													
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	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	✓	✓	✓	✓	2.9													
U3-326x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.9													
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	-	✓	✓	✓	✓	2.2													
U3-327x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2													
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	1x2	✓	✓	✓	✓	2.2													
U3-328x ACP	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2													
	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	-	✓	✓	✓	✓	2.2													
U3-380x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.2													
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12	✓	✓	-	✓	2x2 ⁴⁾	✓	-	✓	✓	2.2													
U3-386x 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													
U3-388x ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4,5)}	✓	-	✓	✓	2.2													
	C	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	X/Y	Mono8, BayerRG8, BayerRG10p, BayerRG12p, BayerRG10, BayerRG12, RGB8, BGR8, RGB10p32, BGR10p32	✓	✓	-	✓	2x2 ^{4,5)}	✓	-	✓	✓	2.2													
U3-3890 ACP	M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	Y	Mono8, Mono10, Mono10p, Mono12, Mono12p	✓	✓	-	✓	2x2 ^{3,4)}	✓	-	✓	✓	2.2													
	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.