



*See the possibilities*

# *User's Manual*

## **RM/TM-4200GE** **RMC/TMC-4200GE**

*Digital Monochrome/Color  
Progressive Scan, Interline-Transfer GE Camera*



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## Warranty

Please contact your factory representative for details about the warranty.

## Certifications

### CE Compliance

The RM/TM-4200GE series of cameras has been certified to conform to the requirements of Council Directive 89/336/EC for electromagnetic compatibility and to comply with the following European Standards:

EMCEN55022: 1998 + A1: 2000 CLASS A

EN55024: 1998 + A1: 2001

All JAI Inc. products bearing the CE mark have been declared to be in conformance with the applicable EEC Council Directives. However, certain factory-installed options or customer-requested modifications may compromise electromagnetic compatibility and affect CE compliance. Please note that the use of interconnect cables that are not properly grounded and shielded may affect CE compliance.

Contact the JAI Inc. Applications Engineering Department for further information regarding CE compliance.

### FCC

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area may cause harmful interference, in which case the user will be required to correct the interference at his own expense.

**WARNING**

Changes or modifications to this unit not expressly approved by the party responsible for FCC compliance could void the user's authority to operate the equipment.

**RM/TM-4200GE Series Operation Manual**

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## RM/TM-4200GE Series Hardware

### 1 Hardware Introduction

#### 1.1 Product Description

The JAI Inc. TM-4200GE series is a Gigabit Ethernet output, high-resolution progressive scan CCD camera.<sup>1</sup> The interline-type CCD permits full vertical and horizontal resolution of very high speed shutter images and applications. The electronic shutter, which has speeds to 1/16,000 sec., can be reset asynchronously by external pulse control. The frame rate for a full image is 15 fps. A square imager format with uniform square pixels provides superior image definition in any orientation. On-chip micro lenses provide increased sensitivity.

The TM-4200GE<sup>2</sup> has a full dynamic range control function, which can be set at externally selectable look-up table (LUT) knee slopes to convert 12-bit input to 10-bit or 8-bit output, thereby optimizing the CCD's full dynamic range in the normal output signal range. As a Gigabit Ethernet output camera, the TM-4200GE has semi-auto-gain balancing functions. The camera does not have a LUT for the 12-bit output.

Applications for the TM-4200GE include machine vision, medical imaging, intelligent transportation systems, high-definition graphics, on-line inspection, gauging, character reading, archiving, and high security surveillance.

#### 1.2 Features

- Small size and light weight

The printed circuit boards in the TM-4200GE have been arranged to create modular electronics, giving the camera flexibility. In addition, the use of miniature solid-state components results in a compact, lightweight camera that is 51mm x 51mm x 85mm in dimensions, and weighs only 214 grams.

- Imager

The TM-4200GE uses a dual-tap progressive scan interline transfer CCD that has the following features:

- Resolution of 2k x 2k active pixels for excellent image quality.
- 7.4 x 7.4  $\mu\text{m}$  square pixels for precise dimensional measurement.
- High-speed electronic shutter capability for high dynamic resolution of moving objects that eliminates the need for a mechanical shutter.
- Progressive scan CCD eliminates interlace deterioration of image and increases ease of computer interface.
- High sensitivity and low noise during fast scanning. The CCD has an excellent S/N ratio at the default setting that is greater than 58dB.
- The CCD has built-in microlenses for increased quantum efficiency.

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<sup>1</sup> The TM-4200GE series consists of the TM-4200GE (monochrome) and the TMC-4200GE (color), as well as the RoHS-compliant versions RM-4200GE and RMC-4200GE. Unless otherwise noted, all information contained in this manual is relevant to all 4200GE models.

<sup>2</sup> The TM-4200GE output is available with 8-bit, 10-bit or 12-bit processing.

- Electronic shutter

The TM-4200GE has a substrate drain-type shutter mechanism which provides superb pictures at various speeds without smearing.

- Asynchronous reset

The TM-4200GE captures async reset images and provides single-shot video output with single FDV (frame data valid). The TM-4200GE's asynchronous reset is flexible and accepts external horizontal drive (HD) for phase locking. When the VINIT (5V) pulse is applied to CC1, it resets the camera's scanning and purging of the CCD.

The TM-4200GE has three modes to control the asynchronous reset and shutter speed:

- Async no shutter: The video signal and FDV are reset by external VINIT.
- Internal shutter speed control: The speed control varies from 1/15 to 1/16,000 sec. The video signal and FDV starts with internal V reset timing related to shutter speed.
- External VINIT with pulse width: The duration between pulse edges controls the shutter speed externally.

- Output

The TM-4200GE has a dual-tap 12-bit/10-bit/8-bit Gigabit Ethernet output.

- Dual-channel auto black level balancing and semi-auto gain balancing

The TM-4200GE, as a dual-tap output camera, has auto black level balancing and semi-auto gain balancing functions.

- Warranty

Please contact your factory representative for details about the warranty.

## 2 Installation

The following instructions will help you set up your camera quickly and easily. JAI suggests that you read through these instructions first, before you unpack and set up your camera system.

### 2.1 Getting Started

#### 2.1.1 Unpacking Instructions

JAI recommends that you save the original packing cartons for the cameras and accessories in case you need to return or exchange an item. We also recommend that you bench-test any equipment being sent to another location for field installation to assure that everything is fully operational as a system.

#### 2.1.2 Components

When you receive your TM-4200GE camera from JAI Inc., the contents of the shipping box should include the camera and a document download card. If either of these items are missing, please contact your JAI Inc. representative immediately. The document download card includes instructions and web locations for downloading the datasheet, manual, and camera-control software. If you do not have Internet access, please contact JAI Inc. to receive this material on a CD-ROM.

#### 2.1.3 Accessories and Options

Following is a list of additional accessories and options that may be required for your application. Please check with your JAI Inc. representative before you install your camera to determine what you might need.

- PD-12U series power supply
- 12P-02S power cable
- Cat5e or Cat6 shielded Ethernet cable (not supplied by JAI Inc.)
- Tripod Mounting Kit: TP-20  
(for dimensions go to: [www.jai.com/EN/CameraSolutions/Products/Accessories/Pages/Home.aspx](http://www.jai.com/EN/CameraSolutions/Products/Accessories/Pages/Home.aspx))

### 2.2 Camera Setup

#### 2.2.1 Heat Dissipation

The TM-4200GE is a compact 2k by 2k camera. Since all the electronics have been packed in a compact package, the outer case of the camera can become hot due to heat dissipation. For optimal performance, JAI Inc. recommends using a cooling fan to set up a positive air flow around the camera and following the precautions below.

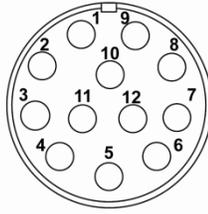
- Mount the camera on a large heat sink (camera bracket) made out of heat-conductive material like aluminum.
- Make sure the flow of heat from the camera case to the bracket is not blocked by a non-conductive material like plastic.
- Make sure the camera has enough open space around it to facilitate the free flow of air.

#### 2.2.2 Connector Pin Configurations

##### 2.2.2 (a) 12-Pin Connector

The TM-4200GE has a 12-pin Hirose connector for power input and signal integration. Pin #1 is Ground and pin #2 is +12V DC. The pin-out table is shown in Table 1.

Figure 1. 12-Pin Connector Pinouts.



Pin #1 is Ground and pin #2 is +12V DC. Table 1 shows the pin-out table.

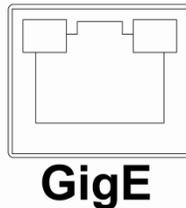
Table 1 12-Pin Connector

Pin	Description	Pin	Description
1	GND	7	VD in (CC4 equiv)
2	+12V DC	8	Strobe Output
3	GND (analog)	9	HD in (CC3 equiv)
4	Analog Video out	10	Reserved
5	GND (digital)	11	Reserved
6	VINIT in (CC1 equiv)	12	Reserved

2.2.2 (b) Ethernet Connector

The GigE socket, marked on the camera’s back panel as “GigE,” is a standard RJ-45 Ethernet socket as shown in Figure 2.

Figure 2. GigE Ethernet Connector



Use at least Cat5e UTP cables (Cat6 cables are preferred). JAI recommends the use of shielded cables to reduce emissions and for CE/FCC compliance. Double-shielded cables further reduce emissions.

2.2.3 Power Supplies and Power Cable Setup

2.2.3.1 Power Supplies

The TM-4200GE camera requires 12V DC power that is obtained through the 12-pin connector located on the rear panel of the camera. JAI, Inc. power supplies feature a 100-240V AC/12V DC 1.2A universal voltage power supply. JAI Inc. recommends the following power supplies:

PD-12UU	PD-12-UU(No Hirose 12-pin connector)	US plug
PD-12UUP	PD-12UU with 12-pin connector	US plug
PD-12UE	PD-12UU (No Hirose 12-pin connector)	European plug
PD-12UEP	PD-12UU with 12-pin connector	European plug

For users providing power through the 12-pin connector, the PD-12P, PD-12UEP and PD-12UUP power supplies are available with the 12-pin mating connector already attached to the leads from the power supply. The PD-12UU and PD-12UE power supplies can be connected to the JAI Inc. power cable either directly or using a terminal strip.

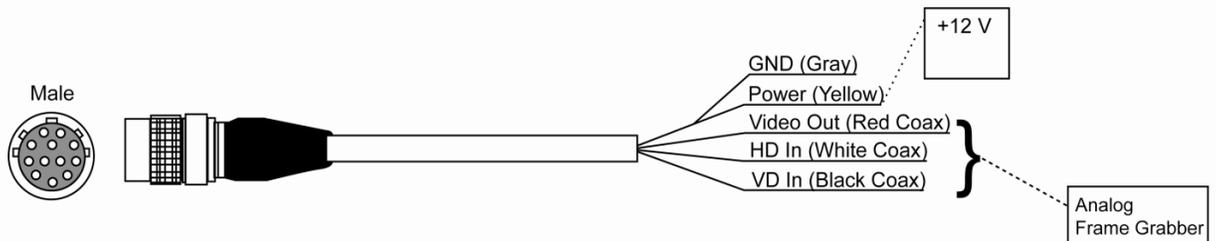
When wiring the PD-12UU and PD-12UE power supplies directly, please note the following:

- The lead ends must be twisted together and tin-soldered for strength and electrical continuity.
- Shrink tubing or a similar insulator should be used to prevent exposed leads from touching and shorting.
- The +12V lead is marked with a red stripe or white lettering; be sure not to reverse the leads.
- All connections must be properly insulated to prevent shorting.

**2.2.3.2 JAI Power Cables**

If you are using JAI power cables such as the 12P-02S, refer to Figure 3 which shows the cable pin-out diagram and pin-outs. The color-coded leads use Gray for Ground and Yellow for +12V.

**Figure 3. 12P-02S Interface Cable (optional)**



12P-02S Interface Cable					
Pin #	Lead Color	Function	Pin #	Lead Color	Function
1	Gray	GND (Power Ground)	7	Black coax	TTL IN (External_VD)
2	Yellow	+12V DC (Power In)	8	White coax shield	TTL OUT (STROBE)
3	Red coax shield	GND (Analog Ground)	9	White coax	TTL IN (External_HD)
4	Red coax	VIDEO (Analog Out)	10	Brown	RESV
5	Orange coax shield	GND (Digital Ground)	11	Blue	RESV
6	Orange coax	TTL IN (External_Trigger)	12	Black coax shield	RESV

*Note: Make sure that the unused leads are not touching and that there is no possibility that exposed wires could cause the leads to short.*

**2.2.3.3 Building Your Own Power Cable**

Refer to the 12-pin connector pin-out in Table 1 on page 12. Connect the Ground lead to pin #1, and the +12V DC lead to pin #2 of the 12-pin connector. Power must be DC-regulated, and of sufficient current to properly power the camera.

**2.2.3.4 Attaching the Power Cable to the Connector**

The 12-pin connector is keyed and will only fit in one orientation. To properly attach the power cable to the camera connector, use the following steps:

Rotate the connector while applying slight pressure until the keyways line up.

Press the connector into place until firmly seated.

Plug the power cord into the 100V AC socket. This powers up the camera.

*Note: If using a power supply other than the standard PD-12U Series from JAI, certain characteristics are required of the power supply and the wiring in order to properly power the camera. The camera requires 12V immediately upon start-up; no slow ramps. Once power is applied, the power supply must be able to*

support a 2A to 2.5A in-rush current for approximately 200 $\mu$ s to prevent the voltage at the camera from dropping below the 10.8V minimum required. Dropping below this will result in the camera's internal power supply lowering its impedance in an attempt to draw more current. Since no more current will be available, the voltage at the camera will drop instead. This will result in a steady state hang-up which will damage the camera's power supply and cause the camera to cease operating or to operate in an unstable manner.

### 2.2.4 Attaching the Camera Lens

The TM-4200GE camera accepts 1.2-inch or larger format size C-mount lenses. To attach the C-mount lens<sup>3</sup> to the camera, carefully engage the threads and rotate the lens clockwise until it firmly seats on the mounting ring. Do not force the lens if it does not seat properly. Some lenses with extremely long flange backs may exceed the mounting depth of the camera.

### 2.2.5 Adjustable Back-Focus

Before cameras are shipped, back focus is carefully set using a collimator, oscilloscope and other specialized equipment. While the factory-set focus serves well in most cases, an adjustable back focus makes it possible to improve image sharpness when using lower-cost zoom lenses, custom optics, or in unusual parameters.

There should be an obvious need to refocus the lens before attempting to change the back focus. This is a very exacting task. Some cameras have been returned to the factory to reset the back focus after failed attempts to change the focus by customers. It might be wise to label cameras whose back focus was adjusted.

1. The camera must be connected to a monitor before attempting to adjust the back focus.
2. To back focus the camera, first attach a C-mount lens in the mount. Be certain that the lens is properly seated.
3. Next set the lens focus to infinity (if the lens is a manual iris, set the iris to a high f number while still retaining a well illuminated image).
4. Loosen the three miniature hex set-screws (use a 0.9 mm hex wrench) that lock the focus ring in place (two screws for a CS-mount). Slowly turn the lens and focus ring assembly back and forth until you obtain the best image of the desired object. This sets the back focus. Once the best image is obtained, tighten the focus ring set-screws until they are snug. Do not over-tighten the screws.

*Note: Mini-bayonet cameras adapted to C-mount do not have the back focus feature.*

**Figure 4. Back-Focus Set-Screw Locations**



Loosen the three 2mm screws around the perimeter of the C-mount lens collar (two 2mm screws for a CS-mount) to adjust the back focus. Unless you absolutely must, do not attempt to adjust this focus.

<sup>3</sup> C-mount to F-mount and C-mount to K-mount adapters are available for larger format lenses (35mm). Check with local photography dealers for these lens adapters.

### 3 Operation

#### Progressive Scanning

The TM-4200GE uses a state-of-the-art progressive scanning interline transfer CCD (Kodak KAI-16000) which scans all lines sequentially from top to bottom at one frame rate. Like a non-interlace computer monitor, it outputs a stable, crisp image without alternating lines and a full vertical resolution of 2048 lines. Note: many computer monitors may not support the full vertical resolution of the TM-4200GE, however most modern monitors have display modes ranging as high as 2048 x 1536 pixels, enabling the output of a TM-4200GE camera to be displayed at nearly full resolution.

Progressive scanning is in contrast to standard TV-system interlace scanning which alternates outputting “fields” of odd and even lines to produce one frame. The scanning rate is either 50Hz or 60Hz depending on the TV standard used, resulting in a frame rate of either 25 fps or 30 fps. This is true even for many HDTV sets, which can support a maximum of 780 progressive scan lines (780p) or 1080 interlaced scan lines (1080i).

The use of an interline transfer (IT) architecture in conjunction with progressive scanning enables the TM-4200GE to support simultaneous electronic shuttering of all lines/pixels in order to freeze fast moving objects. This is different from frame transfer architectures which require a mechanical shutter or strobe light to capture objects in motion.

#### 3.1.1 Preset Scan Area

TM/TMC-4200 has four fixed Scan Area Modes: full scan, centered 1000 lines, centered 500 lines, and centered 250 lines. In full scan mode, all active lines of the CCD sensor, 2048 lines, are transferred out line by line. In centered mode 1000 lines are transferred out, in 500 line and 250 line mode, only the centered lines are transferred out line by line. The rest of the lines are dumped out using the fast dump function of the CCD. This transfer method causes the frame rate of each mode to vary.

#### 3.1.2 Programmable Scan Area

In Programmable Scan Area Mode, users can specify both the start point of the active scan area and the total active lines. The area selected by users is transferred out line by line. The rest of the lines are dumped out using the fast dump function of the CCD. The frame rate in this mode varies according to the selected active area. When the active area starts from x row, and the active lines are y lines, the frame rate can be calculated using the following formulas.

$$Frame\ Rate = \begin{cases} \frac{1}{((n_f + 16) + n_r + y) * 32.5\ \mu s} & Dual\ Tap \\ \frac{1}{((n_f + 16) + n_r + y) * 58.1\ \mu s} & Single\ Tap \end{cases}$$

Where,

$$n_f = \begin{cases} \text{int} \left( \frac{x+16}{N} \right) & \text{remainder of } \frac{x+16}{N} = 0 \\ \text{int} \left( \frac{x+16}{N} \right) + 1 & \text{remainder of } \frac{x+16}{N} \neq 0 \end{cases}$$

$$n_r = \begin{cases} \text{int} \left( \frac{2056 - x - y}{N} \right) & \text{remainder of } \frac{2056 - x - y}{N} = 0 \\ \text{int} \left( \frac{2056 - x - y}{N} \right) + 1 & \text{remainder of } \frac{2056 - x - y}{N} \neq 0 \end{cases}$$

$$N = \begin{cases} 8 & Dual\ Tap \\ 15 & Single\ Tap \end{cases}$$

For a color CCD, the upper-left Bayer pattern changes, depending on the start point location. If the start point is the odd row, the upper-left Bayer pattern is G. In RG if the start point is the even row, the upper-left bayer pattern is B in BG.

Figure 5. Bayer 1

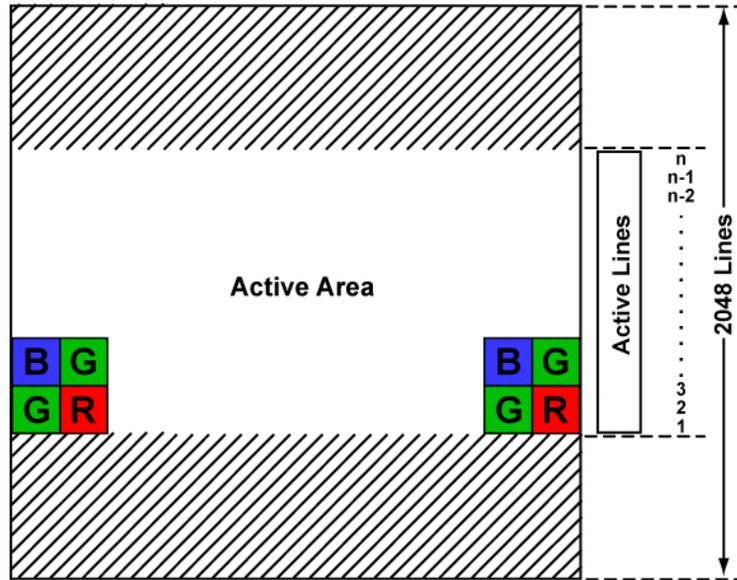
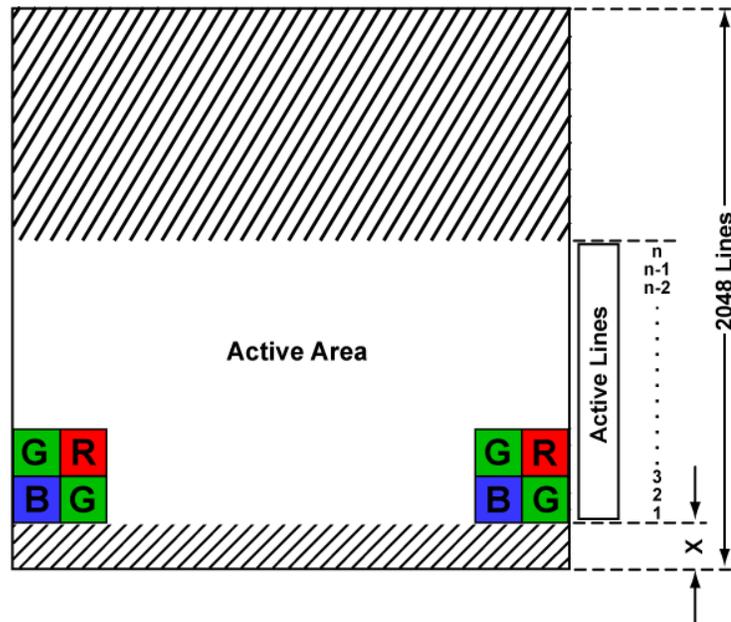


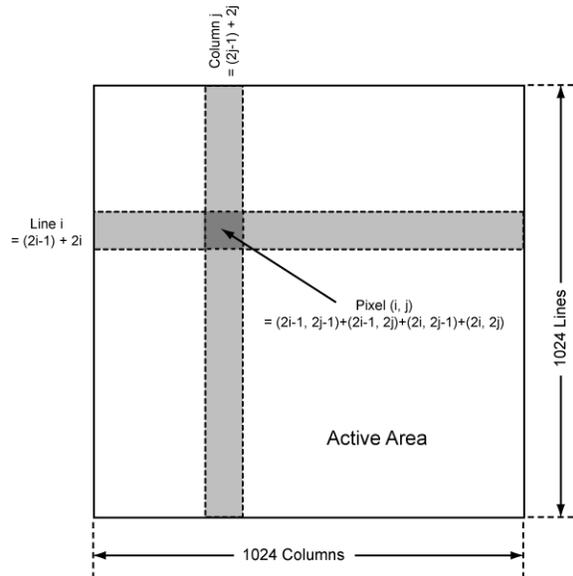
Figure 6. Bayer 2



### 3.1.3 Full Scan Area 2x2 Binning

TM/TMC-4200 CL has 2x2 binning of the full scan area. In full scan 2x2 binning mode, pixel (i, j) includes all the information of pixel (2i-1, 2j-1), (2i-1, 2j), (2i, 2j-1) and (2i, 2j) in normal full scan mode (where i, j=1 2, ..., 1024). In this mode vertical binning makes frame transfer faster than normal scan mode, however, due to the mixture of pixel information, the camera resolution is low in this mode, and the Bayer pattern CCD camera loses color information.

Figure 7. 2x2 Binning

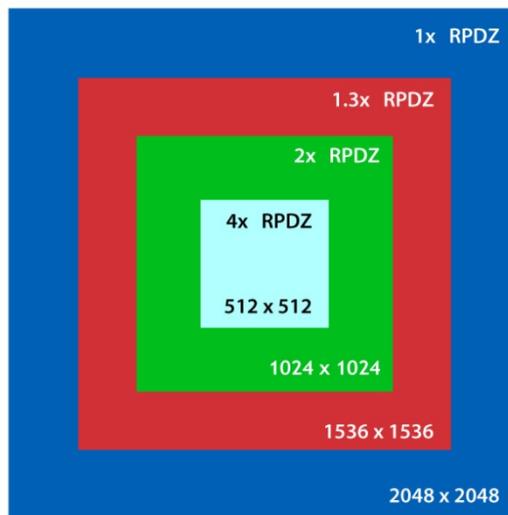


### 3.1.4 Resolution Proportional Digital Zoom

TM-4200GE has four resolution proportional digital zoom selections: 1x, 1.3x, 2x, and 4x. Resolution Proportional Digital Zoom (RPDZ) is a patent-pending image post processing algorithm that enables the user to digitally modify the camera’s field of view while maintaining a constant data rate between the camera and the host computer. This is accomplished by sub-sampling pixels in the field of view in a manner proportional to the digital zoom level.

*Note: The number of pixels used to create an image in these modes is always 512(H) x 512(V).*

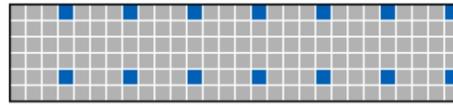
Figure 8. Overview of Resolution Proportional Digital Zoom



1x RPDZ

In 1x Mode the output video uses every fourth pixel in every fourth line of the full 2048(H) x 2048(V) CCD to produce a 512(H) x 512(V) output. The image is effectively 1x digital zoom.

Figure 9. 1x Digital Zoom

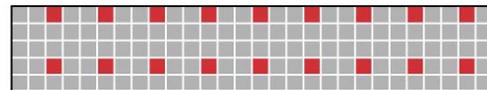
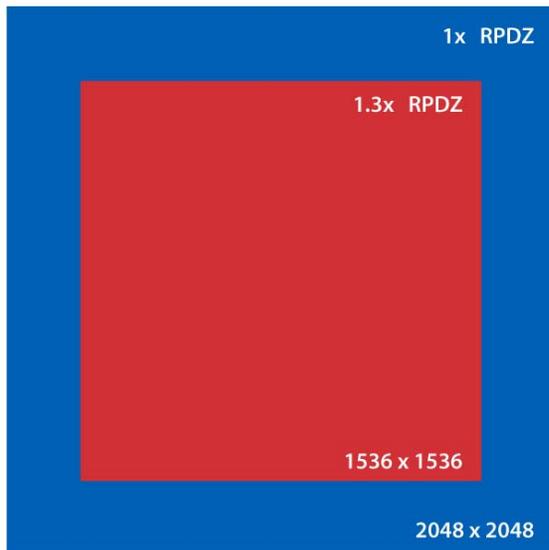


Outputs every fourth pixel in every fourth line of the 2048 (H) x 2048 (V) CCD to produce a 512 (H) x 512 (V) output

1.3x RPDZ

1.3x Mode produces an image that is effectively 1.3x digital zoom.

Figure 10. 1.3x Digital Zoom

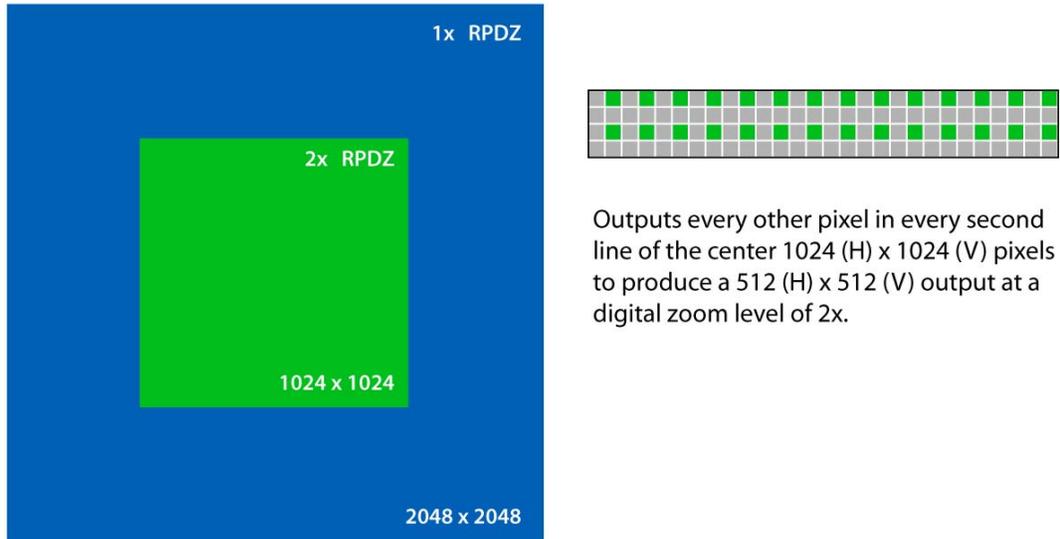


Outputs every third pixel in every third line of the center 1536 (H) x 1536 (V) pixels to produce a 512 (H) x 512 (V) output at a digital zoom level of 1.3x

2x RPDZ

2x Mode produces an image that is effectively 2x digital zoom.

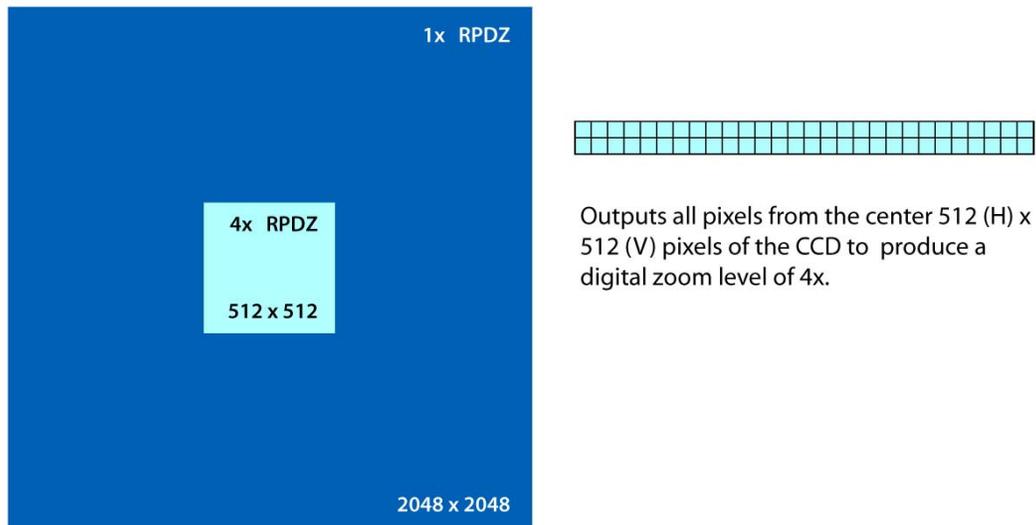
Figure 11. 2x Digital Zoom



4x RPDZ

4x Mode produces an image that is effectively 4x digital zoom.

Figure 12. 4x Digital Zoom



*Note: The total zoom level will be the optical zoom established by the lens multiplied by the RPDZ mode settings.*

Example: A lens that gives a 5x optical field of view in the RPDZ 4x setting will give 20x total magnification.

Example: A lens that gives a 5x optical field of view in the RPDZ 4x setting will give 20x total magnification

**Table 2 Scan Area Start Points.**

	Scan Area	Start Point (Line)	Effective Area (Lines x Pixels)	Frame Rate (FPS)	
				Dual Tap	Single Tap
A	Full Scan	1	2048 x 2048	14.79	8.04
B	Centered 1000Lines	525	1000 x 2048	27.97	15.20
C	Centered 500Lines	775	500 x 2048	49.63	26.97
D	Centered 250Lines	901	250 x 2048	79.92	43.43
T	Full Scan 2x2 Binning	1	1024 x 1024	26.42	15.09
Z	Resolution Proportional Digital Zoom		512 x 512	31.98	20.40
U	Programmable Scan Area	1-2048	1-2048 x 2048		

### 3.2 Bayer Color Filter (Color Versions)

JAI Inc. AccuPiXEL series color cameras are high-resolution, high-speed progressive scan CCD cameras. The interline transfer, progressive scan CCD permits full vertical and horizontal resolution of images acquired at very high shutter speeds. The electronic shutter, which has speeds to 1/16,000 sec., can be reset asynchronously by external pulse control. Uniform square pixels provide superior image definition in any orientation. On-chip micro lenses mean increased sensitivity.

#### 3.2.1 Color Filter Array

JAI Inc. AccuPiXEL cameras use Bayer CFA (color filter array) as their standard primary color filter. This filter provides the most popular color interpolation supported by numerous software suppliers.

The digital format allows the camera to output accurate pixel data, including the color information. When the data is stored in the frame buffer of a framegrabber or computer, the color information is easily manipulated to restore the original color images. Because the color filter array contains only a single R, G or B color in each pixel, the restored image has to fill in colors in the missing pixel locations. The software uses neighboring pixel information to “guess” the missing colors to make smooth, clear images. This is called “color interpolation.” Today’s high-speed computers allow such color interpolation to be done almost in real time. Because these cameras do not contain internal color processing circuitry, they are smaller and less expensive than full-function color cameras.

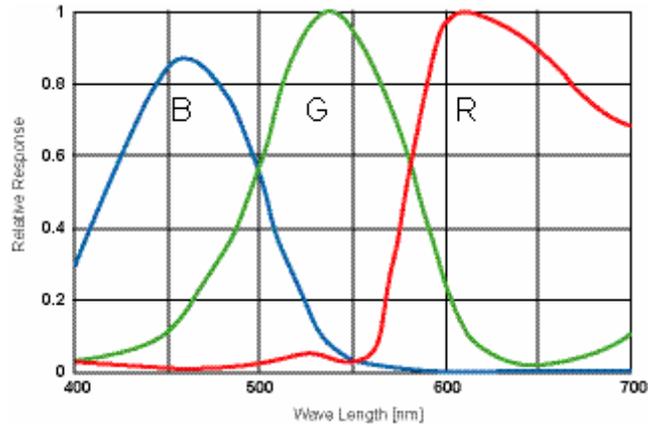
#### 3.2.2 Bayer Color Filter Array (CFA)

The Bayer CFA is an R, G, B primary color filter array. This is the most widely accepted CFA for the single-chip CCD progressive scan format. This type of array layout has a specific order for each color’s pixels. Since the human eye’s resolution and color recognition are highest at green, the CFA contains two greens per each red and blue.

It is critical for the framegrabber and color interpolation to know where the individual color pixels exist relative to sync (LDV and FDV) timing.

This requirement makes digital output the preferred choice, because the timing relationships are very accurate

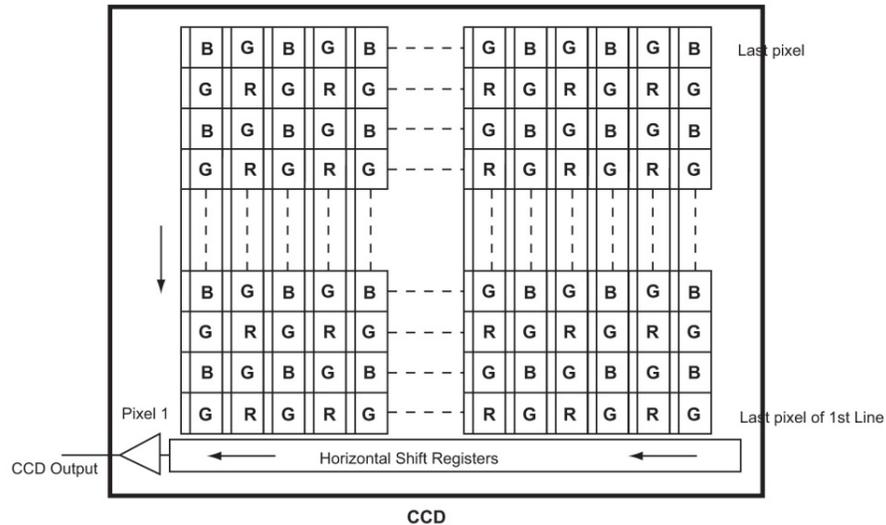
Figure 13. Bayer Color Filter Response



### 3.2.3 Starting Pixel Configuration

All manufacturers produce identical Bayer CFAs, but there are slight differences between the CCDs produced by different manufacturers. The first line is generally R and G. The camera timing can be adjusted to start with either G or R by skipping the very first pixels at each line. The majority of color interpolation software can select between a variety of pixel relations, such as R/G start or G/R start, as well as G/B start and B/G start. Once the correct scanning is configured, the rest of the interpolation is exactly the same. Contact JAI Inc. for further information regarding CCD manufacturers.

Figure 14. Example of Color CCD CFA Pattern



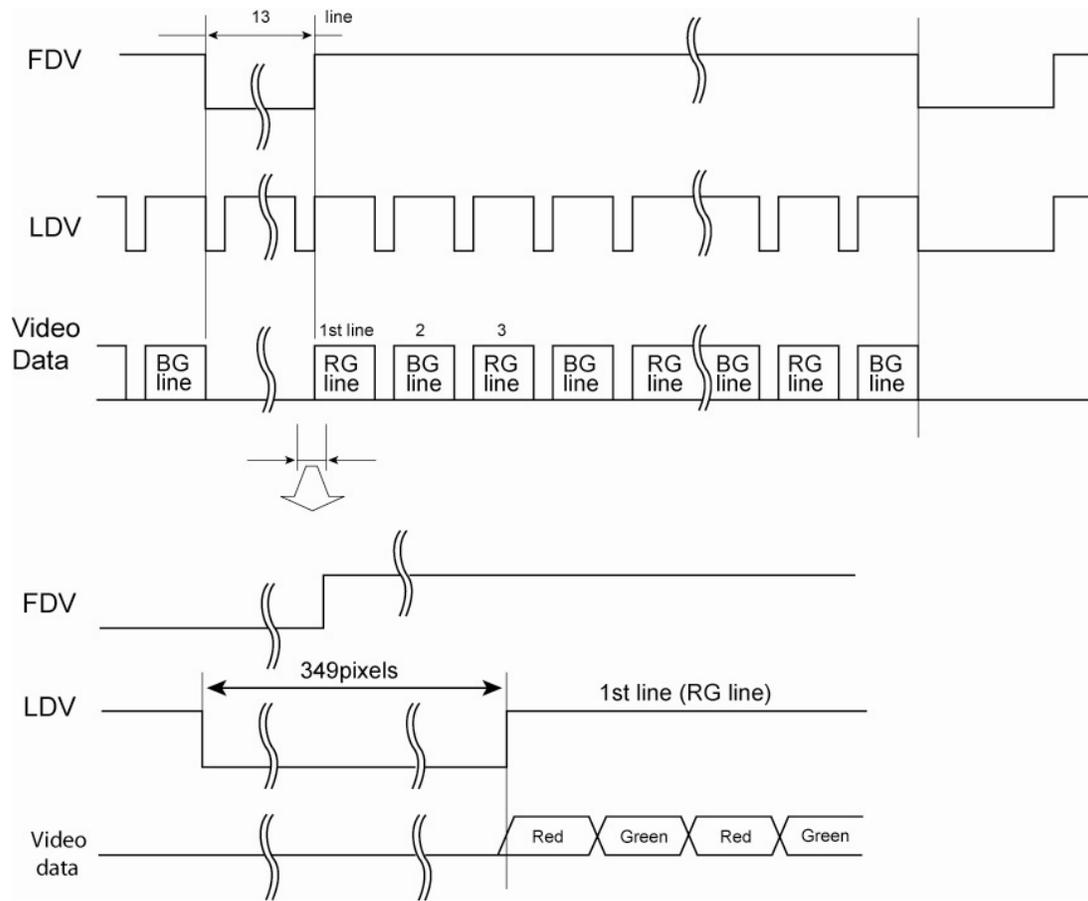
### 3.2.4 Sync and Data

The individual color data is exactly the same as the pixel data. This means that the timing relationships of the color cameras are also the same as of the monochrome cameras.

For a detailed timing chart, please refer to each monochrome camera's data sheet and manual.

The following diagram is an example of the TMC-4200GE default mode. FDV and LDV are used internally for the GigE interface.

Figure 15. Example of TMC-4200GE in Default Mode.



### 3.2.5 Camera Functions

AccuPiXEL color cameras perform all functions the same way as monochrome cameras. However, because of color characteristics, the LUT (Look-up Table) is different. The LUT is a powerful tool to adjust the dynamic range, as well as the color dynamic range. Since human color perception is non-linear, LUT selection can help optimize color contrast by selecting the LUT value. Gamma 0.45 is logarithmic and is close to human perception.

When LUT is selected, black-level adjustment must be more accurate than for monochrome cameras.

### 3.2.6 Interpolation Software

The color interpolation can be performed in the framegrabber or by using the host computer’s CPU. Most major framegrabbers with processing capability provide tools for color interpolation. Software vision packages also provide color interpolation capability, but speed and performance may be determined by the PC’s resources and by the complexity of the interpolation routine.

### 3.2.7 Color Interpolation

The Bayer pattern color filter array (CFA) consists of R, G, and B primary colors. Each pixel represents one of three colors. In order to display or print color images, the signal has to be converted to RGB output, which has three independent channels (outputs) and sync signals.

Color interpolation software or firmware performs the color preprocessing by filling the missing color pixels with neighboring pixels. It then separates the stream of data, (8-bit or 10-bit) into 3 (RGB) data (8-bit x 3) and adds the color matrix to adjust and balance each of the R,G, and B channels (white balance or color balance).

Green	Red	Green
Blue	Green	Blue
Green	Red	Green

The image quality depends on the camera’s own pixel data (including pixel data independency from neighboring pixels, noise and color filter), and interpolation of the software algorithm such as 3 x 3 interpolation, 2 x 2 interpolation, color matrix, white balance capability, and so on.

All AccuPiXEL color cameras are carefully designed for maximum color performance. JAI Inc. strongly suggests that you use digital output for the best performance.

Some software is used on board (FPGA or DSP) to perform the interpolation. Other software simply uses the host computer’s memory and CPU. The processing speed may vary depending on the architecture and speed of the computer.

## 3.3 Electronic Shutter

The TM-4200GE has a substrate drain-type shutter mechanism which provides a superb picture at various speeds without smearing.

### 3.3.1 Preset Shutter

Table 3 Electronic Preset Shutter

Shutter Speed	Dual Tap		Single Tap	
	Continuous Mode (sec)	Async Mode (sec)	Continuous Mode (sec)	Async Mode (sec)
0	No shutter	No shutter	No shutter	No shutter
1	1/60	1/16000	1/35	1/9000
2	1/125	1/8000	1/70	1/4500
3	1/250	1/4000	1/140	1/2250
4	1/500	1/2000	1/280	1/1120
5	1/1000	1/1000	1/560	1/560
6	1/2000	1/500	1/1120	1/280
7	1/4000	1/250	1/2250	1/140
8	1/8000	1/125	1/4500	1/70
9	1/16000	PWC	1/9000	PWC

### 3.3.2 Programmable Exposure-Continuous Mode

The exposure time of TM/TMC-4200GE can be specified from one video line to a maximum of one frame using the serial communication commands in the Continuous Mode. There is overhead where the specified exposure time is n video lines, making the real exposure time equal to

$$Exposure\ Time = \begin{cases} (n + 1) * 32.5\ \mu s + 25.6\ \mu s & \text{Dual Tap} \\ (n + 1) * 58.1\ \mu s + 25.6\ \mu s & \text{Single Tap} \end{cases}$$

When n=0, the exposure time is the minimum exposure time. It is equal to:

$$Minimum\ Exposure\ Time = \begin{cases} 58.1\ \mu s\ (1/17000s) & \text{Dual Tap} \\ 83.7\ \mu s\ (1/12000s) & \text{Single Tap} \end{cases}$$

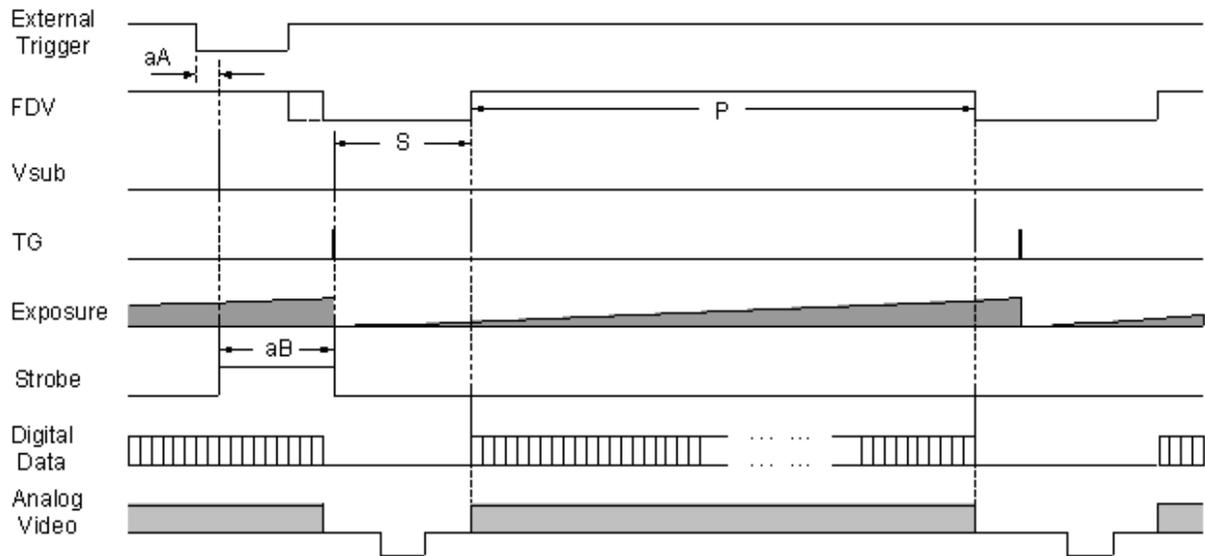
In this mode the maximum exposure time is equal to the setting for one frame. If the user specified exposure time is longer than the time allowed for one frame, it will be ignored by the camera.

### 3.3.3 Asynchronous No Shutter Mode

In Asynchronous No Shutter Mode, applying the external trigger starts a camera scan reset. The camera finishes the line it is scanning and scans an additional 9 video lines, this charge is sent to the horizontal register.

Because the external trigger is randomly applied, the new image charge may overlap with the previous image. To prevent an existing charge accumulation from interfering with a new image, most users set up the application in a dark area and depend on a strobe light for illumination. From the time the external trigger activates until the transfer gate turns off, about 9.5 video lines are available for integration; if everything is properly configured, the strobe flashes during this time.

Figure 16. External Trigger Timing.



### 3.3.4 Asynchronous Programmable Exposure Mode

In Asynchronous Programmable Exposure Mode, when an external trigger is applied, the exposure starts after one discharge signal ( $V_{sub}$ ), which happens after the trigger's active edge is off. Because the discharge signal ( $V_{sub}$ ) synchronizes with LDV in this mode, there is a maximum one video line of jitter between the trigger active edges to discharge signals ( $V_{sub}$ ) off. In this mode, the exposure time from 0 video line to 2079 video lines can be controlled via software in one video line steps. In this mode, the minimum exposure time is equal to 0 video line plus overhead: the maximum exposure time is equal to 2079 video lines plus overhead. Where the specified exposure time is  $n$  video lines, the real exposure time is equal to:

$$Exposure\ Time = \begin{cases} (n + 1) * 32.5\ \mu s + 25.6\ \mu s & \text{Dual Tap} \\ (n + 1) * 58.1\ \mu s + 25.6\ \mu s & \text{Single Tap} \end{cases} \quad (n = 0, 1, \dots, 2079)$$

When  $n=0$ , the exposure time is minimum exposure time. It is equal to:

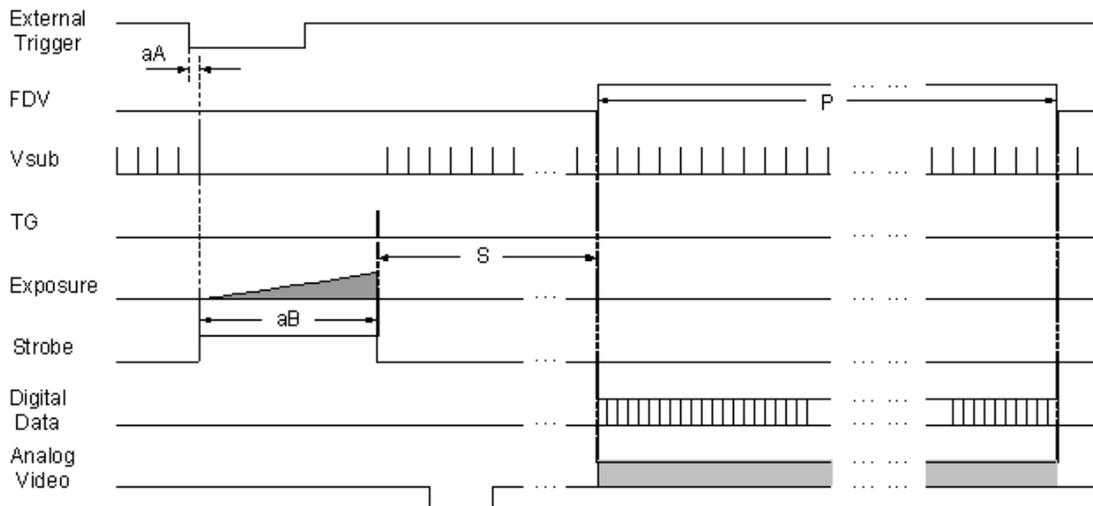
$$Minimum\ Exposure\ Time = \begin{cases} 58.1\ \mu s\ (1/17000s) & \text{Dual Tap} \\ 83.7\ \mu s\ (1/12000s) & \text{Single Tap} \end{cases}$$

When  $n=2079$ , the exposure time is maximum exposure time. It is equal to:

$$Maximum\ Exposure\ Time = \begin{cases} 67625.6\ \mu s\ (1/15\ s) & \text{Dual Tap} \\ 120873.6\ \mu s\ (1/8\ s) & \text{Single Tap} \end{cases}$$

- If the exposure time is less than one frame time, the maximum trigger frequency is equal to 1/1 frame time.
- If the exposure time is longer than one frame time, the maximum trigger frequency is equal to 1/ exposure time.
- The minimum active period of the external trigger is 5  $\mu$  s.

Figure 17. Asynchronous Programmable External Trigger



### 3.3.5 Pulse Width Control Mode

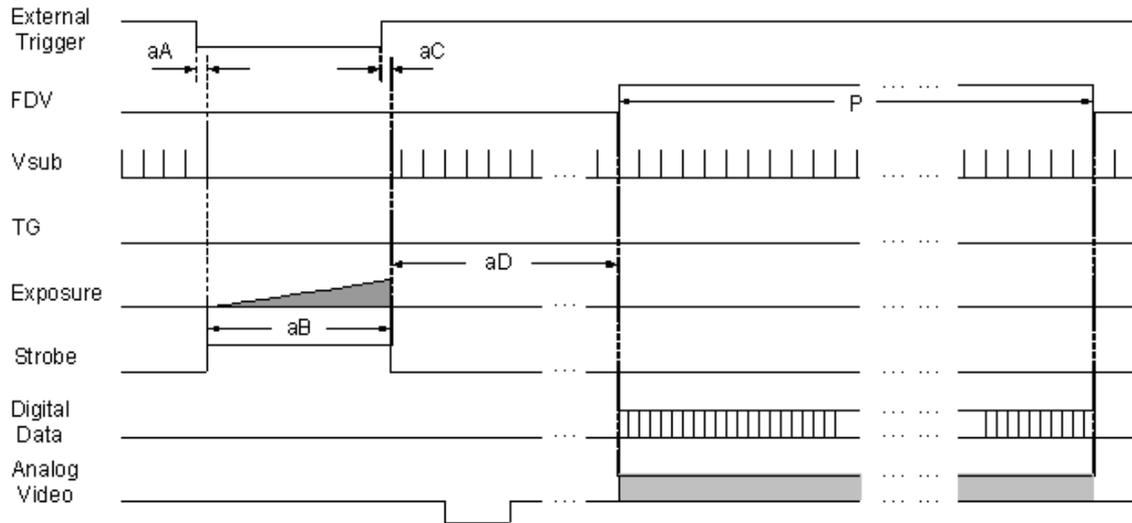
In Pulse Width Control (PWC) Mode, the exposure time is controlled by the external trigger. When an external trigger is applied, one discharge signal ( $V_{sub}$ ) is generated right after the active edge of the trigger. The exposure starts when the discharge signal is in the off state. The exposure ends following the trigger active off. Exposure time is controlled by the pulse width of the external trigger. Because the CCD requires some overhead from trigger-active-off to the transfer gate event, the actual exposure time is equal to:

$$\text{Exposure Time} = \text{Pulse Width} + 20.6 \mu\text{s}$$

Since one discharge signal ( $V_{sub}$ ) is generated right after the active edge of the trigger, it is asynchronous with LDV, and the discharge signal may happen during an active video transfer period, causing visible reset noise to show in the current image. To avoid reset noise, the maximum trigger frequency in PWC mode should be less than  $1/(\text{exposure time} + \text{one frame transferring time})$ .

The minimum active period of the external trigger is  $5\mu\text{s}$ . Theoretically, the maximum active period of the external trigger is unlimited. But, due to the usability of images at  $25^\circ\text{C}$  it is recommended the active period of the external trigger be no longer than one second.

Figure 18. Pulse Width Control Trigger

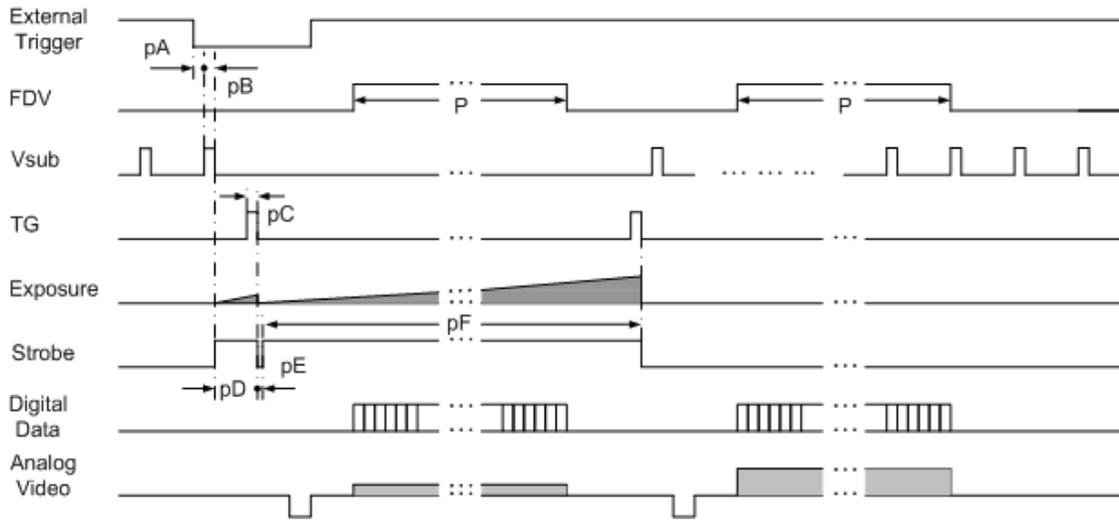


### 3.3.6 Particle Imaging Velocimetry Fixed Exposure Mode

In Particle Imaging Velocimetry (PIV) Fixed Exposure Mode, when an external trigger is applied, the first time exposure starts the same as in PWC mode. It lasts a very short period ( $8\mu\text{s}$ ). The second time exposure starts during the transferring time of the first image. The second time exposure continues until the first image transfers completely. The second image is transferred after the second exposure. There is a short period ( $500\text{ns}$ ) between the first exposure and the second exposure. In order to keep two exposure periods constant, the LDV is reset before the first image is transferred out.

The maximum trigger frequency in this mode is equal to  $1/(\text{transfer time of two frames} + 4\mu\text{s})$ . The minimum active period of the external trigger is  $5\mu\text{s}$ .

Figure 19. PIV Exposure Timing Table



3.3.7 PWC PIV Mode

The PWC PIV mode is based on PIV Fixed Exposure. In this mode, the first time exposure is controlled by the pulse width of the external trigger, which is similar to PWC mode. The real exposure time of the first image is equal to the pulse width of the external trigger.

The maximum trigger frequency in this mode is equal to  $1 / (\text{transfer time of two frames} + \text{exposure time of the first image})$ .

The minimum active period of the external trigger is 10 pixel clocks (250ns)

Figure 20. PWC PIV Timing Table.

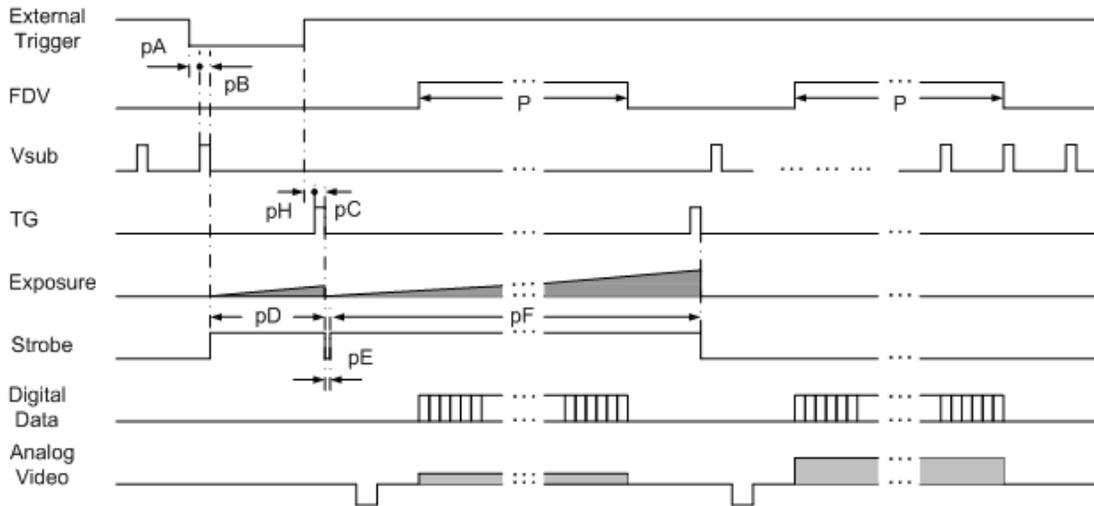
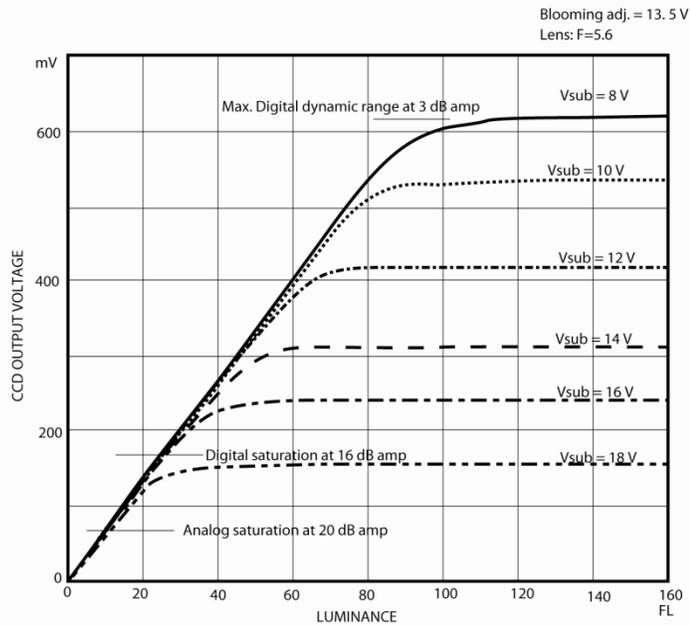


Table 4 Asynchronous Mode Chart

	Asyn No Shutter	Async Preset and Prog. Shutter	PWC
aA	<1 line	<1 line	6 clk
aB	9.5 line	(n+1) lines + 1024 clk	Pulse width + 1024 clk
aC			1024 clk
	PIV Fixe Expo	PIV PWC	Unit
pA	6	6	Pixel
pB	200	200	
pC	160	160	
pD	320	320	
pE	20	20	
pF	1	1	Frame

### 3.4 Dynamic Range Control

Figure 21. Output and Blooming



The typical interline transfer CCD has fixed noise levels based on dark current (thermal or KT noise), pattern noise, and the operating clock speed. In general, the level of the 20 MHz pixel clock CCD at room temperature is around 20 to 50 electrons. The maximum capacity of CCD charges is limited by the well capacity at saturation. The range is limited by the structure and the pixel size.

The TM-4200GE uses a CCD with 7.4 μm x 7.4 μm pixels and a two-phase vertical shift register structure. The well capacity is 40,000 electrons. The theoretical dynamic range is 40,000:30 = 1333:1 (60 dB).

A typical CCD camera does not use the full dynamic range due to the nominal gain and the output specification such as RS-170. The typical CCD camera's gain is set at 16 to 22 dB and the RS-170 video level is 714 mV. Using 20 dB gain for the calculation, CCD output is limited to 714/10 = 71.4 mV. Since the CCD's saturation voltage is 400 mV to 500 mV, it uses less than 1/5 of the full dynamic range.

Machine vision and outdoor applications cannot afford to miss image information behind the saturation, which is why the dynamic range adaptation is critical.

#### 3.4.1 Programmable Look-Up Table (LUT) and Knee Control

The TM-4200GE has a built-in LUT (look-up table) for dynamic range control.



At a specific gain setting, the offset (minimum level.... dark point) and A/D reference top voltage (maximum level... saturation point) are set to 12-bit A/D input so that the full dynamic range of the CCD is utilized at 12-bit references as the input and the LUT output is converted into either 8-bit or 10- bit to adjust the gamma correction. There is no 12-bit LUT.

The look-up table has two knee points (variable gamma selection) that allow the 10-bit input to be segmented into three regions. The look-up table selection can be made by knee curve direct input.

### 3.5 External Sync and Pixel Locking

The TM-4200GE accepts an external sync of standard HD and VD at TTL level for general locking to a system sync and clock. The frequency requirement is as follows:

Full Progressive Scan:

fHD = 30.769 KHz ± 2%  
 fVD = 14.79 Hz ± 2%  
 (Internal Master clock = 80.00 MHz,  
 Pixel clock = 40.00 MHz)

100L Partial Scan:

fHD = 30.769 KHz ± 2%  
 fVD = 27.97 Hz ± 2%

500L Partial Scan:

fHD = 30.769 KHz ± 2%  
 fVD = 49.63 Hz ± 2%

250L Partial Scan:

fHD = 30.769 KHz ± 2%  
 fVD = 79.92 Hz ± 2%

### 3.6 Camera Timing Charts

Table 5 TM-4200GE Timing table

Timing		Scan Mode							Unit
		A	B	C	D	U	T	Z	
tA	dual	1300	1300	1300	1300	1300	728	1924	Unit
	single	2392	2393	2392	2393	2393	1274	3016	
tB	dual	1024	1024	1024	1024	1024	512	256	Pixel Clock
	single	2048	2048	2048	2048	2048	1024	512	
tC	dual	276	276	276	276	276	216	1668	Pixel Clock
	single	344	344	344	344	344	250	2504	
tD	dual	176	176	176	176	176	166	800	Pixel Clock
	single	176	176	176	176	176	166	800	
tE	dual	100	100	100	100	100	50	868	Pixel Clock
	single	168	168	168	168	168	84	1704	
tF		80	80	80	80	80	40	80	Pixel Clock
tG		224	224	224	224	224	112	224	Pixel Clock
tH		A, B, C, D, U and Z: n*tA + 822 (n=1, 2, 3, ...) T: n*tA = 411 (n=1, 2, 3, ...)							Pixel Clock
tJ	dual	100	100	100	100	100	50	868	Video Line
	single	166	166	166	166	166	83	1702	

Timing		Scan Mode							Unit
		A	B	C	D	U	T	Z	
tK		100	100	100	100	100	50	100	
tL	dual	76	76	76	76	76	116	700	
	single	78	78	78	78	78	117	702	
tM		2048	2048	2048	2048	2048	1024	512	
tN		2080	1100	620	385		1040	650	
tP		2048	1000	500	250		1024	512	
tQ		32	100	120	135		16	138	
tR					tU-3				
tS					tW+6				
tT					tH				
tU	dual	16	50	58	61		8	x1: 67	
								x2: 46	
								x3: 25	
								x4: 4	
	single	16	50	58	61		8	x1: 44	
								x2: 30	
								x3: 17	
								x4: 4	
tV		3							
tW	dual	13	47	59	71		5	x1: 68	
								x2: 89	
								x3: 113	
								x4: 131	
	single								x1: 91
									x2: 105
									x3: 118
									x4: 131

Figure 22. Camera Timing Chart

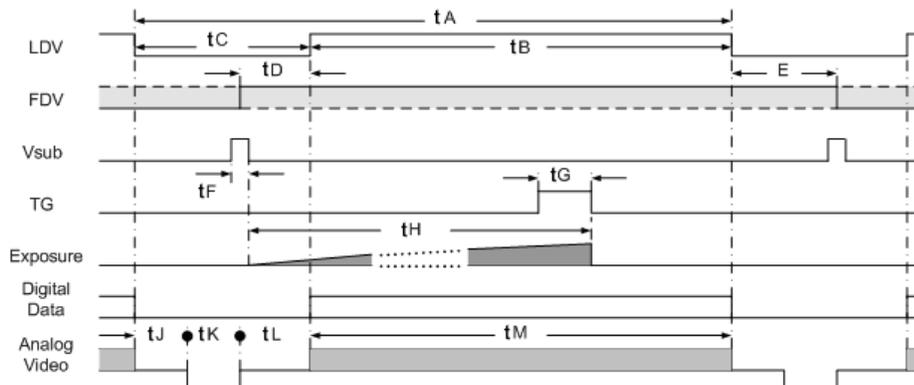


Figure 23. Digital Data Output Order for Configuration

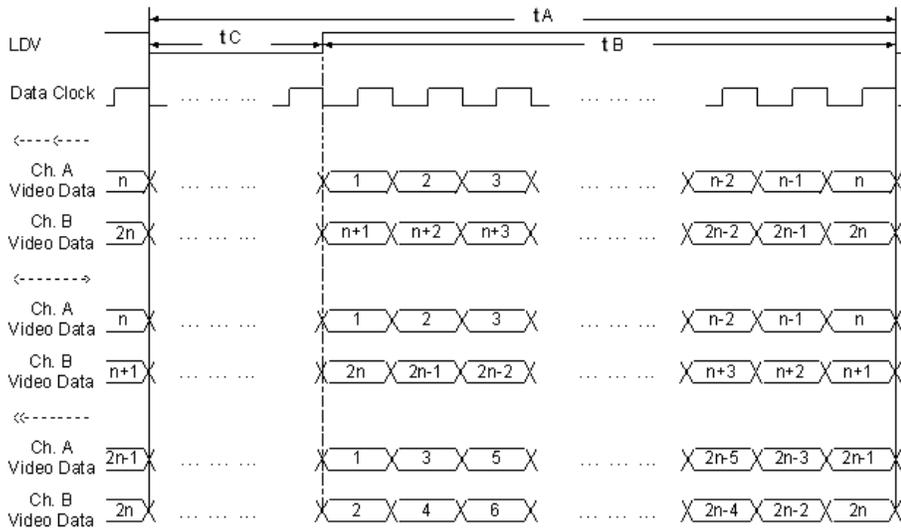


Figure 24. Field Video Timing--Continuous Mode

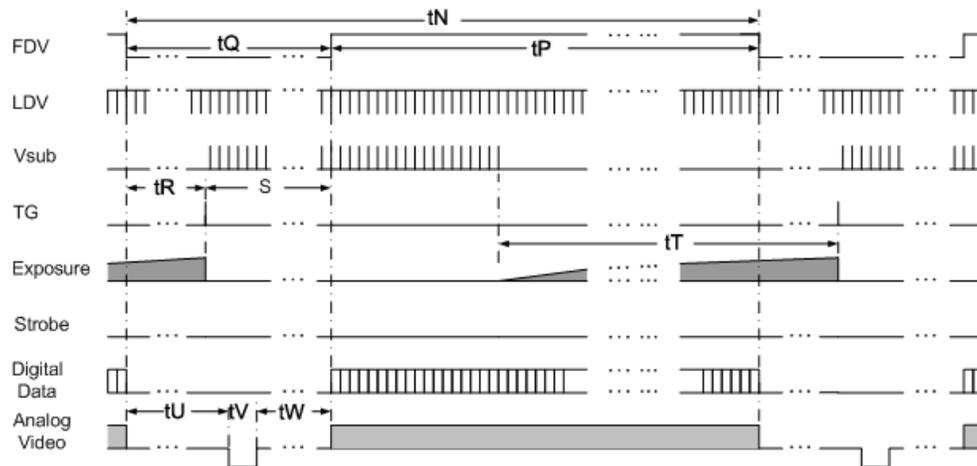


Table 6 Video Output

Scan Area	Data Clock	Horizontal (pixels)					Vertical (lines)				
		A	B	C	D	E	K	L	M	N	O
A	40MHz 25 ns	1300	276	1024	0	0	2080	32	2048	0	0
B							1100	100	1000		
C							620	120	500		
D							385	135	250		

**Table 7 External HD Locking and External VD Reset**

Scan Area	Pixel Clock	Horizontal		External HD Locking Timing (pixels)					Vertical		Vertical VD Reset Timing (lines)				
		Freq. (kHz)	Time (μsec)	eA	eB	eC	eD	eE	Freq. (Hz)	Time (msec)	eF	eG	eH	eI	eJ
A	40MHz 25ns	30.77	32.5	<20ns	1300	100	1200	0	14.79	67.6	<2	2080	9	2071	1
B									27.7	35.75		1100		1091	
C									49.63	20.15		620		611	
D									79.92	12.51		385		376	

**Table 8 Async Reset**

Scan Area	Async Reset Timing											
	aA (lines)	aB (μsec)	aC	aD	aE	aF (μsec)	aG (lines)	aH (lines)		aI (lines)	aJ (sec)	aK (lines)
								s1-8	s9			
A	>1 & <2				s1-8:			33	>aH	>aH + 1 &	<1	<2
B					<1 line			101	&			
C					s9:			121	<aH	<aH + 2		
D					<125ns			136	+1			

*Note:* s1=1  
s2=3  
s3=7  
s4=15  
s5=30  
s6=61  
s7=122  
s8=245  
s9=PW

## 4 Functions & Operations

### 4.1 GigE Vision Standard Interface

The TM-4200GE series cameras are designed in accordance with the GigE Vision standard. Digital images are transmitted over Cat5e or Cat6 Ethernet cables. All camera functions are also controlled via the GigE Vision interface.

The camera can operate in continuous mode, providing an endless stream of images. For capturing individual images, related to a specific event, the camera can also be triggered. For precise triggering, it is recommended to use a hardware trigger applied to the Hirose 12-pin connector. It is also possible to initiate a software trigger through the GigE Vision interface. However, when using a software trigger, certain latency inherent to the GigE interface must be anticipated. This latency, that manifests itself as jitter, greatly depends on the general conditions and traffic on the GigE connection. The frame rate described in this manual is for the ideal case and may deteriorate depending on conditions.

When using multiple cameras (going through a switch and/or a single path) or when operating in a system with limited transmission bandwidth the Delayed Readout Mode and Inter-Packet Delay functions can be useful.

### 4.2 GigE Vision-Aware Software

A GigE Vision camera can be controlled by any software that understands the protocol. At JAI we provide the JAI GigE Vision SDK and Control Tool to interface with our cameras. The remainder of the manual will show screenshots of the JAI Control Tool but other 3rd party software will provide similar functionalities.

### 4.3 Recommended Network Configurations

Although the TM-4200GE series cameras conform to Gigabit Ethernet (IEEE 802.3) not all combinations of network interface cards (NICs) and switches/routers are suitable for use with the GigE Vision compliant camera.

#### 4.3.1 Verified Network Interface Cards (NICs)

At the time of publishing this document these combinations have been verified:

NIC: Intel Pro/1000MT, Pro/1000GT, Pro/1000PT.

CPU: Intel Core 2 Duo 1.84Ghz.

Memory: 2 GB

Video Card: video card on PCI Express bus with at least 256MB of VRAM.

Functions such as screen saver and power save should not be used. Unnecessary applications such as Word, Excel or others should not be used.

#### 4.3.2 Video data rate (network bandwidth)

The video bit rate for TM-4200GE series cameras at the continuous mode and full scan area (2048x2048) is:

Model	Pixel Type	Frame Rate	Packet data volume (GevSCPSPacketSize of 4040)
TM-4200GE	Mono8	15 fps	510.1 Mbit/s
	Mono10	15 fps	1.02 Gbit/s
	Mono10Packed	15 fps	765.2 Mbit/s
	Mono12	15 fps	1.02 Gbit/s
	Mono12Packed	15 fps	765.2 Mbit/s
TMC-4200GE	BayerGR8	15 fps	498 Mbit/s
	BayerGR10	15 fps	1.02 Gbit/s
	BayerGR12	15 fps	1.02 Gbit/s

*Note: The Mono10, Mono12, BayerGR10, and BayerGR12 settings at full frame rate will exceed GigE bandwidth. It is recommended to use Mono8, BayerGR8, Mono10Packed or Mono12Packed for max frame rate.*

For TM-4200GE series cameras, the jumbo frame can be set at maximum 16260 Bytes (Factory setting is 1428 Bytes). To set Jumbo Frames, refer to section 4.3.4.

To ensure the integrity of packets transmitted from the camera it is recommended to follow these simple guidelines:

Whenever possible use a peer-to-peer network.

When connecting several cameras going through a network switch, make sure it is capable of handling jumbo packets and that it has sufficient memory capacity.

Configure inter-packet delay to avoid congestion in network switches.

Disable screen saver and power save functions on computers.

Use high performance computers with multi-CPU, hyper-thread and 64-bit CPU, etc.

Only use Gigabit Ethernet equipment and components together with the camera.

Use at least Cat5e or preferably Cat6 Ethernet cables.

Whenever possible, limit the camera output to Mono8, Mono10Packed or Mono12Packed for Monochrome cameras, and BayerGR8 for color.

### 4.3.3 Disable Firewalls

To ensure proper operation of the JAI SDK & Control Tool, all firewalls must be disabled. This also includes the Windows firewall.

Click [Start], [Control Panel] for accessing the Windows firewall configuration.

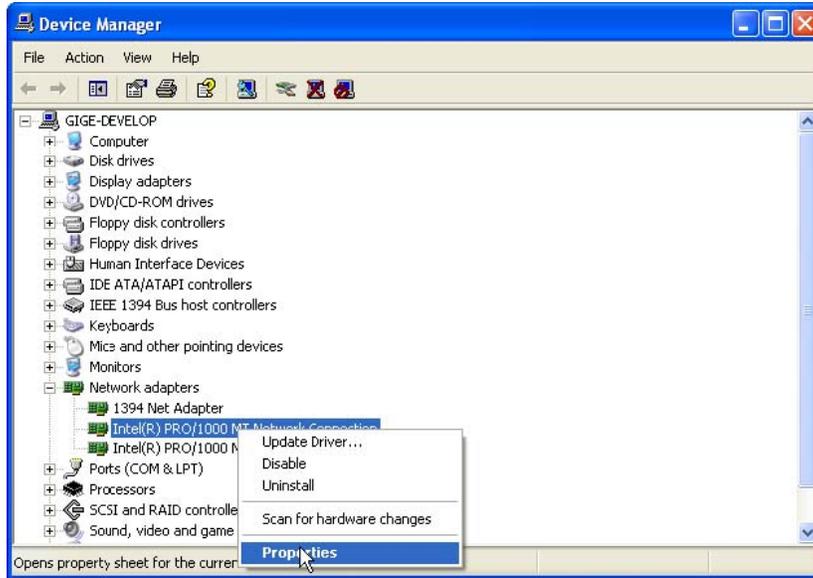


### 4.3.4 Enabling Jumbo Frames

- (1) Click [Start] and click [Control Panel].
- (2) Click [Performance and Maintenance].
- (3) Click [System].
- (4) Click [Hardware] tab.
- (5) Click [Device Manager]

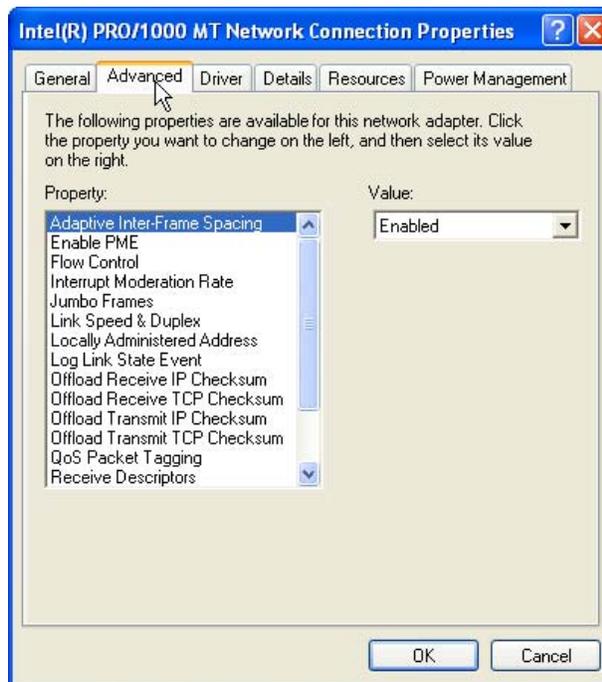


- (6) Expand [Network adapters].
- (7) Select target NIC, right-click, and click [Properties].

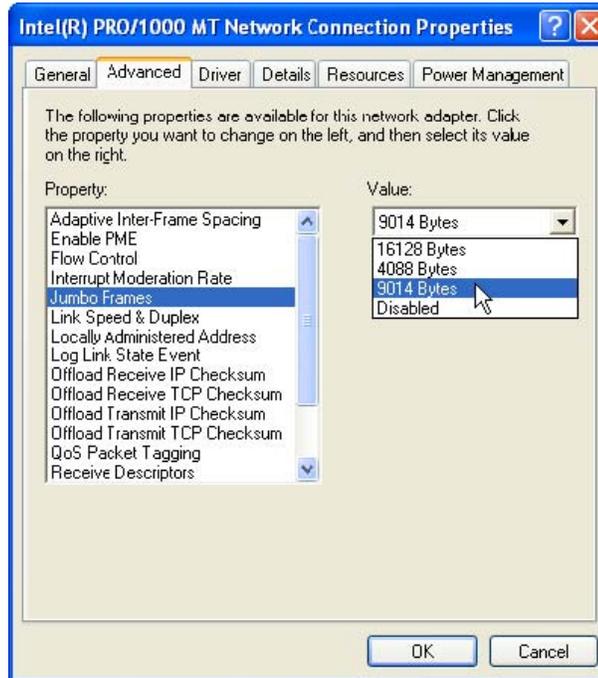


*Note: The following procedure uses the Intel® PRO/1000 as an example. If a different NIC is used, the setup tabs will likely be different. In that case, set the item in a manner similar to what is described here.*

- (8) Click [Advanced] tab.



(9) Select Jumbo Frames under Property, and select the desired Value. This setting defines the maximum GevSCPS Packet Size the camera can use.



(10)Click [OK].

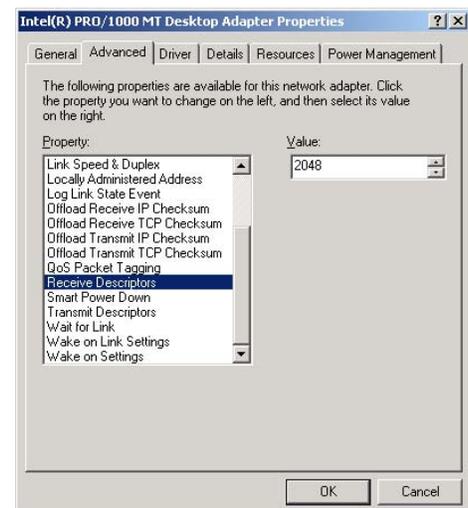
(11)Close [Device Manager].

(12)Close [System Properties] clicking [OK].

### 4.3.5 Setting Receive Descriptors

If the Network Connection Properties list contains a property called Receive Descriptors, then change its property to the maximum value supported by the NIC installed in the computer.

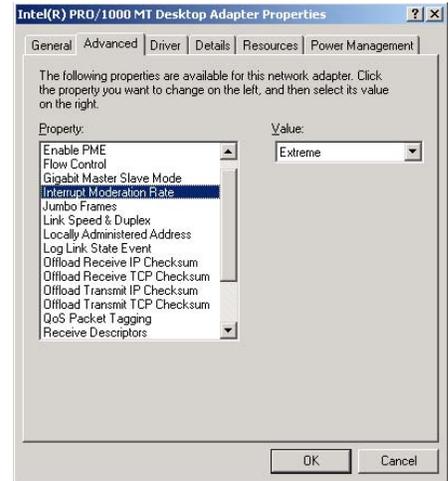
Click "OK" to save the property.



### 4.3.6 Interrupt Moderation rate

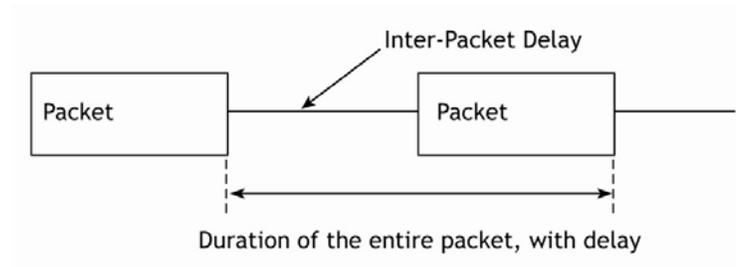
If the Network Connection Properties list contains a property called Interrupt Moderation Rate, then it is possible to set the preferred value. When it is changed from Minimal, M High and Extreme, number of interruption is decreased to get better performance. Set it to “Extreme.”

Click “OK“ to save the property.



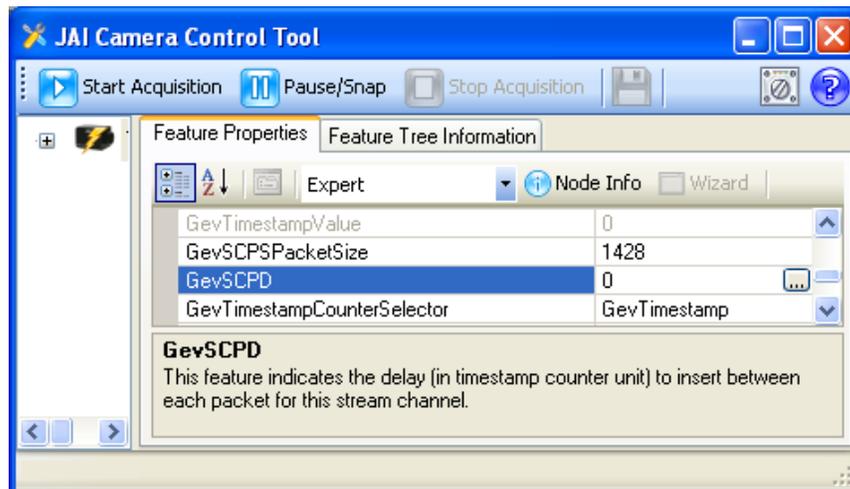
### 4.3.7 Calculating and setting Inter-Packet Delay

When connecting several cameras to one network interface card via a switching hub, it is important to optimize the Inter-Packet Delay of the cameras to avoid congestion in the switch. A sure sign of congestion is the loss of packets.



Since increasing the inter-packet delay also adds overhead to the data transfer it is important to calculate the optimal setting in order to make best use of the video bandwidth.

JAI Control Tool has a built in wizard for calculating Inter-Packet Delay. When the Inter-Packet Delay function is activated, a button appears on the right hand side of the bar. Click the button to open the calculation wizard window.



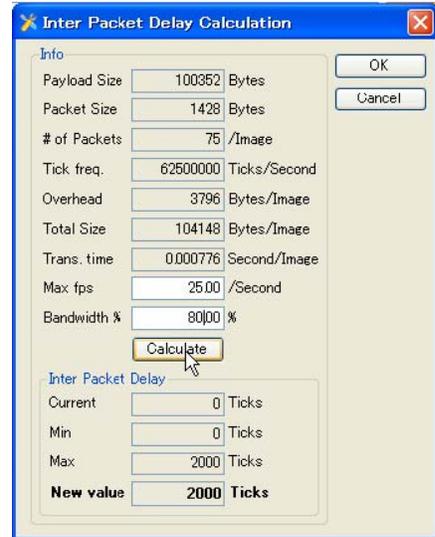
At first, type in the frame rate of the connected camera.  
TM-4200GE series cameras are 15 fps.

Set the bandwidth at 80%.

Click the calculation tab.

New value is calculated.

Click OK. This shown value is automatically transferred  
to the Packet Delay column of the Control Tool.

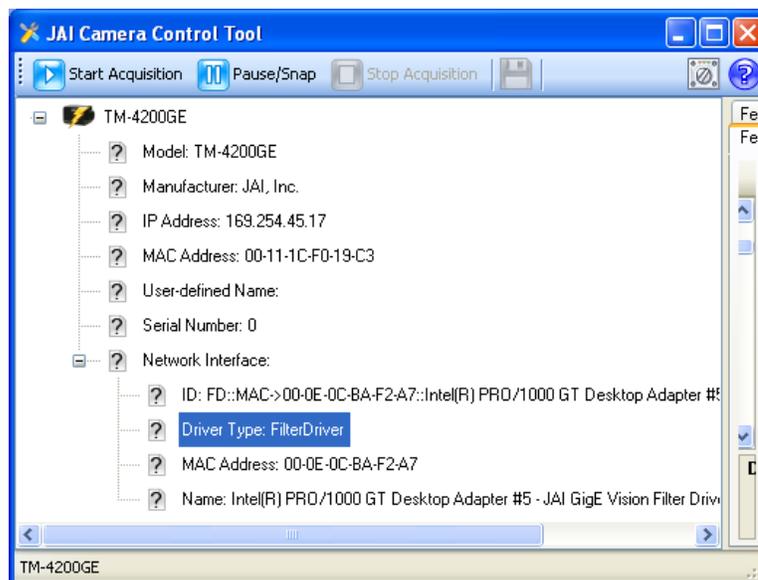


### 4.3.8 Confirm the Filter Driver is used

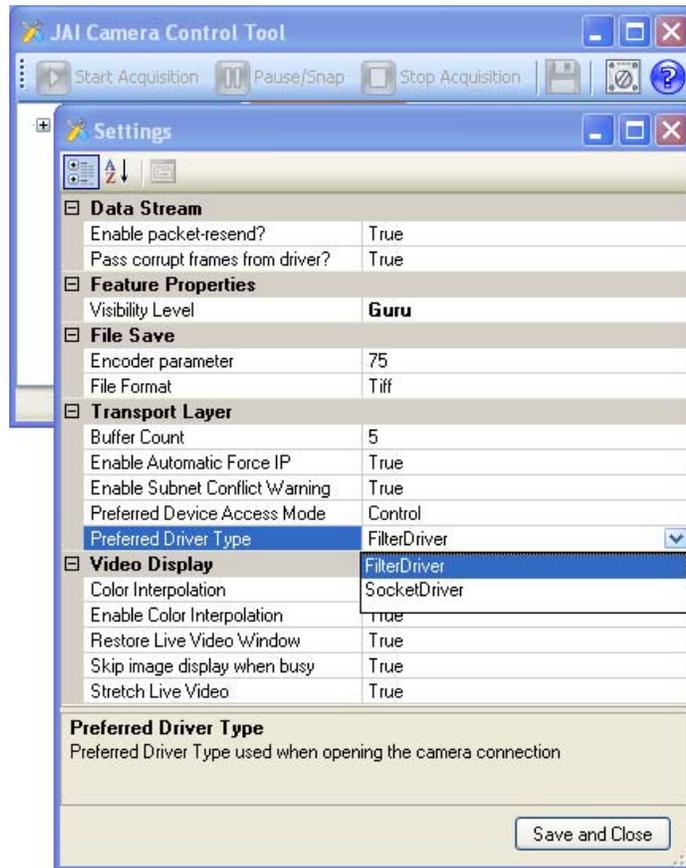
The filter driver is installed as an optional function when JAI SDK is installed. If the filter driver is not installed at that time, it can be installed from All Programs ⇒ JAI SDK ⇒ GigE Vision Filter Driver ⇒ Install GigE Vision Filter Driver.



If the Filter Driver is installed properly, the Camera Control Tool indicates “ Driver Type Filter Driver “ in the Network Interface.



If it is not shown, confirm the setting in the “Settings” window. Access the “Settings” window by clicking on the icon to the left of the blue question mark icon.



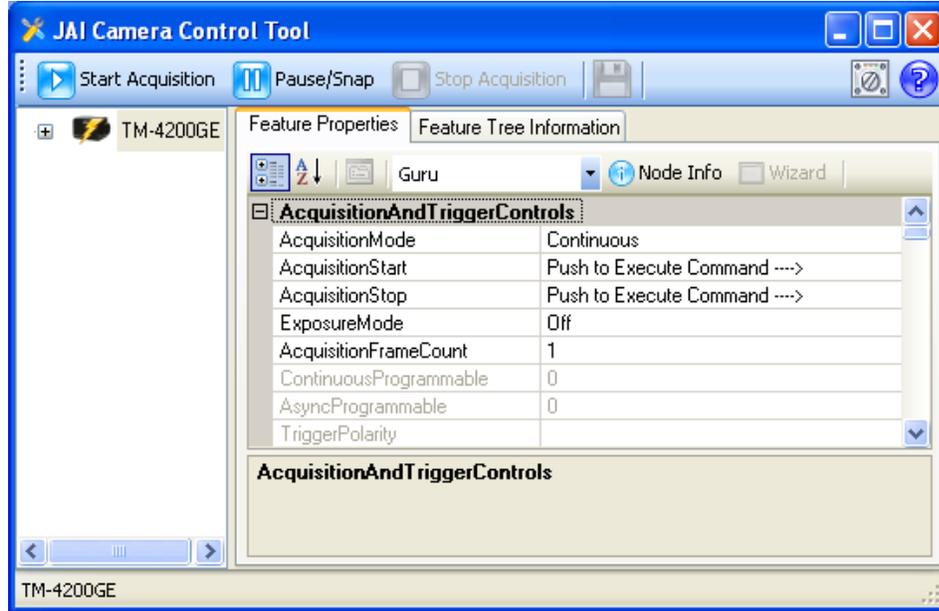
## 5 Configuring the Camera

The following sections describe the various features of the camera.

### 5.1 Acquisition and Trigger Controls

These controls affect exposure mode, exposure time, and image acquisition operations.

Figure 25. Acquisition And Trigger Controls Category



*AcquisitionMode*: controls how the camera behaves during image acquisition.

The possible options are:

- Continuous: Images will be acquired continuously.
- SingleFrame: A single image will be acquired.
- MultiFrame: the camera acquires the number of images as specified by AcquisitionFrameCount feature (see below).
- ContinuousRecording: The camera will continuously acquire and store images onto the onboard memory. Acquisition is stopped when the onboard memory capacity is reached. Images can be read from the camera using either ContinuousReadout or SingleFrameReadout.
- ContinuousReadout: Images will be read continuously from the camera's onboard memory. When no more images are available, timeouts will occur.
- SingleFrameRecording: Acquire a single image and store onto the onboard memory. Images can be read from the camera using SingleFrameReadout.
- SingleFrameReadout: A single image will be read from the onboard memory. If no frames are available, a timeout will occur.

*AcquisitionStart*: tells the camera to start acquiring images in the mode as specified by AcquisitionMode.

*AcquisitionStop*: tells the camera to stop acquiring images.

*AcquisitionFrameCount*: specifies the number of frames to be acquired in the MultiFrame Acquisition mode. Valid range is from 1 to 255.

*ExposureMode*: specifies mode of operation for the exposure control (or shutter). All Async modes, and PulseWidthControl require a trigger signal. The possible options are:

- Off: No shutter.
- ContinuousPreset1
- ...
- ContinuousPreset9
- ContinuousProgrammable: Puts the camera into ContinuousProgrammable mode and enable ContinuousProgrammable value feature below.
- AsyncNoShutter: this mode is meant to be used in a dark environment in conjunction with strobe light. This setting and all settings below require a trigger signal.
- AsyncPreset1
- ...
- AsyncPreset8
- PulseWidthControl
- AsyncProgrammable: Puts the camera into AsyncProgrammable mode and enables the AsyncProgrammable value feature below.

*Note:* see "TABLE 3. Electronic Preset Shutter" in Section 3.3.1 for shutter time of the Preset modes.

*ContinuousProgrammable*: user defined shutter time in unit of scan lines. Available only when ExposureMode is in ContinuousProgrammable.

*AsyncProgrammable*: user defined shutter time in unit of scan lines. Available only when ExposureMode is in AsyncProgrammable. Requires trigger signal.

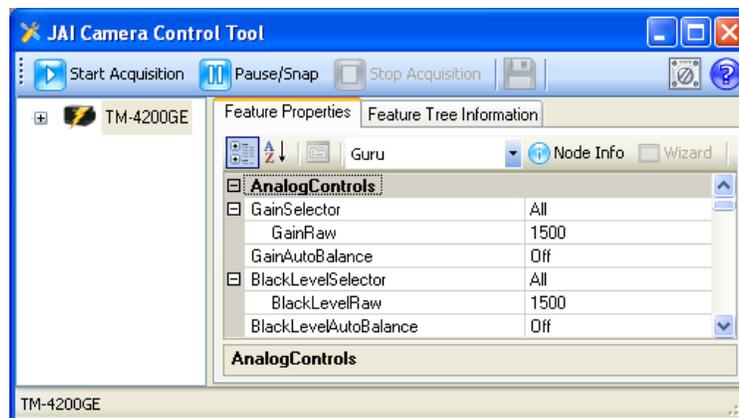
*TriggerPolarity*: this feature selects which signal state, high or low, of the trigger signal will initiate an image capture for triggered ExposureModes.

## 5.2 AnalogControls

These controls allow you to make adjustment to image intensities (Gain), Black Level, and channel balancing.

The camera image sensor is read out via two channels called Taps. Each channel's Gain, and Black Level can be independently adjusted.

**Figure 26. AnalogControls Category**



*GainSelector*: select the video channel that GainRaw will affect.

Available choices:

- All: entire image.
- Tap2: right channel.

*GainRaw*: controls the Gain value.

*GainAutoBalance*: use this feature to balance the left and right channel's Gain values. Make sure the camera is pointing at a uniform light source. The balance is done once and may be repeated if needed. This process may take a long time (~3min).

*BlackLevelSelector*: select the video channel that BlackLevelRaw will affect.

Available choices:

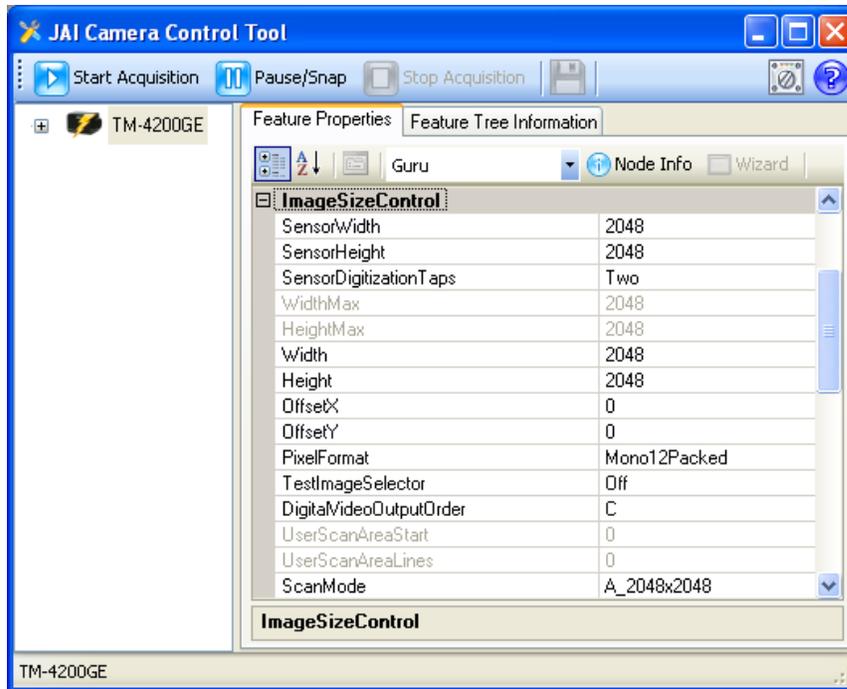
- All: entire image.
- Tap2: right channel.

*BlackLevelAutoBalance*: use this feature to continuously auto balance the channels' Black Level.

### 5.3 Image Size Controls

These controls allow you to make adjustment to the image's size, scan mode, and tap selection. Please see section 3.1 for a table of possible image sizes and modes.

Figure 27. ImageSizeControl category



*SensorDigitizationTaps*: the camera can be configured to read out from the image sensor using either one or two channels. Possible options:

One: Single Tap. This mode will use one channel to read out images. The image will have a uniform intensity but results in slower frame rate.

Two: Dual Tap. This mode uses two channels to read out images. Since two different electronic channels are used, the image needs to be balanced by using GainAutobalance and BlackLevelAutobalance. Use this mode to achieve 15fps.

*WidthMax*: shows the current valid maximum value for Width.

*HeightMax*: shows the current valid maximum value for Height.

*Width*: sets the width of the output image. When ScanMode is changed it is necessary to set this value to equal to or less than WidthMax.

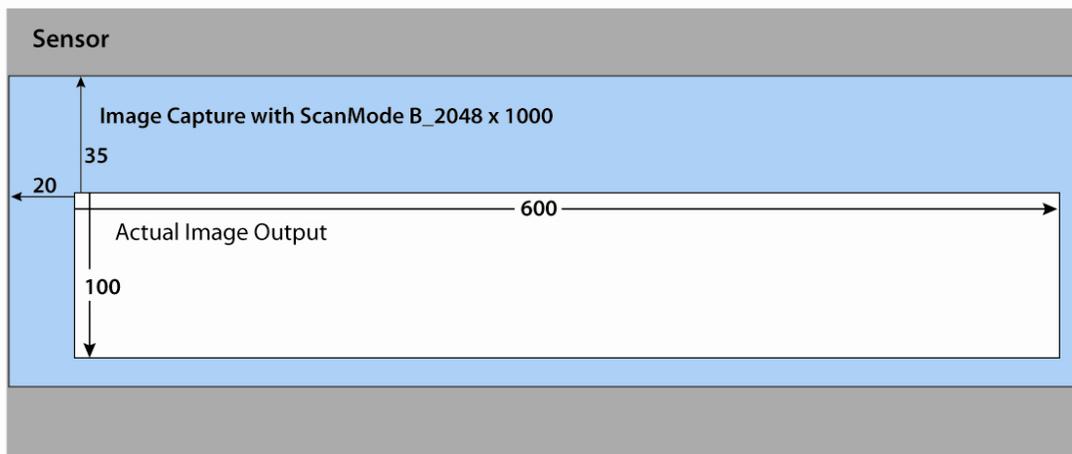
*Height*: sets the height of the output image. When ScanMode is changed it is necessary to set this value to equal to or less than HeightMax.

*OffsetX*: specify the offset from the left edge of the image captured by the sensor to be sent out of the camera. Width must be set lower than WidthMax before this value can be increased.

*OffsetY*: specify the offset from the top of the image captured by the sensor to be sent out of the camera. Height must be set lower than HeightMax before this value can be increased.

- Offset Example:
- ScanMode is set to B\_2048x1000
- Width to 600 and Height to 100.
- OffsetX can have a range of 0 to 40. OffsetX is then set to 20.
- OffsetY can have a range of 0 to 80. OffsetY is then set to 35.
- The resulting image is of size 600x100 with the upper left pixel offset by 20 pixels horizontally and 35 vertically

**Figure 28. Image Output Example**



*PixelFormat*: specifies the image type captured from the image sensor. Available options:

Monochrome:

- Mono8: 8-bit monochrome image.
- Mono10: 10-bit monochrome image with 1 pixel needing 2 bytes.
- Mono10Packed: 10-bit monochrome image with 2 pixels packed into 3 bytes.
- Mono12: 12-bit monochrome image with 1 pixel needing 2 bytes.
- Mono12Packed: 12-bit monochrome image with 2 pixels packed into 3 bytes.

Bayer: BayerBG patterns are used for Programmable User Scan Area with odd numbered starting row.

- BayerGR8: 8-bit Bayer pattern with Green and Red pixels in first row.
- BayerBG8: 8-bit Bayer pattern with Blue and Green pixels in first row.
- BayerGR10: 10-bit Bayer pattern with Green and Red pixels in first row.

- BayerBG10: 10-bit Bayer pattern with Blue and Green pixels in first row.
- BayerGR12: 12-bit Bayer pattern with Green and Red pixels in first row.
- BayerBG12: 12-bit Bayer pattern with Blue and Green pixels in first row.

*ScanMode*: controls the image size captured by the image sensor. By changing to a smaller size you can achieve a faster frame rate. After changing ScanMode it is necessary to adjust the Width and Height value to a valid value. Available options (expressed in unit of Width x Height pixels):

- A\_2048x2048
- B\_2048x1000
- C\_2048x500
- D\_2048x250
- UserProgrammable: user programmable scan area via UserScanAreaStart and UserScanAreaLines features.
- Binning2x2
- RPDZoom\_4x
- RPDZoom\_2x
- RPDZoom\_1point3x
- RPDZoom\_1x

*UserScanAreaStart*: sets the starting line of the User Programmable scan area. First line has a value of 0 and corresponds to the top of the image sensor. For color cameras (TMC/RMC-4200GE) this value changes the Bayer pattern of the captured image. Sets PixelFormat to BayBG for odd value, and BayerGR for even value.

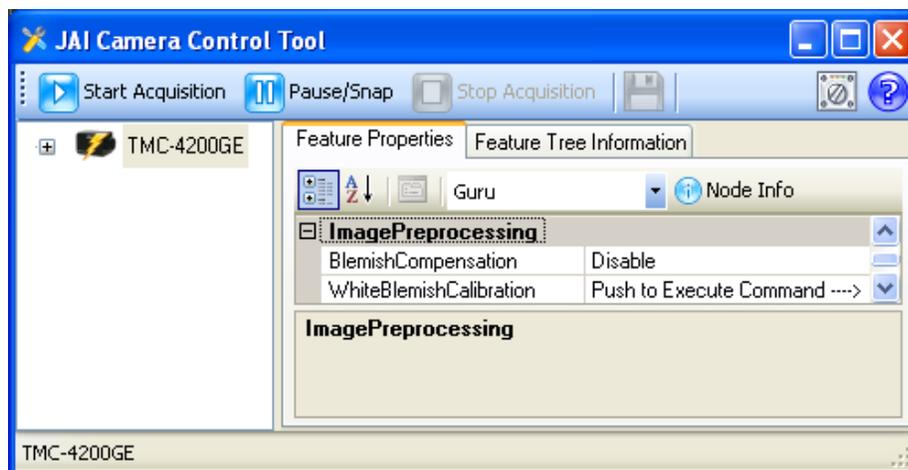
*UserScanAreaLines*: sets the number lines for the height of the User Programmable scan area.

*TestImageSelector*: shows a software generated test pattern. Use this feature for debugging purposes. Available options are:

- Off: turn off test pattern generator and resume normal operation.
- DeviceSpecific: shows diagonal lines on black background. Generated by the camera's CPU.
- IPEngineTestPattern: shows horizontal striped gradients running right to left.

### 5.4 Image Preprocessing

As temperature changes the image sensor can produce defective pixels in images, this feature will attempt to compensate this phenomenon and produce a cleaner image. Run the White Blemish Calibration before using Blemish Compensation.



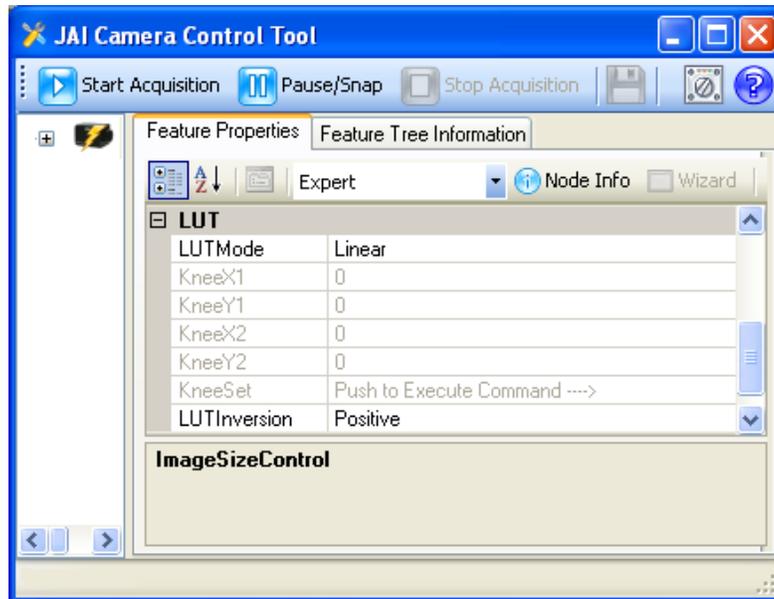
- *BlemishCompensation*: enables or disables Blemish Compensation.

- *WhiteBlemishCalibration*: this is done to calibrate the camera so Blemish Compensation can be run. This is only necessary after a camera has been powered off and restarted. Cover the lens with the lens cap before calibrating.

### 5.5 LUT (Look Up Table)

The camera's Lookup Table is used for dynamic range control when the camera is in 8, or 10-bit output mode.

Figure 29. LookUp Table



*LUTMode*: controls which LUT table to use. There are 2 predefined tables and 1 user configurable table. Available options:

- Linear: a linear mapping
- Gamma45: also known as Gamma 0.45.
- Knee: you can specify the curve by controlling two points. The camera will calculate the table base on the Knee values below.

*KneeX1*: controls the X value of first Knee point.

*KneeY1*: controls the Y value of first Knee point.

*KneeX2*: controls the X value of second Knee point. This value must be greater than KneeX1.

*KneeY2*: controls the Y value of second Knee point.

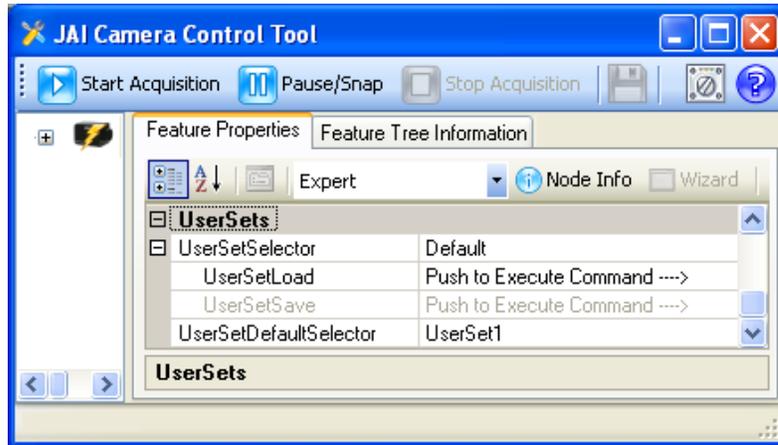
*KneeSet*: after you have changed the values of the knee points click KneeSet to apply the setting. The camera will take a few seconds to calculate the LUT table. It is recommended to stop image acquisition during this time.

*LUTInversion*: invert the current LUT table. This creates the negative of image.

### 5.6 UserSets

These controls are for saving camera settings to the onboard memory and selection of which setting will be used during bootup.

Figure 30. UserSets Category



*UserSetSelector*: selects which memory page to load, or save.  
Available options:

- Default: contains factory settings.
- UserSet1: contains saved user settings.

*UserSetSave*: save the camera settings to the currently selected memory page. If Default is selected in UserSetSelector then UserSetSave is grayed out (Default factory settings won't be overwritten).

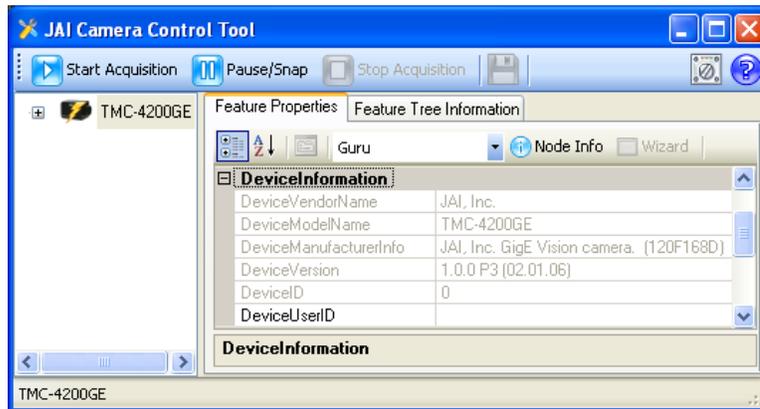
*UserSetLoad*: load the camera settings from the selected memory page.

*UserSetDefaultSelector*: chooses which memory page the camera will use as setting during boot up.

## 5.7 DeviceInformation

Show camera's general information such as version, model, and serial number.

Figure 31. DeviceInformation Category



*DeviceVendorName*: shows JAI, Inc.

*DeviceModelName*: shows the camera model name.

*DeviceVersion*: shows the current camera version.

*DeviceID*: the device serial ID. This is set at the factory and only available in Expert and Guru visibility modes.

*DeviceUserID*: User's modifiable ID. You can enter any character string up to a limit of 16 characters.

## 5.8 GigEVisionTransportLayer

More advanced controls for setting IP Address, GigE Vision Stream Channel settings, etc...

A complete explanation of GigE is out of the scope of this manual therefore the user should seek out various online guides about: Persistent/Static IP, DHCP, LLA, IP Address, Subnet Mask, and networking.

### 5.8.1 Persistent IP

When powered up and connected to the network the camera will use the following sequence to obtain an IP Address:

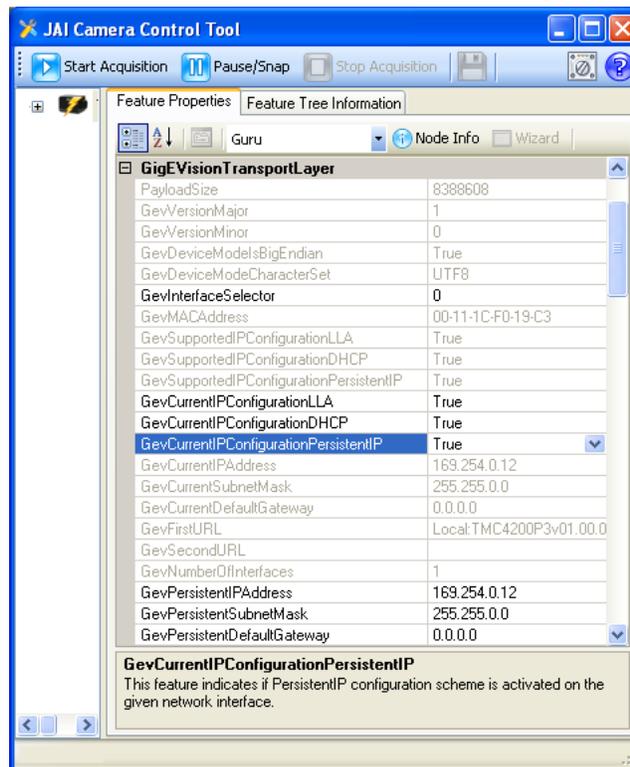
1. Persistent IP
2. DHCP: a DHCP server on the network will assign the camera an IP Address.
3. Link-Local Address (LLA): an IP Address in the 169.254.X.X ranged is assigned.

By default only DHCP and LLA are enabled. LLA will always be enabled. To disable DHCP mode set `GevCurrentIPConfigurationDHCP` to false.

You can also assign a static IP Address to the camera so the camera will always boot up with this IP Address. To do so follow these instructions:

1. Set Visibility to at least Expert.
2. Set `GevCurrentIPConfigurationPersistenIP` to True.
3. Set `GevPersistentIPAddress` to the IP Address of your choosing. (Ex: 169.254.0.11)
4. Set `GevPersistentSubnetMask` to the subnet mask of your choosing (Ex: 255.255.0.0)  
*Subnet Mask must match the device to which the camera is communicating.*
5. Set `GevPersistentDefaultGateway` to the IP Address of your gateway. (Ex: 0.0.0.0)

Figure 32. GigEVisionTransportLayer Persistent IP



### 5.8.2 Stream Channel Packet Size

*GevSCPSPacketSize*: Images are sent via the StreamChannel in GigE Vision terminology. The camera is able to adjust the size of the data packets sent on this channel. The minimum value of 1428 is required to get images without dropped packets. It is recommended that a value of 4040 or higher is used. If setting to above 1428, the network to which the camera is connected must be able to support Jumbo Frames. To change the stream channel packet size, follow these instructions:

1. Stop image acquisition.
2. Switch Visibility to at least Expert.
3. Set *GevSCPSPacketSize* to a desired value.

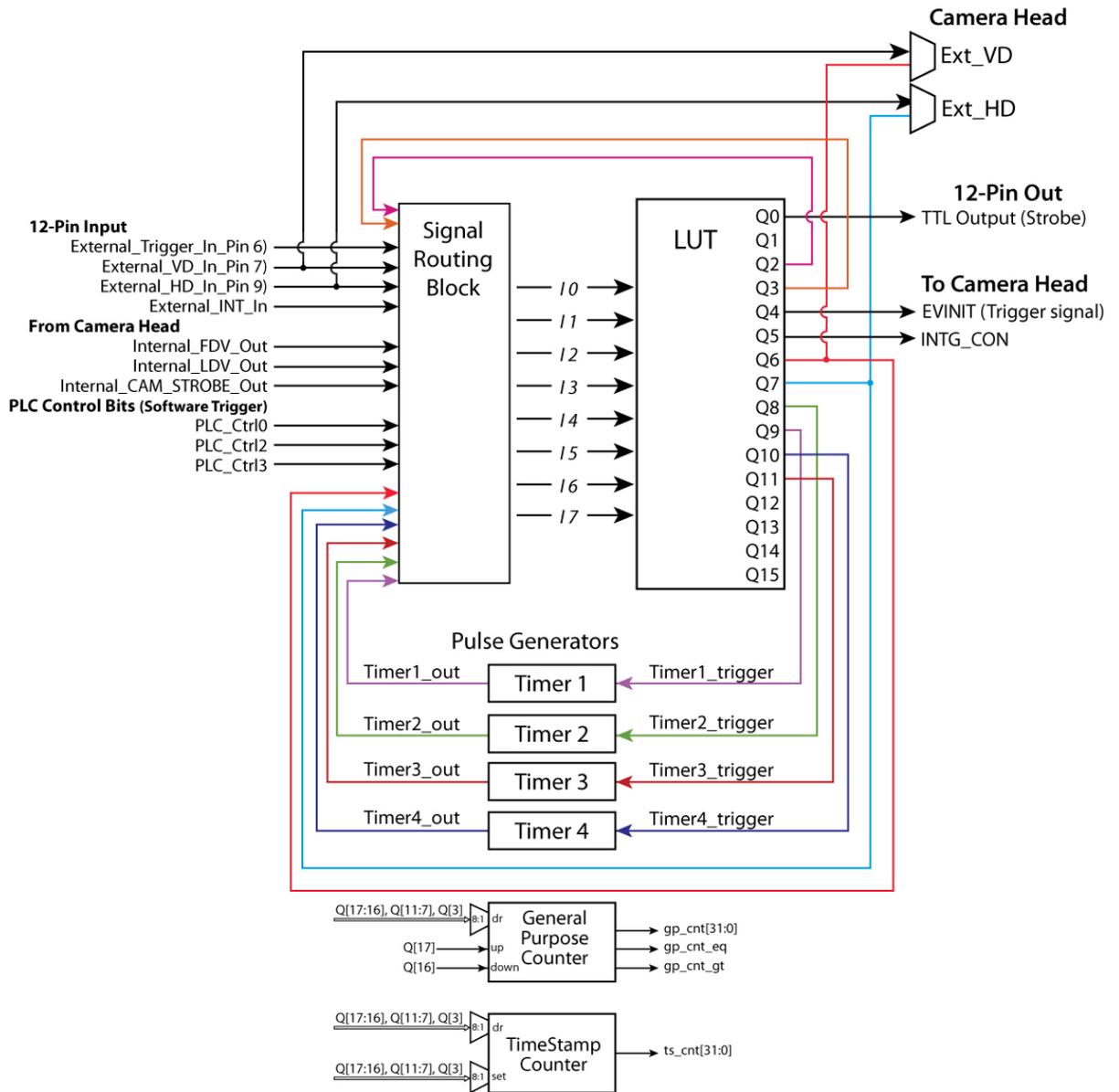
*GevHeartbeatTimeout*: specifies the current heartbeat timeout in milliseconds. Available only in Guru visibility mode. The host software must send at least one command to the camera during this period otherwise it loses control of the camera. This is usually handled by the control tool.

### 5.9 IPEngine

The camera is sectioned into two logical modules: a camera head and the IPEngine. The camera head contains the components to capture images, while the IPEngine takes care of interfacing to the outside world and transmitting captured images. The IPEngine contains the Programmable Logic Controller (PLC) and the Grabber.

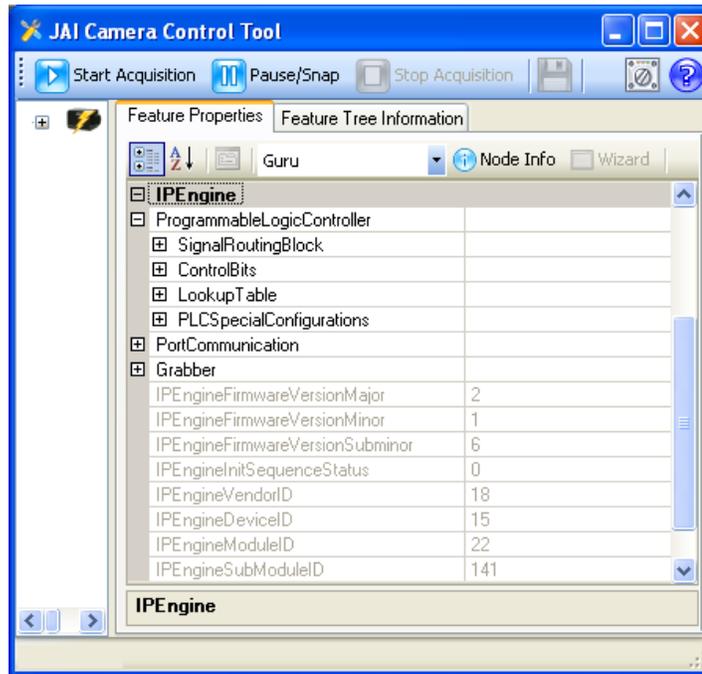
The Grabber is responsible for image transmission. All input and output signals pass through the Programmable Logic Controller (PLC). The PLC contains a Signal Routing Block, Control Bits, and Lookup Table. The PLC also contains 4 Pulse Generators and 1 general purpose counter. By GenICam naming convention the Pulse Generators are called Timers. The Counter and Timers are controlled under the CountersAndTimersControls category, and the other parts are controlled under the IPEngine category.

Figure 33. PLC LUT Diagram



**Note:** Ext\_VD, EXT\_HD, EVINIT and INTG\_CON all go the camera head. TTL Output (Strobe) goes outside the camera via Pin 8 of the 12-Pin cable.

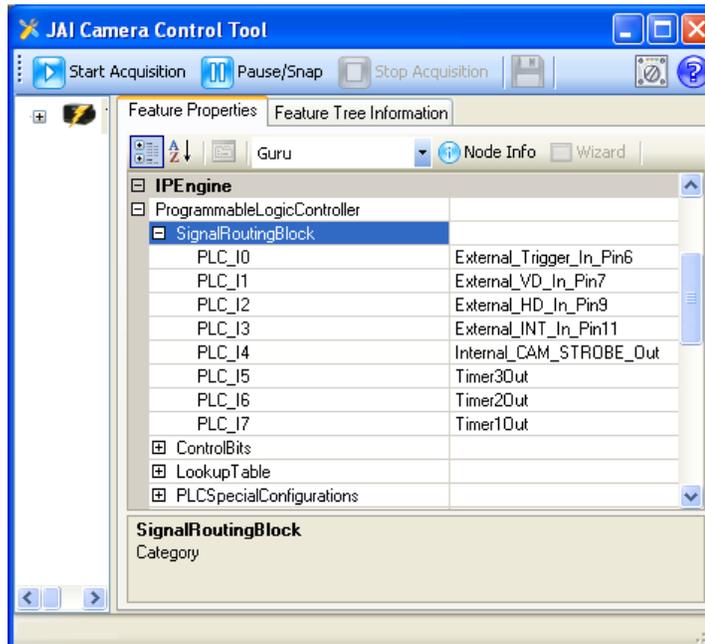
Figure 34. PLC



### 5.9.1 SignalRoutingBlock

The Signal Routing Block is a group of switches that lets you route signals to the PLC Lookup Table. There are a total of 8 input lines, numbered from I0 to I7. Each input line can accept a number of different signals. The input signals can be from the camera head, externally from the 12-Pin cable, or the PLC itself.

Figure 35. SignalRoutingBlock



Here are the possible input signals into the PLC:

Signal Source	Signal Name / Input Pin	Description
12 Pin	External_Trigger_In_Pin6	External trigger signal.
12 Pin	External_VD_In_Pin7	External vertical drive signal.
12 Pin	External_HD_In_Pin9	External horizontal drive signal.
12 Pin	External_INT_In	External Integration Control / Read Out Inhibit signal.
Camera	Internal_FDV_Out	Frame Data Valid output signal generated by camera head.
Camera	Internal_LDV_Out	Line Data Valid output signal generated by camera head.
Camera	Internal_CAM_STROBE_Out	Strobe output signal generated by the camera head.
PLC	PLC_ctrl0	True / False (High/Low) switch used for software trigger. (1)
PLC	PLC_ctrl2	True / False (High/Low) switch used for software trigger. (1)
PLC	PLC_ctrl3	True / False (High/Low) switch used for software trigger. (1)
PLC	PLC_Q2	PLC output that can be routed back to the PLC.
PLC	PLC_Q3	PLC output that can be routed back to the PLC.
PLC	PLC_Q6	PLC output. This signal is also connected to the EXT_VD that goes to the camera head. Please see the PLCSpecialConfigurations section below.
PLC	PLC_Q7	PLC output. This signal is also connected to the EXT_HD that goes to the camera head. Please see the PLCSpecialConfigurations section below.
Counter	Counter1Gt	Counter1's output signaling when the current count value is greater than some user defined value. Please see Counter section below.
Counter	Counter1Eq	Counter1's output signaling when the current count value equals to some user defined value. Please see Counter section below.
Pulse Generator	Timer1Out	Pulse Generator 1 output signal.
Pulse Generator	Timer2Out	Pulse Generator 2 output signal.
Pulse Generator	Timer3Out	Pulse Generator 3 output signal.
Pulse Generator	Timer4Out	Pulse Generator 4 output signal.

*Note: (1) There is no PLC\_ctrl1.*

This table show possible signals each input line can accept (“(D)” specifies factory defaults):

Signal Name / Input Pin	I0	I1	I2	I3	I4	I5	I6	I7
External_Trigger_In_Pin6	X(D)	X	X	X	X	X	X	X
External_VD_In_Pin7	X	X(D)	X	X	X	X	X	X
External_HD_In_Pin9	X		X(D)		X			
External_INT_In		X		X(D)		X		X
Internal_FDV_Out	X	X	X			X	X	X
Internal_LDV_Out	X	X		X	X			X
Internal_CAM_STROBE_Out	X	X	X	X	X(D)		X	X
PLC_ctrl0	X	X	X	X		X		X

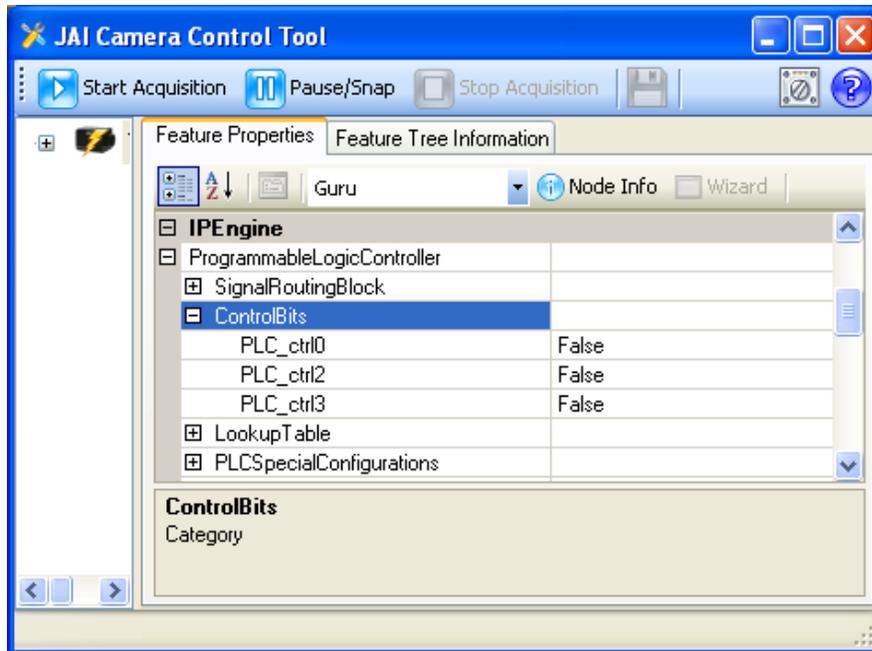
PLC_ctrl2	X			X	X		X	
PLC_ctrl3		X	X			X		
PLC_Q2	X		X		X		X	
PLC_Q3		X		X		X		X
PLC_Q6	X		X		X		X	
PLC_Q7		X		X		X		X
Counter1Gt				X		X		X
Counter1Eq			X		X		X	
Timer1Out	X		X		X			X(D)
Timer2Out	X		X		X		X(D)	
Timer3Out		X		X		X(D)		X
Timer4Out		X		X			X	

### 5.9.2 ControlBits

There are 3 Control Bits: PLC\_ctrl0, PLC\_ctrl2, and PLC\_ctrl3. Note that PLC\_ctrl1 is not available. The control bits can be used as software triggers by toggling between two states: True and False. True sets the signal High, while False sets the signal to Low.

When a bit is toggled on the host software, a Write Register command is sent to the camera. The arrival time of the packet depends on current network traffic therefore is varied. These are recommended for testing purposes. For more precise trigger usage please use an external input trigger signal thru the 12-Pin connector. For a constant periodic trigger signal please use the Pulse Generators (Timers).

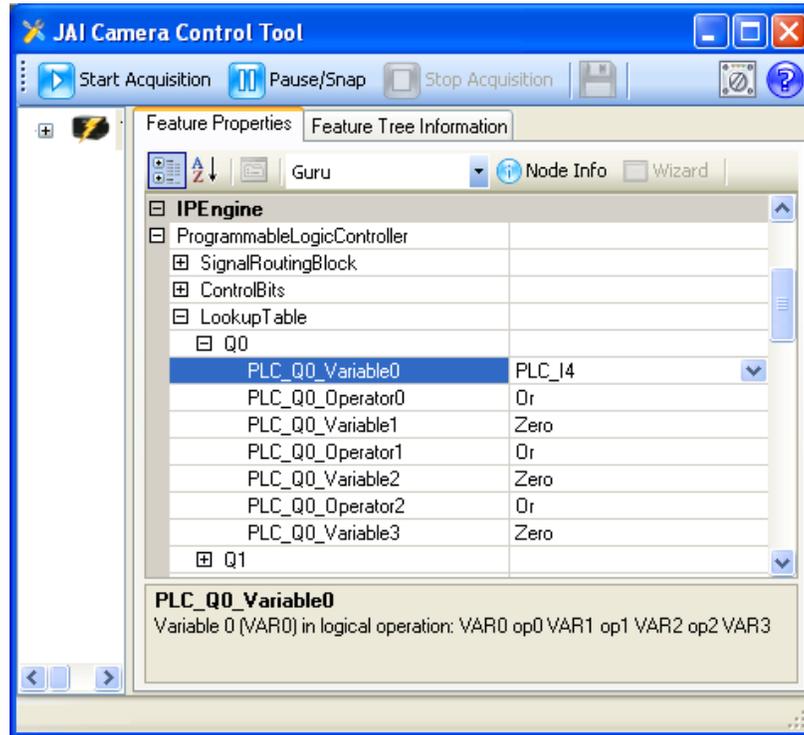
Figure 36. ControlBits



### 5.9.3 PLC LookupTable

The PLC Lookup Table lets you connect any input signal I0-I7 to any Lookup Table output signal Q0-Q17. You can manipulate your inputs using simple or complex Boolean operations. Each Q output results from the Boolean operations of 4 input variables and 3 Boolean operators.

Figure 37. PLC Q Output



The Q output allows the following Boolean operations:

- Variable0 Op0 Variable1 Op1 Variable2 Op2 Variable3
- (Variable0 Op0 Variable1) Op1 Variable2 Op2 Variable3
- Variable0 Op0 Variable1 Op1 (Variable2 Op2 Variable3)
- (Variable0 Op0 Variable1) Op1 (Variable2 Op2 Variable3)

All Q# controls follow this format:

- PLC\_Q#\_Variable0: the first input signal.
- PLC\_Q#\_Operator0: a Boolean operator.
- PLC\_Q#\_Variable1: the second input signal.
- PLC\_Q#\_Operator1: a Boolean operator.
- PLC\_Q#\_Variable2: the third input signal.
- PLC\_Q#\_Operator2: a Boolean operator.
- PLC\_Q#\_Variable3: the fourth input signal.

Each Variable has this selection:

- Zero: low signal.
- One: high signal.
- PLC\_I0
- ...

- PLC\_I7
- PLC\_I0\_Not: a Not operation is applied to the signal.
- ...
- PLC\_I7\_Not: a Not operation is applied to the signal.

Operator0 and Operator2 can have the following Boolean operations:

- And
- Or
- Xor
- AndParenthesis: creates a “(Variable0 & Variable1)”, or “(Variable2 & Variable3)” operation.
- OrParenthesis: creates a “(Variable0 | Variable1)”, or “(Variable2 | Variable3)” operation.
- XorParenthesis: creates a “(Variable0 XOR Variable1)”, or “(Variable2 XOR Variable3)” operation.

Operator1 can have the following Boolean operations:

- And
- Or
- Xor

### 5.9.4 PLCSpecialConfigurations

Switch Visibility mode to at least Expert to get access to these controls. There are two controls of interest in this category: PLC\_Q6\_Configuration and PLC\_Q7\_Configuration. These two controls affect which signal source the EXT\_VD and EXT\_HD come from.

*PLC\_Q6\_Configuration:* affects the EXT\_VD signal.

- Set to Zero to get the signal from the PLC\_Q6 output.
- Set to One to bypass the PLC LUT and get the signal directly from external 12-Pin cable.

*PLC\_Q7\_Configuration:* affects the EXT\_HD signal.

- Set to Zero to get the signal from the PLC\_Q7 output.
- Set to One to bypass the PLC LUT and get the signal directly from external 12-Pin cable.

*Note: If the EXT\_VD and EXT\_HD are not being used set PLC\_Q6\_Configuration and PLC\_Q7\_Configuration to Zero to prevent spurious signals. Improper setting can result in black lines across captured images.*

Figure 38. PLC Special Configurations

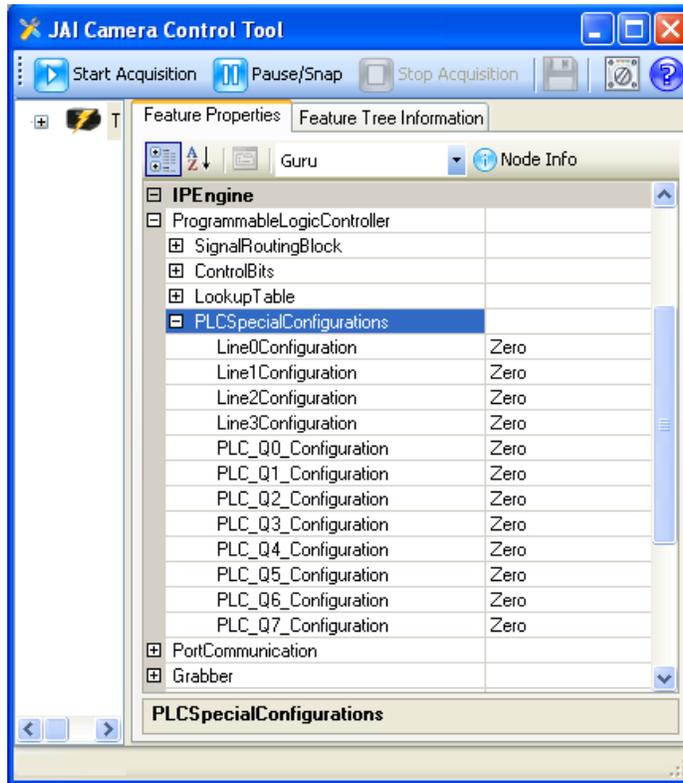
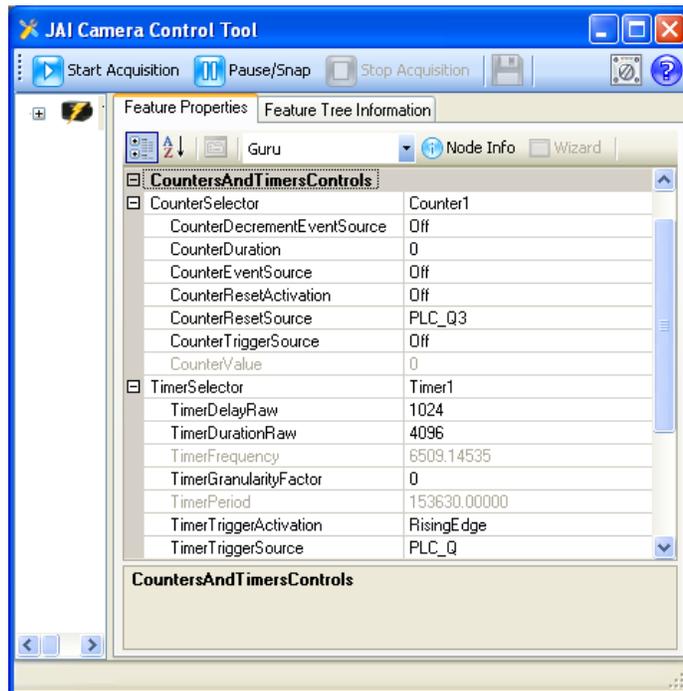
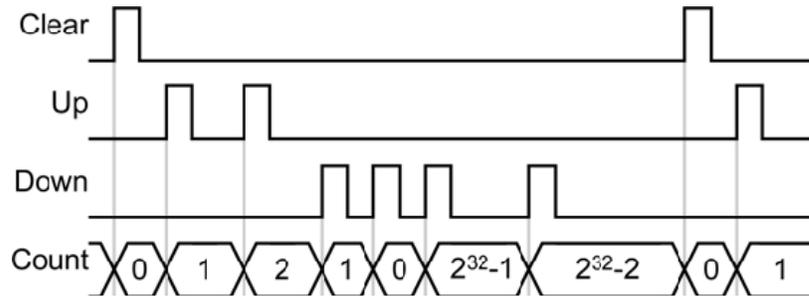


Figure 39. CountersAndTimersControls

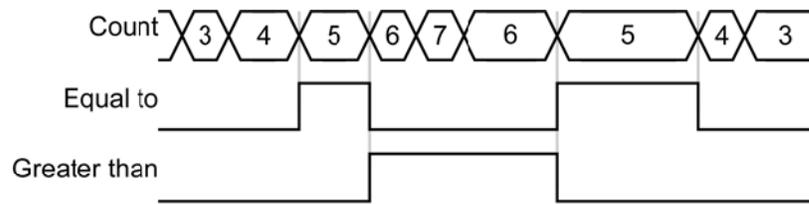


### 5.9.5 Counters

The General Purpose Counter lets you maintain a count between 0 and  $2^{32}-1$  (long integer). You can use different inputs to increment, decrement, or clear the counter value.



The General Purpose Counter outputs two separate signals that indicate when the count is equal to and greater than the compare value that you set: Counter1Gt and Counter1Eq. These signals are available on the Input lines in the Signal Routing Block.



(Compare value of 5)

*CounterSelector*: selects which counter to configure. There is only 1 counter called Counter1.

*CounterDecrementEventSource*: selects the events that will decrement the counter. This signal comes from the Q16 pin of the PLC LUT.

Available options:

- Off: no decrement events
- PLC\_Q16\_RisingEdge: decrement when the signal goes from Low to High
- PLC\_Q16\_FallingEdge: decrement when the signal goes from High to Low.
- PLC\_Q16\_AnyEdge: decrement on any Falling or Rising Edge.
- PLC\_Q16\_LevelHigh: decrement when the signal is at the High section.
- PLC\_Q16\_LevelLow: decrement when the signal is at the Low section.

*CounterDuration*: sets the value that the CounterValue will be compared to. When the CounterValue and CounterDuration are equal, the Counter1Eq signal will go high and stay high as long as the values are equal. When the CounterValue is greater than CounterDuration, the Counter1Gt signal will go high.

*CounterEventSource*: selects the signal event type that will increment the counter. This signal comes from the Q17 pin of the PLC LUT.

Available options:

- Off: no increment events
- PLC\_Q17\_RisingEdge: increment when the signal goes from Low to High
- PLC\_Q17\_FallingEdge: increment when the signal goes from High to Low.
- PLC\_Q17\_AnyEdge: increment on any Falling or Rising Edge.
- PLC\_Q17\_LevelHigh: increment when the signal is at the High section.

- PLC\_Q17\_LevelLow: increment when the signal is at the Low section.

*CounterResetActivation*: select the signal event type that will reset the counter. The counter will be reset to 0. Available options:

- Off: no decrement events
- RisingEdge: increment when the signal goes from Low to High
- FallingEdge: increment when the signal goes from High to Low.
- AnyEdge: increment on any Falling or Rising Edge.
- LevelHigh: increment when the signal is at the High section.
- LevelLow: increment when the signal is at the Low section.

*CounterResetSource*: selects the source for the reset signal. Available options:

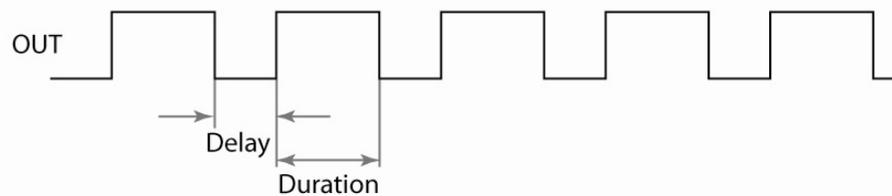
- PLC\_Q3
- PLC\_Q7
- PLC\_Q8
- PLC\_Q9
- PLC\_Q10
- PLC\_Q11
- PLC\_Q16
- PLC\_Q17

*CounterTriggerSource*: select the source signal to start the counter. Currently it is set to Off, meaning always on.

*CounterValue*: the read only value showing the current counter value.

### 5.9.6 Pulse Generators controls

The Pulse Generator lets you create a pulsed digital signal with a configurable frequency. They can be configured to emit a continuous (periodic) pulse. One use of this feature is to create a periodic trigger signal. The low section of the signal is called Delay, and the high is called Duration.



*TimerSelector*: chooses which Timer to configure.

*TimerDelayRaw*: configures the raw value of the low section of the output signal. The formula to calculate actual time is:

$$\text{Duration of Low (nsec)} = (\text{Granularity} + 1) * (\text{TimerDelayRaw} + 1) * 30$$

*TimerDurationRaw*: configures the raw value of the high section of the output signal. The formula to calculate actual time is:

$$\text{Duration of High (nsec)} = (\text{Granularity} + 1) * \text{TimerDurationRaw} * 30$$

*TimerFrequency*: a read-only field that shows the frequency of the pulse in Hz.

*TimerGranularityFactor*: a multiplier value used to scale the Delay and the Duration in increments of 30 nsec.

*TimerPeriod*: shows the timer's period in units of nsec.

*TimerTriggerActivation*: select the signal state of the TriggerSource to start the Timer.

- RisingEdge: starts when the trigger signal goes from Low to High
- LevelHigh: starts when the trigger signal is at the High state.
- FallingEdge: starts when the trigger signal goes from High to Low.
- AnyEdge: starts on any Falling or Rising Edge.
- LevelLow: starts when the trigger signal is at the Low state.

*TimerTriggerSource*: select the source of trigger to start the Timer.

- PLC\_Q: the trigger source comes from the PLC Q output. Each Timer has their source from different Q output port:
  - Timer1 trigger comes from PLC\_Q9
  - Timer1 trigger comes from PLC\_Q8
  - Timer1 trigger comes from PLC\_Q11
  - Timer1 trigger comes from PLC\_Q10
- Continuous: the Timer is always running.

### 5.9.7 PLC Grabber Features

IPEngine → Grabber → Channel0 → AcquisitionConfiguration

*GrbCh0AcqCfgMemoryWaterLevel*: the camera has 16MB of memory for frame buffering. Water level setting specifies how much of that memory to use with the AcquisitionMode's recording features. Once the buffer is full no more images will be stored. Possible settings are:

- Level50: 50%
- Level75: 75%
- Level87Point5: 87.5%
- Level100: 100%

*GrbCh0AcqCfgInvertPixelData*: invert pixel data turning the image into a negative image.

- True: turn on pixel inversion.
- False: turn off pixel inversion.

IPEngine → Grabber → Channel0 → TriggerConfiguration

*GrbCh0TrigCfgFrameToSkip*: set the number of images to discard for every one it keeps from the camera head.

### 5.9.8 IPEngine Examples:

Example 1: Setting the camera to accept external trigger signal:

Set ExposureMode to one of the Asynchronous modes.

Setup SignalRoutingBlock

- Goto IPEngine > ProgrammableLogicController > SignalRoutingBlock
- Set Trigger Input line by setting PLC\_I0 to External\_Trigger\_In\_Pin6
- Set Camera Strobe Output by setting PLC\_I4 to "Internal CAM\_STROBE\_Out".

Setup the PLC to route the external trigger signal to the camera's trigger line.

- Goto IPEngine > ProgrammableLogicController > LookupTable > Q0/Q4/ Q5
  - Set PLC\_Q0\_Variable0 to PLC\_I4 (Strobe output)
  - Set PLC\_Q4\_Variable0 to PLC\_I0 (Trigger Line)
  - Set PLC\_Q5\_Variable0 to One. (Integration signal always on.)

Example 2: Setting the camera to accept internal trigger signal generated via Timer 1:

Set ExposureMode to one of Asynchronous modes.

Setup the Timer (Pulse Generator)

- a. Set TimerSelector to Timer1.
- b. Set TimerTriggerSource to Continuous.
- c. Set TimerDurationRaw, TimerDelayRaw, TimerGranularityFactor according to values below.
  - i These are example values only; other combinations can also be used.
  - ii TimerFrequency tells you the rate of the trigger, hence frame rate.

	<0.5 fps	1 fps	5 fps
TimerDurationRaw	200	200	200
TimerDelayRaw	10000	4550	750
TimerGranularityFactor	7000	7000	7000

Setup SignalRoutingBlock

- a. Goto IPEngine > ProgrammableLogicController > SignalRoutingBlock
- b. Set PLC\_I4 to “Internal CAM\_STROBE\_Out”.
- c. Set PLC\_I7 to Timer1Out.

Setup the ProgrammableLogicController (PLC) to route the Timer1 output to the camera’s trigger line.

- a. Goto IPEngine > ProgrammableLogicController > LookupTable
  - i Set Q4 > PLC\_Q4\_Variable0 to PLC\_I7 (Trigger Line)
  - ii Set Q0 > PLC\_Q0\_Variable0 to PLC\_I4 (Strobe output)
  - iii Set Q5 > PLC\_Q5\_Variable0 to One. (Integration signal always on.)

Example 3: Setting up Integration Signal routing from external source:

Goto IPEngine > ProgrammableLogicController > SignalRoutingBlock

Set PLC\_I3 to External\_INT\_In

Goto IPEngine > ProgrammableLogicController > LookupTable

Set Q5 > PLC\_Q5\_Variable0 to PLC\_I3. (Integration signal always on.)

### 5.10 Register Map

Category / Feature	Read/Write	Value Range	Default Value	Visibility Level
<b>AcquisitionAndTriggerControls</b>				
AcquisitionMode	RW	Continuous SingleFrame MultiFrame ContinuousRecording ContinuousReadout SingleFrameRecording SingleFrameReadout	Continuous	Beginner
AcquisitionFrameCount	RW	1-255	1	Beginner
AcquisitionStart	RO	Execute Command		Beginner
AcquisitionStop	RO	Execute Command		Beginner

## RM/TM-4200GE Series

Category / Feature	Read/Write	Value Range	Default Value	Visibility Level
ExposureMode	RW	Off ContinuousPreset1 ... ContinuousPreset9 ContinuousProgrammable AsyncNoShutter AsyncPreset1 ... AsyncPreset8 PulseWidthControl FixedExposurePIV PWC_PIV AsyncProgrammable	Off	Beginner
AsyncProgrammable	RW	0-2079	Factory Set	Beginner
ContinousProgrammable	RW	ScanMode Limited 0 - 2079 (A) 0 - 1100 (B) 0 - 600 (C) 0 - 400 (D) 0 - 2079 (UserProgramble) 0 - 1050 (Binning 2x2) 0 - 650 (RPDZoom)	Factory Set	Beginner
TriggerPolarity	RW	ActiveLow ActiveHigh	ActiveLow	Beginner
<b>AnalogControls</b>				
GainSelector	RW	All Tap2	All	Beginner
GainRaw	RW	0 - 4095	Factory Set	Beginner
GainAutoBalance	RW	Off Once	Off	Beginner
BlackLevelSelector	RW	All Tap2	All	Expert
BlackLevelRaw	RW	0 - 4095	Factory Set	Expert
BlackLevelAutoBalance	RW	Off Continuous	Continuous	Expert
<b>CountersAndTimersControls</b>				
TimerSelector	RW	Timer1 Timer2 Timer3 Timer4	Timer1	Beginner
TimerDelayRaw	RW	1-65535	1024	Beginner
TimerDurationRaw	RW	1-65535	4096	Beginner
TimerGranularityFactor	RW	1-65535	0	Beginner
TimerTriggerActivation	RW	RisingEdge LevelHigh FallingEdge AnyEdge LevelLow	RisingEdge	Beginner



Category / Feature	Read/Write	Value Range	Default Value	Visibility Level
TimerTriggerSource	RW	PLC_Q Continuous	PLC_Q	Beginner
CounterSelector	RW	Counter1	Counter1	Beginner
CounterDecrementEventSource	RW	Off PLC_Q16_RisingEdge PLC_Q16_FallingEdge PLC_Q16_AnyEdge PLC_Q16_LevelHigh PLC_Q16_LevelLow	Off	Beginner
CounterDuration	RW	0-4294967295	0	Beginner
CounterEventSource	RW	Off PLC_Q17_RisingEdge PLC_Q17_FallingEdge PLC_Q17_AnyEdge PLC_Q17_LevelHigh PLC_Q17_LevelLow	Off	Beginner
CounterResetActivation	RW	Off RisingEdge FallingEdge AnyEdge LevelHigh LevelLow	Off	Beginner
CounterResetSource	RW	PLC_Q3 PLC_Q7 PLC_Q8 PLC_Q9 PLC_Q10 PLC_Q11 PLC_Q16 PLC_Q17	PLC_Q3	Beginner
CounterTriggerSource	RW	Off	Off	Beginner
CounterValue	RO	0 - 4294967295		Beginner
<b>DeviceInformation</b>				
DeviceVendorName	RO			Beginner
DeviceModelName	RO			Beginner
DeviceManufacturerInfo	RO			Beginner
DeviceVersion	RO			Beginner
DeviceID	RO			Expert
DeviceUserID	RW	User definable string		Beginner
<b>GigEVisionTransportLayer</b>				
GevSCSPPacketSize	RW	72 - 16260	1428	Expert

## RM/TM-4200GE Series

Category / Feature	Read/Write	Value Range	Default Value	Visibility Level
GevPersistentIPAddress	RW	000.000.000.000 - 255.255.255	000.000.000.000	Expert
GevPersistentSubnetMask	RW	000.000.000.000 - 255.255.255	000.000.000.000	Expert
GevPersistentDefaultGateway	RW	000.000.000.000 - 255.255.255	000.000.000.000	Expert
GevCurrentIPConfigurationPersistenIP	RW	On Off	Off	Beginner
<b>ImageSizeControl</b>				
SensorDigitizationTaps	RW	One Two	Two	Expert
WidthMax	RO	0 - 2048		Beginner
HeightMax	RO	0 - 2048		Beginner
Width	RW	0 to (WidthMax - OffsetX)		Beginner
Height	RW	0 to (HeightMax - OffsetY)		Beginner
OffsetX	RW	WidthMax - Width		Beginner
OffsetY	RW	HeightMax - Height		Beginner
PixelFormat	RW	Monochrome: Mono8 Mono10 Mono10Packed Mono12 Mono12Packed Bayer: BayerGR8 BayerBG8 BayerGR10 BayerBG10 BayerGR12 BayerBG12	Monochrome: Mono8 Bayer: BayerGR8	Beginner
ScanMode	RW	A_2048x2048 B_2048x1000 C_2048x500 D_2048x250 UserProgrammable Binning_2x2 RPDZoom_4X RPDZoom_2X RPDZoom_1point3X RPDZoom_1X	A_2048x2048	Beginner
UserScanAreaStart	RW	0 to (2048 - UserScanAreaLines - 1)	0	Beginner
UserScanAreaLines	RW	0 to (2048 - UserScanAreaStart)	500	Beginner
TestImageSelector	RW	Off DeviceSpecific IPEngineTestPattern	Off	Beginner

Category / Feature	Read/Write	Value Range	Default Value	Visibility Level
<b>LUT</b>				
LUTMode	RW	Linear Gamma45 Knee	Linear	Beginner
KneeX1	RW	0 - 255	255	Beginner
KneeY1	RW	0 - 255	255	Beginner
KneeX2	RW	0 - 255	255	Beginner
KneeY2	RW	0 - 255	255	Beginner
LUTInversion	RW	Execute Command		Beginner
<b>UserSets</b>				
UserSetSelector	RW	Default UserSet1	UserSet1	Beginner
UserSetLoad	RW	Execute Command		Beginner
UserSetSave	RW	Execute Command		Beginner
UserSetDefaultSelector	RW	Default UserSet1	UserSet1	Expert

## 6 Troubleshooting

### 6.1 Problems and Solutions

Following are troubleshooting tips for common problems. In general, the problems listed in this section are solved by following these instructions. If there is no solution listed to the problem you are encountering, contact a JAI Inc. representative.

#### 6.1.1 Symptom: No Video

Remedies: Check that the following are properly connected and operational.

Power supplies	Async mode
Power cables	Lens
Main power source	Digital output cable
Shutter control	Analog video cable

#### 6.1.2 Symptom: Dark Video

Remedies: Check that the following are properly connected and operational.

Shutter selection

Iris opening on the lens

#### 6.1.3 Symptom: Non-Synchronized Video

Remedies: Check that the following are properly connected and operational.

Proper mode output

Frame grabber software camera selection

#### 6.1.4 Symptom: Image incomplete or contain black lines.

Remedies: this could be due to bandwidth or dropped packet issues. Check that `GevSCSPacketSize` and `PixelFormat` are set to recommended values, Jumbo Frames is enabled on you machine, or try reducing the image size.

#### 6.1.5 Symptom: Notebook Computer Driver Installation Problems

Remedies: The IBM T-42 laptop is unable to properly install.

### 6.2 Information and Support Resources

For further information and support:

Phone:	(408) 383-0300 (800) 445-5444
Fax:	(408) 383-0301
Email:	<a href="mailto:camerasales.americas@jai.com">camerasales.americas@jai.com</a>
Mail:	JAI, Inc. Sales Department 625 River Oaks Parkway San Jose, CA 95134
	ATTN: Video Applications
Web site:	<a href="http://www.jai.com">www.jai.com</a>

## 7 Appendix

### 7.1 Specifications

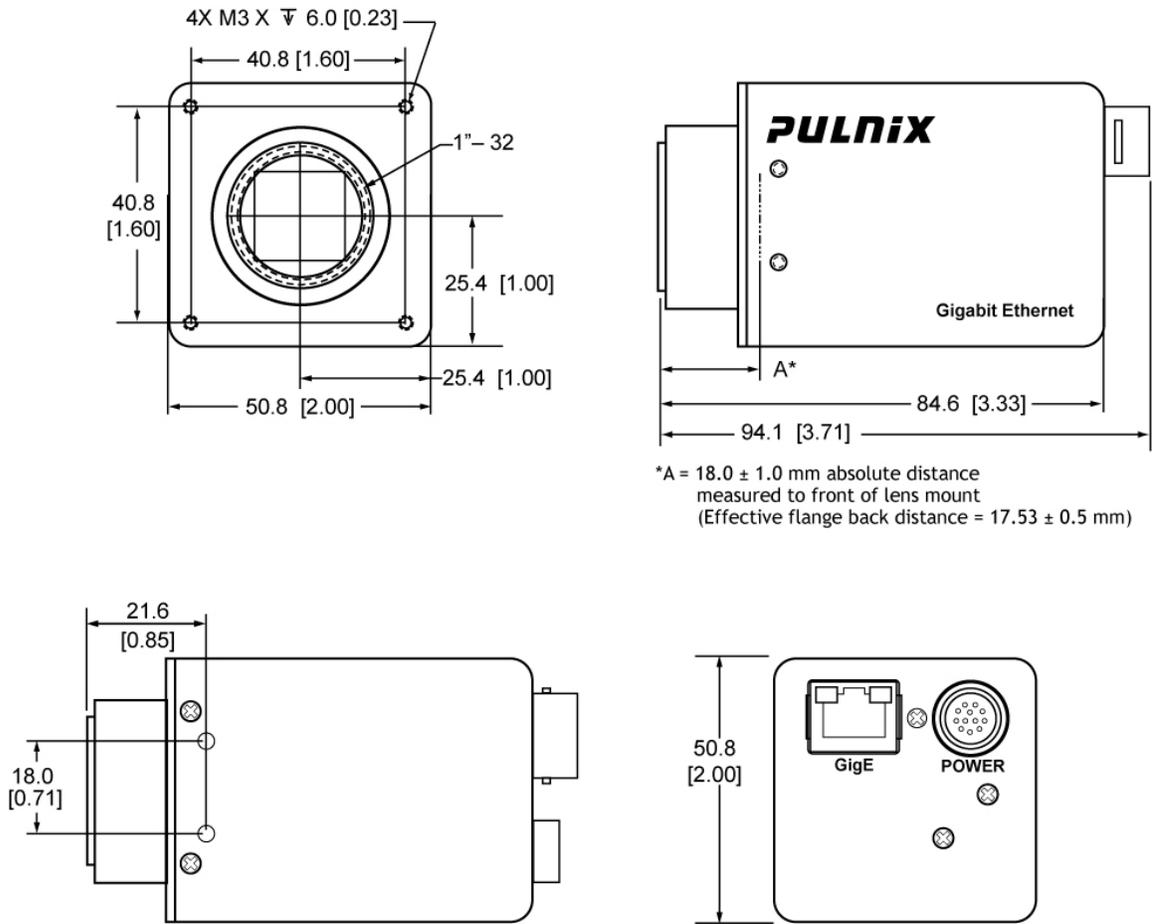
**Table 9 TM-4200GE Camera Specifications Table**

Feature	TM-4200GE
Imager	1.2" progressive scan interline transfer CCD (KAI-4021)
Active Area	15.15mm x 15.15mm
Active Pixels	2048 (H) x 2048 (V)
Cell Size	7.4µm x 7.4µm
Display Mode (Active Pixels)	2048 (H) x 2048 (V) @ 15 Hz (full image) 2048 (H) x 1000 (V) @ 28 Hz (partial scan) 2048 (H) x 500 (V) @ 50Hz (partial scan) 2048 (H) x 250 (V) @ 80Hz (partial scan)
Sync	Internal/External auto switch HD/VD, 4.0 Vp-p impedance 4.7 K ohms VD=14.79±2%, non-interlace HD=30.78 kHz±2%
Data Clock Output	40.00 MHz
Resolution	Digital: 2048 (H) x 2048 (V), (Analog: over 800 TV lines (H) x 1600 TV lines (V))
S/N Ratio	>58dB min.
Min. Illumination	Monochrome: 0.12 lux. Color: 0.8 lux. f = 1.4 (no shutter) @ 15 fps. Sensitivity: 31uV/e-
Video Output	Analog 1.0 Vp-p, 75Ω Digital Gigabit Ethernet (8-bit, 10-bit, 12-bit)
Gamma	Programmable LUT (1.0 std.)
Lens Mount	C-mount (use >1.2" format lenses or larger)
Power Requirement	12V DC, ±10%, 590mA (typical at 25°C)
Operating Temp.	-10°C to 50°C*
Vibration	7 Grms (10Hz to 2000Hz) Random, 11 ms half sine
Shock	70G
Size (W x H x L)	51mm x 51mm x 85mm
Weight	214 grams (7.5 oz.) without tripod
Optional Functions	OP3-1 Internal IR Filter Added; OP3-2 Optical Filter Removal; OP21 Glassless CCD Imager; OP21-1UV Ultraviolet Imager; OP65-6 F-Mount; OP65-7 M-Mount; OP65-8 M-Mount with 10 mm Backfocus
<b>Optional Accessories</b>	
Power Cable	12P-02S
Power Supply	PD-12UUP series (includes power connector)
Tripod Mounting Kit	TP-20

\*. Refer to Section 2.2.1 for information on camera heat dissipation. Image quality will degrade with increasing temperature.

7.1.1 TM-4200GE Physical Dimensions

Figure 40. Physical Dimensions



*Caution: When mounting the camera to any fixture, do not use screws that extend more than 5 mm into the camera housing to avoid possible damage to the internal circuitry. For attaching the tripod mounting plate, only the supplied screws should be used.*

7.1.2 Spectral Response

Figure 41. TM-4200 Spectral Response

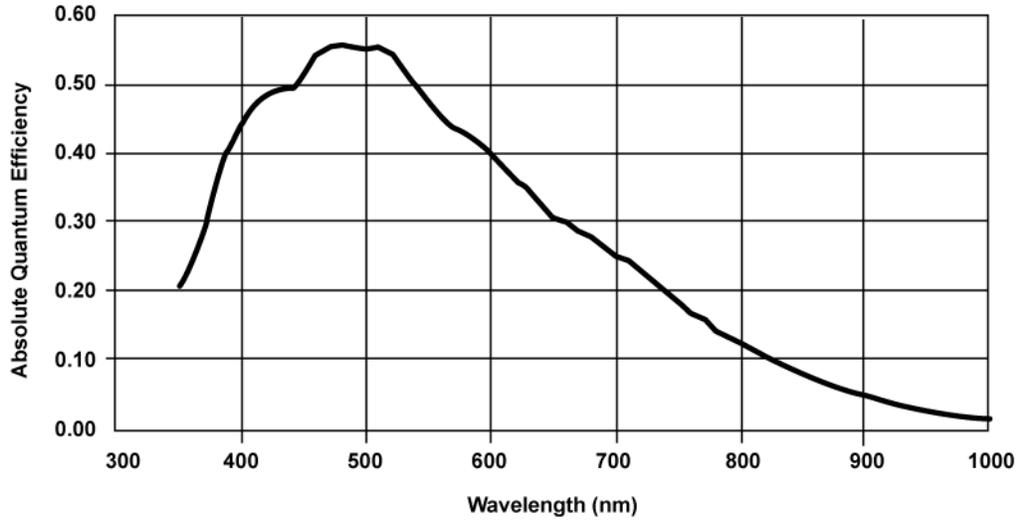
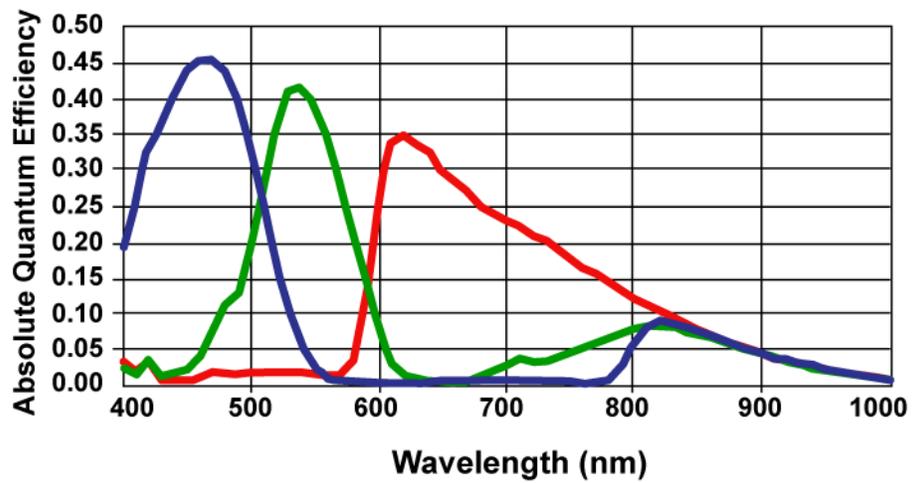


Figure 42. TMC-4200 Spectral Response





# Supplement

This applies to cameras in this manual that are RoHS compliant, which are noted by RM or RMC.

The following statement is related to the regulation on “ Measures for the Administration of the control of Pollution by Electronic Information Products “ , known as “ China RoHS “ . The table shows contained Hazardous Substances in this camera.

 mark shows that the environment-friendly use period of contained Hazardous Substances is 15 years.

## 重要注意事项

### 有毒，有害物质或元素名称及含量表

根据中华人民共和国信息产业部『电子信息产品污染控制管理办法』，本产品《有毒，有害物质或元素名称及含量表》如下。

部件名称	有毒有害物质或元素					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr(VI))	多溴联苯 (PPB)	多溴二苯醚 (PBDE)
外壳	×	○	○	○	○	○
光学滤色镜	×	○	×	○	○	○
.....	.....	.....	.....	.....	.....	.....

○：表示该有毒有害物质在该部件所有均质材料中的含量均在SJ/T11363-2006规定的限量要求以下。  
 ×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出SJ/T11363-2006规定的限量要求。  
 (企业可在此处、根据实际情况对上表中打“×”的技术原因进行进一步说明。)



### 环保使用期限

电子信息产品中含有的有毒有害物质或元素在正常使用的条件下不会发生外泄或突变、电子信息产品用户使用该电子信息产品不会对环境造成严重污染或对基人身、财产造成严重损害的期限。

数字「15」为期限15年。

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