



Providing quality and reliability since 1958

MEMRECAM GX-3

High Speed Camera System

1280 x 1024 up to 1500 frames per second (fps)

Max frame rate 198,000fps



Memrecam GX-3 Features

CMOS Sensor

1280 X 1024 - all Active Pixels

High Light Sensitivity

ISO 5000 (colour) ISO 20,000 (mono)

Bit Depth

12/10/8-bit (selectable)

Adjustable Electronic Shutter

down to 1 μ s

Adjustable Frame Rates

in 1fps steps

Adjustable Resolution

Multiple Trigger Modes

Burst, multi-trigger, and image trigger

Sync

High resolution timing and sync

Memory Segmentation

Auto Exposure Control

Automatic Temperature Calibration

Gig-E Interface

Continuous Live Video Output

Stand alone control

no PC required

Memory Backup Battery

Dynamic Range Expansion Shutter

IRIG-B Capture & Sync with Phase Shift

Compact Design

4kg -100W x 100H x 260D(mm)



MEMRECAM GX3

High Speed Camera System

| Frame Rate | Available Resolution (examples) | | Record Time Sec (8 bit) | | |
|------------|---------------------------------|------|-------------------------|--------|--------|
| | FPS | Hor. | Vert. | 2GB | 4GB |
| 100 | 1280 | 1024 | 16.02 | 32.04 | 64.09 |
| 250 | 1280 | 1024 | 6.41 | 12.82 | 25.63 |
| 500 | 1280 | 1024 | 3.20 | 6.41 | 12.82 |
| 1,000 | 1280 | 1024 | 1.60 | 3.20 | 6.41 |
| 1,500 | 1280 | 1024 | 1.07 | 2.14 | 4.27 |
| 2,000 | 1280 | 800 | 1.03 | 2.05 | 4.10 |
| 2,000 | 1024 | 1024 | 1.00 | 2.00 | 4.01 |
| 3,000 | 904 | 768 | 1.01 | 2.02 | 4.03 |
| 4,000 | 800 | 608 | 1.08 | 2.16 | 4.32 |
| 5,000 | 740 | 512 | 1.11 | 2.22 | 4.43 |
| 6,000 | 640 | 480 | 1.14 | 2.28 | 4.56 |
| 7,000 | 512 | 512 | 1.14 | 2.29 | 4.58 |
| 8,000 | 512 | 384 | 1.34 | 2.67 | 5.34 |
| 10,000 | 472 | 352 | 1.26 | 2.53 | 5.06 |
| 15,000 | 360 | 272 | 1.43 | 2.86 | 5.72 |
| 20,000 | 308 | 208 | 1.64 | 3.28 | 6.56 |
| 25,000 | 240 | 208 | 1.68 | 3.37 | 6.73 |
| 30,000 | 200 | 196 | 1.79 | 3.57 | 7.14 |
| 40,000 | 164 | 148 | 2.16 | 4.33 | 8.65 |
| 50,000 | 128 | 128 | 2.56 | 5.13 | 10.25 |
| 60,000 | 96 | 96 | 3.80 | 7.60 | 15.19 |
| 80,000 | 64 | 64 | 6.41 | 12.82 | 25.63 |
| 100,000 | 64 | 32 | 10.25 | 20.51 | 41.02 |
| 198,000 | 4 | 16 | 165.72 | 331.44 | 662.88 |

The above are some common format examples

* Note: Recording Time Depends on Memory Configuration, Resolution, Frame Rate and Image Bit Depth.

Recording Time (seconds) = [(Memory Configuration X 1024 X 1,000,000) / (Bytes/Frame)] / (Frames/Second)
 Bytes/Frame= (Horizontal pixels X Vertical Pixels X Bit Depth/8)



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