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# MEMRECAM GX-1

High Speed Camera System

1280 x 1024 up to 2000 frames per second (fps)

Max frame rate 200,000fps



## Memrecam GX-1 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 1µs

### Adjustable Frame Rates

in 1fps steps

### Ruggedised body

150g, 11ms

### Adjustable Resolution

### Multiple Trigger Modes

Burst, multi-trigger, 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 230D(mm)



# MEMRECAM GX1

## 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
2,000	1280	1024	0.80	1.60	3.20
2,500	1024	1024	0.80	1.60	3.20
2,500	1280	800	0.82	1.64	3.28
2,700	1280	720	0.84	1.69	3.38
3,000	1024	768	0.89	1.78	3.56
4,000	1024	576	0.89	1.78	3.56
4,000	800	800	0.82	1.64	3.28
5,000	800	608	0.86	1.73	3.45
5,000	704	704	0.85	1.69	3.39
6,000	640	480	1.14	2.28	4.56
8,000	512	512	1.00	2.00	4.01
10,000	512	384	1.07	2.14	4.27
15,000	384	288	1.27	2.53	5.06
20,000	304	304	1.14	2.27	4.54
30,000	224	224	1.40	2.79	5.58
40,000	192	180	1.52	3.04	6.08
50,000	176	124	1.92	3.85	7.70
60,000	144	116	2.10	4.19	8.38
80,000	112	80	2.93	5.86	11.72
100,000	80	76	3.45	6.91	13.82
150,000	32	64	6.84	13.67	27.34
200,000	8	64	20.51	41.02	82.03

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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