

DUM-F1S0-3.6(JP)

USB2.0 MINIATURE CAMERA

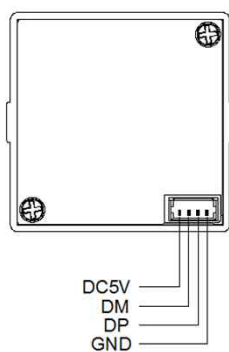
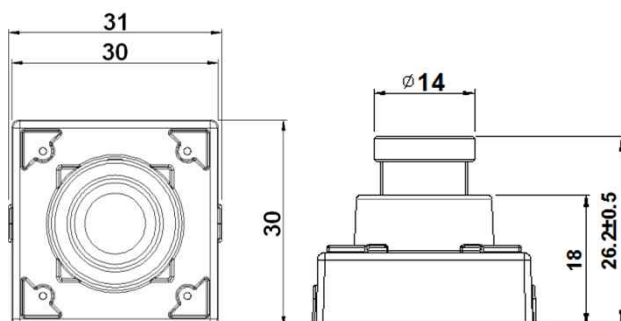


Main Features

- 1/2.8" 2.9μm Pixel Progressive Sony Starvis CMOS Sensor
- 2 Mega Pixels – Maximum 1080p (1920x1080)
- Fixed Board Lens (f=3.6mm)
- USB2.0 Compliant
- Best for ATM, Kiosk, POS, Face Recognition, Gaming Applications
- Box Miniature Housing(30x30 type)
- Providing 3M long USB cable & U type swivel bracket



Dimension



Specifications

| Model | DUM-F1S0-3.6(JP) |
|--------------------|--|
| Signal System | MJPEG Encoded |
| Pickup Device | 1/2.8"(D-6.46mm) 2.12M Sony CMOS Sensor |
| Scanning System | Progressive Scan (16:9) |
| Sync. System | Internal |
| Total Pixels | 2.16MP [1,945(H)x1,109(V)] |
| Effective Pixels | 2.12MP [1,937(H)x1,097(V)] |
| Min. Illumination | 0.1Lux |
| H-Resolution | More than 1,000TV Lines(H) |
| Video Out | MJPEG: 1080p(1920x1080) |
| Capturing Speed | Max. 25/30fps in MJPEG (50/60Hz) |
| Lens | Fixed f=3.6mm board type, F2.5 |
| Lens (Mount) | Board Mount(M12) |
| Angle of View | 107.5°(D), 90.5°(H), 51.5°(V) |
| OSD | N/A |
| Exposure | Auto |
| White Balance | Auto |
| Day & Night Mode | Color (Factory Default) |
| Gain Control | Auto |
| Electronic Shutter | Auto |
| Mirror | Off (Factory Default) |
| Snap-shot | N/A |
| Supported O/S | UVC Compatible O/S - Windows, Linux, Mac, Android etc |
| No. of Camera ID | Up to 2 per PC |
| Power Source | DC5V via USB |
| Power Consumption | Less than 0.9 Watts (180mA@DC5V) |
| Operating Temp. | -10℃ ~ 55℃ (Humidity :0%RH ~ 90%RH) |
| Size (mm) | 30 x 30 |
| Weight | 200 g (gift-box packing, Including 3M USB Cable) |

Option

- Lens
f=1.1(fish-eye), 1.7, 2.1, 2.5, 2.8, 4, 6, 8, 12, 16, 25mm
- Cable: 70cm

Camera Mounting Instruction



- There are three(3) of each Ø3xL8 screw and M2xS/PW4 screw together with a swivel bracket in the accessory package.
- Please use two(2) of the screws as shown above. We are providing one of each extra screw in the package.
- If you do not use M2xS/PW4 screws provided, it can **damage** the camera board inside housing. Such the damage will be your responsibility.