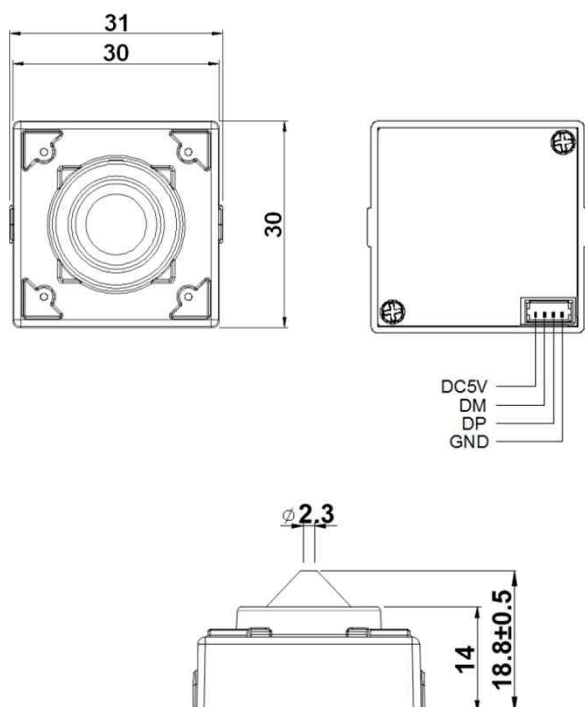


DUM-P1S30-3.7

USB2.0 MINIATURE CAMERA



Dimension



Option

- Lens
f=2.5mm, 4.3mm
- Cable: 70cm, 1M, 3M

Main Features

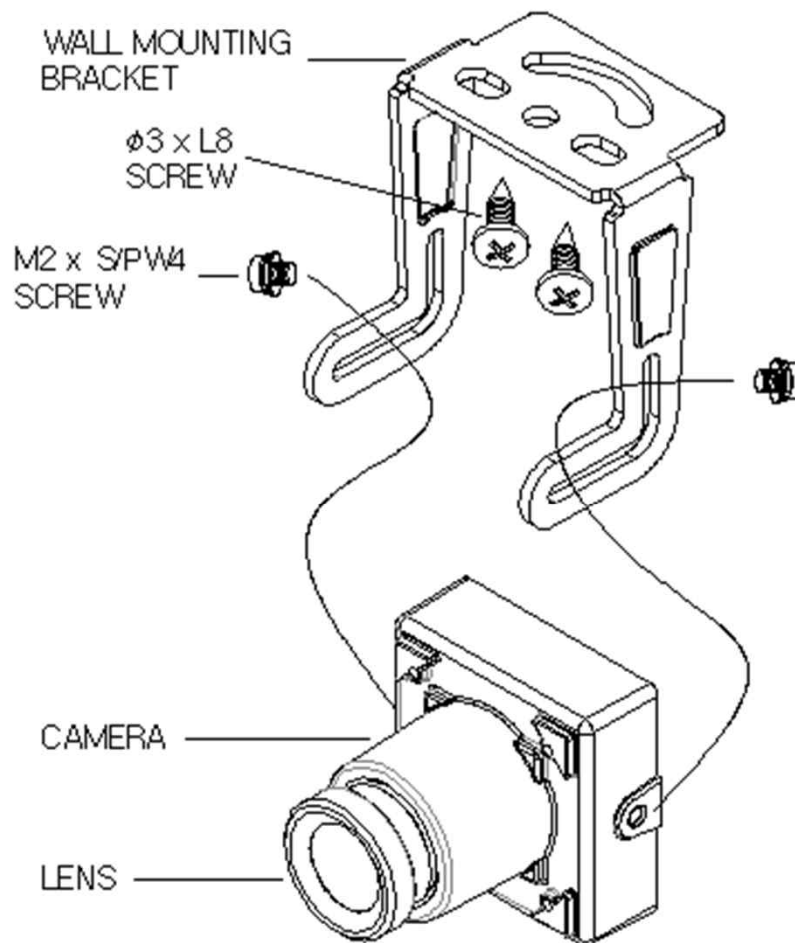
- 1/2.8" 2.9μm Pixel Progressive Sony Starvis CMOS Sensor
 - 2 Mega Pixels – Maximum 1080p (1920x1080)
 - Fixed Board Lens
 - USB2.0 Compliant
 - Best for ATM, Kiosk, POS, Face Recognition, Gaming Applications
 - Box Miniature Housing(30x30 type) with U type swivel bracket
 - Cable Options: 70cm, 1M, 3M
- DUM-P1S30 A(0.7, 1.0, 3.0): USB-A type connector
DUM-P1S30 C(0.7, 1.0, 3.0): USB-C type connector



Specifications

Model	DUM-P1S30-3.7
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: 1920x1080, 1280x720, 640x480, 320x240
Capturing Speed	Max. 50/60 (50/60Hz), 25/30 (50/60Hz)
Lens	Pinhole f=3.7mm Super-cone type, F2.5
Lens (Mount)	Board Mount(M12)
Angle of View	96°(D), 81.5°(H), 40°(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 1.1 Watts (220mA@DC5V)
Operating Temp.	-10℃ ~ 55℃ (Humidity :0%RH ~ 90%RH)
Size (mm)	30 x 30
Weight	122 g (gift-box packing, including 70cm USB cable) 132 g (gift-box packing, including 1M USB Cable) 193 g (gift-box packing, Including 3M USB Cable)

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.