

# DUM-F1B0-2.1(JP)

## USB2.0 MINIATURE CAMERA

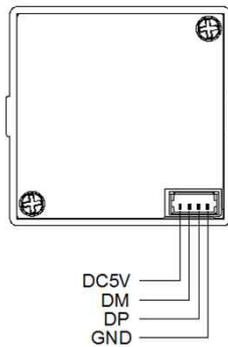
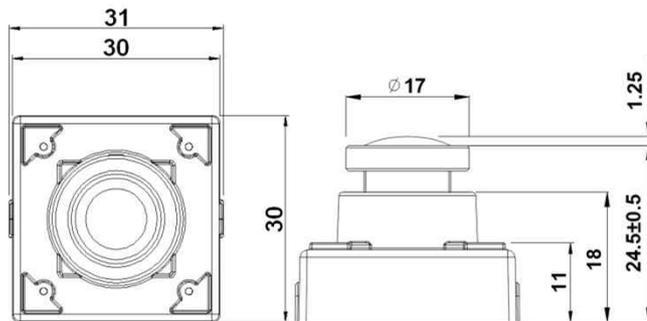


### Main Features

- 1/3" 0.35M Progressive WDR CMOS Image sensor
  - 350K Pixels (VGA)
  - 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-F1B0 A(0.7, 1.0, 3.0): USB-A type connector  
 DUM-F1B0 C(0.7, 1.0, 3.0): USB-C type connector



### Dimension



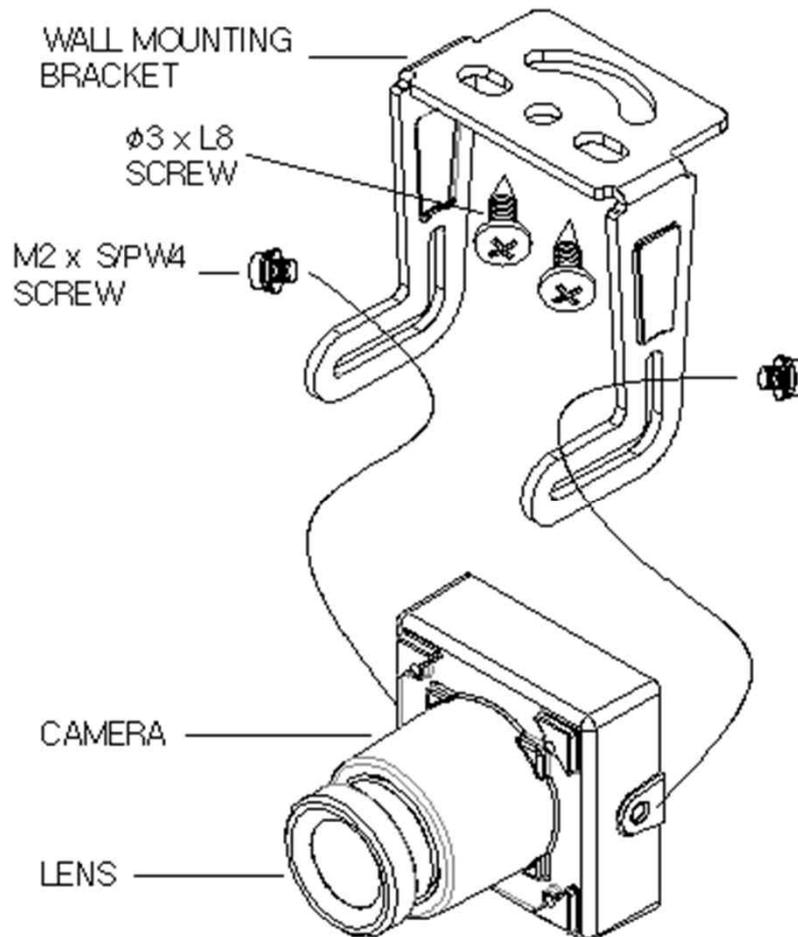
### Specifications

Model	DUM-F1B0-2.1(JP) / DUM-F1B0-2.1S(JP)
Signal Format	YUV422
Pick-Up Device	1/3"(D-5.88mm) 0.35M WDR CMOS Sensor
Scanning System	Progressive Scan (4:3)
Sync. System	Internal
Total Pixels	0.40M [776(H)x516(V)]
Active Pixels	0.35M [720(H)x480(V)]
Min. Illumination	0.4Lux (F2.5 – 30IRE)
Video Resolution	VGA (640x480)
Capturing Speed	Max. 25/30fps @ 640x480 in YUV (50/60Hz)
Lens	Fixed f=2.1mm board type, F2.0
Lens (Mount)	Board type (M12)
Angle of View	138.5°(D), 105.5°(H), 90°(V)
OSD	N/A
Exposure	Auto
White Balance	Auto
WDR	Yes
Day & Night Mode	Color
AGC	Auto
Electronic Shutter	Auto
Snap-shot	No / Yes
Supported O/S	<b>UVC Compatible O/S</b> - Windows (CE/XP/Vista/Win7/Win8) - Linux(2.6.26 or later), Mac, Android etc
No. of Camera ID	Up to 2 per PC
Power Source	DC 5V via USB
Power Consumption	Less than 0.5 Watts (90mA@DC5V)
Operating Temp.	-10°C ~ 55°C (Humidity :0%RH ~ 90%RH)
Size (mm)	<b>30 x 30</b>
Weight	187 g (gift-box packing, Including 3M USB Cable)

### Option

- Lens  
f=1.1(fish-eye), 1.7, 2.5, 2.8, 3.3, 3.6, 4, 6, 8, 12, 16, 25mm
- Connector Type: USB-A, USB-C
- Cable: 70cm, 1M, 3M
- Tripod on Rear Plate: DUM-F1B0-2.1

# 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.