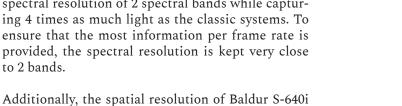
HySpex Baldur S-640i N

Designed to be fast, flexible, robust and repeatable, HySpex offers the Baldur line of industrial cameras.

Baldur S-640i N covers the spectral range from 970-1670nm.

All Baldur cameras are Nyquist cameras giving a spectral resolution of 2 spectral bands while capturing 4 times as much light as the classic systems. To ensure that the most information per frame rate is provided, the spectral resolution is kept very close





N is better than 1.5 pixels, yielding a very sharp camera.

| On-scene scan speed for various foreoptics options | | | | | |
|--|---|-----------------|------------|-------------|--------------|
| Foreoptics type | Working distance [mm] from camera to object | Field of view | Pixel size | Max. speed* | Max. speed** |
| Microscope | 27,4 | 6.9°/20.9 mm | 0.033 mm | 0.02 m/s | 0.04 m/s |
| 30 cm | 204,8 | 18.5°/103,7 mm | 0.162 mm | 0.09 m/s | 0.18 m/s |
| 1.0 m | 888,3 | 17.4°/309.4 mm | 0.483 mm | 0.27 m/s | 0.54 m/s |
| 44 cm / 40° | 428,3 | 39.9°/325.3 mm | 0.551 mm | 0.31 m/s | 0.62 m/s |
| 1.0 m / 40° | 989,8 | 41.9°/801 mm | 1.252 mm | 0.70 m/s | 1.40 m/s |
| 1.9 m / 40° | 1844,3 | 41.9°/1453.3 mm | 2.271 mm | 1.27 m/s | 2.54 m/s |

^{*}With 208 bands and square pixels. **With 72 bands and square pixels.

| MAIN SPECIFICATIONS | | | |
|--------------------------|---|--|--|
| Spectral range | 970-1670 nm | | |
| Spectral bands | 208 | | |
| Max. speed* | 560 fps | | |
| Spectral sampling | 3.41 nm | | |
| F-number | f/2 | | |
| Spectral FWHM | < 2 bands | | |
| Spatial FWHM | < 1.5 pixels | | |
| Spatial pixels | 640 | | |
| FOV | 16.7° / 32.2° | | |
| Bit resolution | 12 bit | | |
| Noise floor | HG:8.5e [®] /MG:32e ⁻ /LG:270e ⁻ | | |
| Peak SNR | HG:>150/MG:>275/LG:>800 | | |
| Dynamic range | HG:2650/MG:2360/LG:2360 | | |
| ROI* | Pairs of bands can be selected/deselected individually | | |
| External trigger options | LVDS, 3.3V / 5V TTL | | |
| Dimensions (I-w-h) | 364 - 105 - 153 mm | | |

^{*}Reducing the number of spectral channels with ROI will proportionally increase the maximum frame rate