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# MEMRECAM GX-3

High Speed Camera System

1280 x 1024 up to 1500 frames per second (fps)

Max frame rate 198,000fps



## Memrecam GX-3 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 1 $\mu$ s

### Adjustable Frame Rates

in 1fps steps

### Adjustable Resolution

### Multiple Trigger Modes

Burst, multi-trigger, and 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 260D(mm)



# MEMRECAM GX3

## 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
1,500	1280	1024	1.07	2.14	4.27
2,000	1280	800	1.03	2.05	4.10
2,000	1024	1024	1.00	2.00	4.01
3,000	904	768	1.01	2.02	4.03
4,000	800	608	1.08	2.16	4.32
5,000	740	512	1.11	2.22	4.43
6,000	640	480	1.14	2.28	4.56
7,000	512	512	1.14	2.29	4.58
8,000	512	384	1.34	2.67	5.34
10,000	472	352	1.26	2.53	5.06
15,000	360	272	1.43	2.86	5.72
20,000	308	208	1.64	3.28	6.56
25,000	240	208	1.68	3.37	6.73
30,000	200	196	1.79	3.57	7.14
40,000	164	148	2.16	4.33	8.65
50,000	128	128	2.56	5.13	10.25
60,000	96	96	3.80	7.60	15.19
80,000	64	64	6.41	12.82	25.63
100,000	64	32	10.25	20.51	41.02
198,000	4	16	165.72	331.44	662.88

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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