

Product Lines	ace 2 Basic		ace 2 Pro	
Interfaces	USB [®] VISION		USB [®] VISION	
	GiGE [®] VISION		GiGE [®] VISION	
	mono	color	mono	color
Physical Interface and I/O Control				
Configurable Input/Output Lines				
Inputs	1		1	
Outputs	1		1	
General Purpose I/O	2		2	
Minimum Output Pulse Width	•		•	
Line Source Signals				
Acquisition Trigger Wait / Frame Burst Trigger Wait	•		•	
Exposure Active	•		•	
Frame Trigger Wait	•		•	
Input Filter	•		•	
Timer Active	•		•	
User Output	•		•	
Image Acquisition Control				
Acquisition Abort	•		•	
Acquisition Single Frame	•		•	
Acquisition Start	•		•	
Acquisition Status	•		•	
Acquisition Stop	•		•	
Frame Burst Start Trigger	•		•	
Frame Start Trigger	•		•	
Trigger Delay	•		•	
Triggered by Hardware	•		•	
Triggered by Software	•		•	
Standard Features				
12Bit Lookup Table (LUT)	•		•	
Auto Function Profile	•		•	
Binning Horizontal	•		•	
Binning Vertical	•		•	
Black Level	•		•	
Digital Shift	•		•	
Exposure Auto	•		•	
Exposure Mode: Timed (Control via API)	•		•	
Exposure Mode: Trigger Width (Control via external trigger)	•		•	
Exposure Time	•		•	
Gain	•		•	
Gain Auto	•		•	
Gamma Correction	•		•	
Lookup Table (LUT)	•		•	
Region of Interest (ROI)	•		•	
Reverse X (Horizontal Mirroring)	•		•	
Reverse Y (Vertical Mirroring)	•		•	
Stacked ROI	•		•	
Test Images	•		•	
Ultra Short Exposure Time	•		•	
GigE Vision 2.0				
12Bit Lookup Table (LUT)	○		○	
Auto Function Profile	○		○	
Binning Horizontal	○		○	

For latest availability information, please refer to our website: baslerweb.com/ace2

○ Not all models support this feature

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Beyond Features				
Compression Beyond			•	
Pixel Beyond			•	
Miscellaneous				
Device Information Parameters		•		•
Device Temperature		•		•
User Defined Values		•		•
User Sets (Configuration Sets)		•		•
Color Creation and Enhancement				
Auto Function Profile: Anti-Flicker		•		•
Backlight Compensation		•		•
Balance White (Manual White Balance)		•		•
Balance White Auto (Automatic White Balance)		•		•
Color Adjustment (6 axis Hue/Saturation)		•		•
Color Transformation (RGB to RGB)		•		•
Light Source Presets		•		•
sRGB Gamma Correction		•		•
PGI			•	
Chunks				
CRC Checksum		•		•
Counter Value		•		•
Exposure Time		•		•
Frame Counter		•		•
Gain		•		•
Line Status All		•		•
Timestamp		•		•
Trigger Input Counter		•		•
Event Reporting				
Critical Temperature		•		•
Exposure End		•		•
Frame Burst Start		•		•
Frame Burst Start Overtrigger		•		•
Frame Burst Start Wait		•		•
Frame Start		•		•
Frame Start Overtrigger		•		•
Frame Start Wait		•		•
Over Temperature		•		•
Pixel Formats				
Mono 8		•		•
Mono 10		•		•
Mono 10p (Mono 10 Packed)		•		•
Mono 12		•		•
Mono 12 Packed (Mono 12 Packed)		•		•
YCbCr422_8 (YUV422_8)		•		•
Bayer 8		•		•
Bayer 10		•		•
Bayer 10p (Bayer 10 Packed)		•		•
Bayer 12		•		•
Bayer 12p (Bayer 12 Packed)		•		•
RGB 8		•		•

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