PC-EyebotTM Performance Qualification Specifications

The PC-Eyebot utilizes a massive feature-based process that processes up to 12 million features per second in order to perform high-quality inspections. Each feature may contain 100's of pixels of information.

| Detection Modes of Operation: | | | | | | |
|-------------------------------|---|--|---|--|--|--|
| Execution Mode: | Training operation: | Execution operation: | Minimum of pixels needed for detection: | | | |
| Absence/Presence Mode | Train on object/features to be detected, Forget on scenes where objects/features are absent | Detects presence and reports a score from 0 to 100 | 7x7 pixels minimum for object/feature to be detected. | | | |
| Inspection Mode | Train on range of acceptable product | Detects defects and reports a score from 0 to 100 | 9x9 pixels for defect to be detected. | | | |

As an example, a 9x9 defect to be detected would need to be at least 9/1024 or roughly 1% of the field of view for XGA images. Similarly, an object/feature that needs to be detected must be roughly .75% of the field of view.

| Camera image resolution capabilities available: | | | | | | | | |
|---|---------|------------|-----------------|------------------|--------------------------------|---------------------------------|---|---------------------------------------|
| Standard: | Mode: | Connector: | Vert Pixels: | Horiz Pixels: | Total # Pixels in Image: | Max Frame Rate of Camera: | Normal Non- Triggered Frame Rate: | Normal Triggered Frame Rate: |
| 1/4 VGA | Digital | 1394 | 240 | 320 | 76,800 | 60 | 60 | 24 |
| NTSC | Analog | BNC | 480 | 720 | 345,600 | 30 | 30 | No Trigger |
| VGA | Digital | 1394 | 480 | 640 | 307,200 | 60 | 30 | 18 |
| XGA | Digital | 1394 | 768 | 1024 | 786,432 | 15 | 15 | 10 |
| SXGA | Digital | 1394 | 1024 | 1200 | 1,228,800 | 7.5 | 7.5 | 7.5 |
| UXGA | Digital | 1394 | 1200 | 1600 | 1,920,000 | 3.75 | 3.75 | 3.75 |

| General Capabilities: | | | | |
|--|---|--|--|--|
| Description: | Clarification: | | | |
| Simultaneous inspection Areas running at once. | Up to 64 allowed to be defined using Small memory. Up to 8 allowed using Medium memory. 2 allowed using Large memory. | | | |
| Simultaneous cameras running at | | | | |
| once. | Right now, one camera per PC-Eyebot | | | |
| | Each Area may be separately defined, each with its own separate training | | | |
| Area capabilities | memory and parameter settings. | | | |
| Types of inspection: | Grayscale, Spectrum, Color, Coloration, and Texture | | | |
| | | | | |
| Feature sizes in pixels - tuned | | | | |
| for certain types of inspection: | 3x3, 5x5, 13x5, 9x9, 21x21, 27x27, 61x61, 69x25, 87x7, and more. | | | |

Sightech offers customized Product Inspection Validation Services where we perform laboratory tests on actual product and certify our equipment to operate at this specified level.

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