Pixelink Type-A to Micro-B, USB 3.0 Locking Cable, 3m

Certified USB3.0, Standard-A to Micro-B Cable

Stock **#89-404**   **2 In Stock**

⊖ 1 ⊕   £60⁰⁰

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Volume Pricing	
Qty 1+	**£60.00** each
Need More?	**Request Quote**

🛈 Prices shown are exclusive of VAT/local taxes

Product Downloads

General

Type:	
Camera Accessory	

Hardware & Interface Connectivity

Length of Cable (m):	
3	
Connector:	
USB 3.0, Standard-A to Micro-B	

Regulatory Compliance

RoHS 2015:
Compliant

Reach 224:
Compliant

Certificate of Conformance:
View

Product Details

- Seamless Integration of Liquid Lenses
- One-Push Autofocus, High Speed Focus Movement
- Easy to Use USB 3.0 Interface

Pixelink® USB 3.0 Autofocus Liquid Lens Cameras provide the ability to seamlessly integrate and control liquid lenses. By enabling the liquid lens to be directly connected to the camera, it allows for the camera to drive and control the liquid lens without the need of a separate driver to achieve fast, continuous focus control. This simple autofocus system makes these cameras ideal for high speed applications such as bar code reading, inspection, and biomedical applications. Pixelink® USB 3.0 Autofocus Liquid Lens Cameras are compatible with our TECHSPEC® Liquid Lens Cx Series Fixed Focal Length Lenses, which combine high resolution image performance with built-in liquid lens integration.

To get started, choose a camera and find the appropriate Cx Lens Liquid Lens options listed under the Accessories section. These lenses are available in 12mm, 16mm, 25mm, 35mm, and 50mm focal lengths and are ready to mount to the Pixelink® USB 3.0 Autofocus Liquid Lens Cameras.

Note: Imaging lens with liquid lens sold separately. Choose one from Liquid Lens Cx Series Fixed Focal Length Lenses.

Pixelink Capture is a free, user-friendly application included with all Pixelink cameras, offering real-time image and video capture through an intuitive graphical interface. In contrast, the Pixelink SDK is a comprehensive development toolkit for Windows and Linux that enables developers to build custom applications with full camera control via C/C++, .NET, or Python. The SDK is available as a trial download, allowing users to evaluate its capabilities before purchasing a license. Links to software downloads (SDK and Capture) are available on the product pages.

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