



The Deep Space Systems WRA50X cameras are derived from a terrestrial machine vision camera.

Size, Weight and Power:

- Size: 3.2 x 2.7 x 3.1 in. (W x D x H)
- Weight \leq 0.67 lbs.
- 5 VDC, Power: 8.8 W Peak Heater Mode, 5 W Avg Camera Streaming (No LED), 3.5 W Avg Camera Idle (No LED), 1 W LED

Performance:

- 5.3 Megapixel (2592 x 2048) CMOS Image Sensor
- 75 fps at Full Resolution with 8 bit pixel format
- In Flight Commandable Controls
- USB 3.0 Interface

The capabilities added by Deep Space Systems' installation of a Heater-Illumination-Power (HIP) board include:

- Built In Closed Loop Heater Control (enabled upon command)
- Over-temperature shutdown protection
- 60 Lumens LED Illuminator with beam focusing lens
- Power supply diodes for over-voltage and electro-static discharge (ESD) protection

Environmental Qualification

- Qualified operational baseplate temperature range in vacuum: -69°F to 187°F (-56°C to 86.1°C)
- Radiation Tolerant (proton and heavy ion radiation tested)
- Random Vibration: 17.26 G_{rms} Qual for 735 seconds
- Shock: 2937 Gs, Qual Peak Gs
- Aluminum-to-aluminum and connector body to aluminum bonding < 2.5 milliohms

Lenses

- Lenses are ruggedized and space qualified (other custom optics are available upon request)
 - AZURE Photonics AZURE-06520ML5M (6.5mm, F2.0 - 22, FOV = 88.7 x 72.9°)

Other Specifications

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| <ul style="list-style-type: none">• Pixel Size: 4.8 x 4.8 microns• Optical Format: 1 in• Peak Quantum Efficiency (QE): 53% at 550 nm• Fixed-Pattern Noise (FPN) < 1% of signal• Photo Response Non-Uniformity (PRNU) < 2% of signal• Dynamic Range: 53 dB• Bit depth: 8- or 10-bit• Responsivity at 550 nm: 24 LSB10 /nJ/cm², 4.6 V/lux.s | <ul style="list-style-type: none">• Pipelined and Triggered Global Shutter• Flexible Region of Interest• Linux API available• High Dynamic Range (HDR)• Auto & Manual Exposure• Auto & Manual White Balance• Monochrome or Color | <ul style="list-style-type: none">• Manual control of:<ul style="list-style-type: none">- Color Temperature- Gain- Gamma- Saturation- Binning and Decimation- Image Flip and Rotate |
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