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## Pixelink M12 X-coded male to RJ45 male Cat6a cable 10m



Cable lengths and connectors may vary by stock number. Shown here is #23-893

Stock **#23-894** **2 In Stock**

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1

+

A\$388<sup>00</sup>

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| Qty 1+         | A\$388.80 each                |
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Product Downloads

General

|               |  |
|---------------|--|
| Type:         |  |
| GigE Cable    |  |
| Model Number: |  |
| PL-CC-31      |  |

Hardware & Interface Connectivity

|                      |  |
|----------------------|--|
| Length of Cable (m): |  |
| 10                   |  |

Regulatory Compliance

|                             |            |
|-----------------------------|------------|
| Compliant                   | RoHS 2015: |
|                             | Reach 224: |
| Compliant                   |            |
| Certificate of Conformance: |            |
| View                        |            |

## Product Details

- 10GBASE-T (10GigE) Ethernet Interface, 10X Faster than GigE
- 7.0 to 24.0 Megapixel Sony 4th Gen Pregius S Sensors
- Fully Compatible with Pixelink Capture Software and SDK

Pixelink PL-X 10GigE Cameras, utilizing the latest 10GBASE-T Gigabit Ethernet interface, are capable of providing high quality, reliable image transfers at cable lengths of up to 100m on CAT6A. These global shutter cameras offer up to 24MP Resolution with framerates up to 154FPS via the Sony Pregius 2nd, 3rd and 4th generation sensors. Additionally, these cameras feature Power over Ethernet (PoE), Trigger over Ethernet (ToE) and IEEE1588 clock synchronization (PTP), and are fully compatible with Pixelink Capture Software and SDK. Pixelink PL-X10GigE Cameras are ideal for three-dimensional mapping, analytical research, AR/VR applications, as well as automated inspection and life science imaging.

**Note:** 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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