

BLUETECHNIX  
Embedding Ideas

# TIM-UP-19K- S3-ETH

Software User Manual

Version 1





Bluetechnix

Waidhausenstraße 3/19  
A-1140 Vienna  
AUSTRIA

office@bluetechnix.com  
www.bluetechnix.com

TIM-UP-19K-S3-ETH – Software User Manual

Document No.: 900-308 / A

Publication date: December 5, 2014

Subject to change without notice. Errors excepted.

This document is protected by copyright. All rights reserved. No part of this document may be reproduced or transmitted for any purpose in any form or by any means, electronically or mechanically, without expressly written permission by Bluetechnix.

Windows is a registered trademark of Microsoft.

## Table of Contents

|       |                                       |    |
|-------|---------------------------------------|----|
| 1     | General Information.....              | 6  |
| 1.1   | Symbols Used.....                     | 6  |
| 2     | Overview.....                         | 7  |
| 3     | Interfacing.....                      | 8  |
| 3.1   | Control Interface .....               | 8  |
| 3.1.1 | Register read.....                    | 9  |
| 3.1.2 | Register write.....                   | 10 |
| 3.1.3 | Reset.....                            | 11 |
| 3.1.4 | Flash Update.....                     | 13 |
| 3.1.5 | Keep Alive .....                      | 14 |
| 3.1.6 | Result codes .....                    | 15 |
| 3.2   | 3D Data Interface .....               | 16 |
| 3.3   | Manual frame triggers.....            | 18 |
| 3.4   | External Illumination Interface.....  | 19 |
| 3.5   | GPIOs.....                            | 19 |
| 3.6   | Status LED .....                      | 19 |
| 4     | Camera Features.....                  | 20 |
| 4.1   | Basic Settings .....                  | 20 |
| 4.2   | Image Processing Chain.....           | 20 |
| 4.2.1 | Image filtering .....                 | 21 |
| 4.2.2 | Pixel invalidation .....              | 21 |
| 4.3   | Camera Coordinate System.....         | 21 |
| 4.4   | Camera Data Format.....               | 22 |
| 4.4.1 | Distances and Amplitudes.....         | 22 |
| 4.4.2 | XYZ Point Cloud .....                 | 23 |
| 4.4.3 | XYZ Point Cloud and Amplitude.....    | 24 |
| 4.4.4 | Distances and XYZ Point Cloud .....   | 25 |
| 4.4.5 | X coordinate and Amplitudes .....     | 26 |
| 4.4.6 | Distances .....                       | 26 |
| 4.5   | Modulation Frequency .....            | 26 |
| 4.6   | Frame rate and Integration Time.....  | 26 |
| 4.7   | Automatic Exposure Control (AEC)..... | 27 |
| 4.8   | Manual Frame Trigger.....             | 27 |
| 4.8.1 | Hardware Trigger .....                | 28 |
| 4.8.2 | Software Trigger .....                | 28 |
| 4.8.3 | Trigger Output.....                   | 28 |

|        |                                                |    |
|--------|------------------------------------------------|----|
| 4.9    | Over Temperature Protection .....              | 28 |
| 4.10   | Communication Keep Alive (CKA).....            | 28 |
| 4.11   | GPIOs .....                                    | 28 |
| 4.12   | Save Registers.....                            | 28 |
| 4.13   | Ethernet/IP Settings .....                     | 29 |
| 4.13.1 | MAC Address.....                               | 29 |
| 4.13.2 | IP/ UDP Settings .....                         | 29 |
| 4.14   | Reset to Factory Default.....                  | 29 |
| 4.15   | Bootloader and Firmware Update.....            | 30 |
| 4.15.1 | Boot Sequence .....                            | 30 |
| 4.15.2 | Bootloader Bootstrap Button .....              | 32 |
| 4.15.3 | Bootloader default settings.....               | 32 |
| 5      | Software .....                                 | 33 |
| 5.1    | Demo Application.....                          | 33 |
| 6      | Register Description.....                      | 34 |
| 6.1    | General registers.....                         | 34 |
| 6.2    | More General Registers .....                   | 37 |
| 6.3    | Registers for GPIOs .....                      | 38 |
| 6.4    | Registers for Wiggling correction.....         | 38 |
| 6.5    | Registers for Automatic Exposure Control ..... | 39 |
| 6.6    | Registers for Filter Configuration.....        | 40 |
| 6.7    | Registers for Ethernet configuration.....      | 41 |
| 6.8    | Registers for Temperature Management.....      | 42 |
| 7      | Document Revision History .....                | 45 |
| 8      | Support.....                                   | 46 |
| 8.1    | General Support.....                           | 46 |
| 8.2    | Software Packages .....                        | 46 |
| 8.3    | Related Products .....                         | 46 |
| 9      | Firmware History .....                         | 47 |
| 9.1    | Version Information .....                      | 47 |
| 9.2    | Anomalies.....                                 | 47 |
| 9.3    | Document Revision History .....                | 47 |
| 10     | Index .....                                    | 48 |

© Bluetechnix 2014

All Rights Reserved.

The information herein is given to describe certain components and shall not be considered as a guarantee of characteristics.

Terms of delivery and rights of technical change reserved.

We hereby disclaim any warranties, including but not limited to warranties of non-infringement, regarding circuits, descriptions and charts stated herein.

Bluetechnix makes and you receive no warranties or conditions, express, implied, statutory or in any communication with you. Bluetechnix specifically disclaims any implied warranty of merchantability or fitness for a particular purpose.

Bluetechnix takes no liability for any damages and errors causing of the usage of this board. The user of this board is responsible by himself for the functionality of his application. He is allowed to use the board only if he has the qualification. More information is found in the General Terms and Conditions (AGB).

#### Information

For further information on technology, delivery terms and conditions and prices please contact Bluetechnix (<http://www.bluetechnix.com>).

#### Warning

Due to technical requirements components may contain dangerous substances.

## 1 General Information

This guide applies to the TIM-UP-19K-S3-ETH module from Bluetechnix. Follow this guide chapter by chapter to set up and understand your product. If a section of this document only applies to certain camera parts, this is indicated at the beginning of the respective section.

### 1.1 Symbols Used

This guide makes use of a few symbols and conventions:



#### Warning

Indicates a situation which, if not avoided, could result in minor or moderate injury and/or property damage or damage to the device.



#### Caution

Indicates a situation which, if not avoided, may result in minor damage to the device, in malfunction of the device or in data loss.



#### Note

Notes provide information on special issues related to the device or provide information that will make operation of the device easier.

#### Procedures

**A procedure always starts with a headline**

1. The number indicates the step number of a certain procedure you are expected to follow. Steps are numbered sequentially.

This sign ➤ indicates an expected result of your action.

#### References

↪ This symbol indicates a cross reference to a different chapter of this manual or to an external document.

## 2 Overview

The document describes the necessary steps and settings to work with the TIM-UP-19K-S3-ETH and describes the firmware dependent interfaces.

**This document applies to firmware version 1.0.0.**

For a hardware compatibility list please refer to our support site.

### Software and documentation

 <https://support.bluetechnix.com/index.html>

Preliminary

## 3 Interfacing

The TIM-UP-19K-S3-ETH provides control and data interfaces via Fast Ethernet.

The control interface is used to set and read the configuration of the TIM-UP-19K-S3-ETH via a set of registers. Refer to Chapter 6 for a detailed register description.

The data interface provides a continuous stream of the distance and amplitude values or the XYZ data depending on the configuration.

### 3.1 Control Interface

The TIM-UP-19K-S3-ETH can be configured using the UPD control interface. For the control interface the TIM-UP-19K-S3-ETH is listening to the following factory default IP settings:

- **IP-Address:** 192.168.0.10
- **Subnet mask:** 255.255.255.0
- **Network protocol:** UDP
- **UDP port:** 10003

#### Note



The Ethernet IP settings can be configured using the **Eth0\_** registers. The changes become active on a device reset.

The TIM-UP-19K-S3-ETH can be configured using a dedicated set of command frames. The TIM-UP-19K-S3-ETH answers to each command frame with a dedicated response frame. The following table shows the currently supported command frames:

| Command frame         | Description                                     |
|-----------------------|-------------------------------------------------|
| <b>Register Read</b>  | Used to read one or more consecutive registers  |
| <b>Register Write</b> | Used to write one or more consecutive registers |
| <b>Reset</b>          | Used to reset/reboot the TIM-UP-19K-S3-ETH      |
| <b>Flash Update</b>   | Used to transfer files and updates              |

Table 3-1: Supported command frames

The following section describes each command frame and the expected answer in detail. To be able to communicate with the TIM-UP-19K-S3-ETH, the frame must be composed exactly as described.

The following types are used:

- **Uint8:** 8 bit unsigned integer
- **Uint16:** 16 bit unsigned integer
- **Uint32:** 32 bit unsigned integer

#### Note



Values with '0x' as prefix are hexadecimal values.



### 3.1.1 Register read

#### Command frame

| Addr   | Field                                            | Format       | Value                | Description                                         |
|--------|--------------------------------------------------|--------------|----------------------|-----------------------------------------------------|
| 0x00   | Preamble (high-byte first)                       | UInt16       | 0xa1ec               | Unique identifier, start of header                  |
| 0x02   | ProtocolVersion                                  | UInt8        | 3                    | This document refers to version V3.0                |
| 0x03   | Command                                          | UInt8        | 3                    | Command code for read                               |
| 0x04   | SubCommand                                       | UInt8        | XX                   | Ignored                                             |
| 0x05   | Status                                           | UInt8        | XX                   | Ignored                                             |
| 0x06   | Flags                                            | UInt16       | <flags>              | [Bit 0] 1..Ignore DataCrc32                         |
| 0x08   | Length (high-byte first)                         | UInt32       | <# of bytes to read> | Number of bytes to read (must be a multiple of two) |
| 0x0C   | HeaderData0 (high-byte)<br>HeaderData1 (lowbyte) | UInt16       | <Register Address>   | Start register address for read command             |
| 0x0E   | HeaderData2                                      | UInt8        | XX                   | Ignored                                             |
| 0x0F   | HeaderData3                                      | UInt8        | XX                   | Ignored                                             |
| 0x10   | CallbackIpVersion                                | UInt8        | 4   6                | 4: IPv4, n = 4<br>6: IPv6, n = 16                   |
| 0x11   | CallbackIpAddr (high-byte first)                 | n*UInt8      | <IP address>         | The destination address for the response            |
| 0x11+n | CallbackPort (high-byte first)                   | UInt16       | <IP port>            | The destination port for the response               |
| 0x13+n | Reserved (39-n bytes)                            | (39-n)*UInt8 | XX                   | Ignored                                             |
| 0x3A   | DataCrc32                                        | UInt32       | XX                   | Ignored                                             |
| 0x3E   | HeaderCrc16                                      | UInt16       | <CRC16 sum>          | Checksum over 60 bytes of Header: 0x02 – 0x3D       |
| 0x40   |                                                  |              |                      |                                                     |

Table 3-2: Register read command frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

#### Response frame

| Addr | Field                                            | Format | Value              | Description                                          |
|------|--------------------------------------------------|--------|--------------------|------------------------------------------------------|
| 0x00 | Preamble (high-byte first)                       | UInt16 | 0xa1ec             | Unique identifier, start of header                   |
| 0x02 | ProtocolVersion                                  | UInt8  | 3                  | This document refers to version V3.0                 |
| 0x03 | Command                                          | UInt8  | 3                  | Command code for read                                |
| 0x04 | SubCommand                                       | UInt8  | XX                 | Ignore                                               |
| 0x05 | Status                                           | UInt8  | Refer to table     | Result code                                          |
| 0x06 | Flags                                            | UInt16 | <flags>            | [Bit 0] 1..Ignore DataCrc32                          |
| 0x08 | Length (high-byte first)                         | UInt32 | <# of bytes read>  | The number of bytes read (length of <Data> in bytes) |
| 0x0C | HeaderData0 (high-byte)<br>HeaderData1 (lowbyte) | UInt16 | <Register Address> | Start register address of read data                  |
| 0x0E | HeaderData2                                      | UInt8  | XX                 | Ignored                                              |
| 0x0F | HeaderData3                                      | UInt8  | XX                 | Ignored                                              |

| Addr | Field               | Format  | Value         | Description                                                                    |
|------|---------------------|---------|---------------|--------------------------------------------------------------------------------|
| 0x10 | Reserved (42 bytes) | UInt8[] | XX            | Ignored                                                                        |
| 0x3A | DataCrc32           | UInt32  | <CRC32 sum>   | Checksum over <Data>                                                           |
| 0x3E | HeaderCrc16         | UInt16  | <CRC16 sum>   | Checksum over 60 bytes of Header: 0x02 – 0x3D                                  |
| 0x40 | Data                | byte[]  | <result data> | Result: One or more 16 bit values, each stored as big endian (high-byte first) |

Table 3-3: Register read response frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

Note 2): For the CRC32 calculation the CRC-32 is used (Polynom: 0x04C11DB7, start value: 0xFFFFFFFF). Please ask the Bluetechnix support for an implementation example of the CRC-32.

#### Result codes

Please refer to 3.1.6.

### 3.1.2 Register write

#### Command frame

| Addr | Field               | Type                                               | Value                 | Description                                                                                                                                                    |
|------|---------------------|----------------------------------------------------|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0x00 | Preamble            | UInt16 (high byte first)                           | 0xA1EC                | Unique identifier, start of header                                                                                                                             |
| 0x02 | ProtocolVersion     | UInt8                                              | 0x03                  | This document refers to version V3.0                                                                                                                           |
| 0x03 | Command             | UInt8                                              | 0x04                  | Command code for write registers                                                                                                                               |
| 0x04 | SubCommand          | UInt8                                              |                       | Ignored                                                                                                                                                        |
| 0x05 | Status              | UInt8                                              |                       | Ignored                                                                                                                                                        |
| 0x06 | Flags               | UInt16                                             | Refer to table        | Optional flags                                                                                                                                                 |
| 0x08 | Length              | UInt32 (high byte first)                           | <# of bytes to write> | The number of bytes to write. Must be a multiple of two and match length of <Data> in bytes. The length divided by two represents the # of registers to write. |
| 0x0C | RegisterAddress     | UInt16 (high byte first)                           | <Register Address>    | Start register address for write command                                                                                                                       |
| 0x0E | HeaderData2         | UInt8                                              |                       | Ignored                                                                                                                                                        |
| 0x0F | HeaderData3         | UInt8                                              |                       | Ignored                                                                                                                                                        |
| 0x10 | Reserved (42 bytes) | UInt8[]                                            |                       | Ignored                                                                                                                                                        |
| 0x3A | DataCrc32           | UInt32 (high byte first)                           | <CRC32 checksum>      | Checksum over <Data> <sup>2)</sup>                                                                                                                             |
| 0x3E | HeaderCrc16         | UInt16 (high byte first)                           | <CRC16 checksum>      | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup>                                                                                                    |
| 0x40 | Data                | UInt16[] (high byte first for each register value) | <data to write>       | One or more 16 bit values in a stream that should be written                                                                                                   |

Table 3-4: Register write command frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

Note 2): For the CRC32 calculation the CRC-32 is used (Polynom: 0x04C11DB7, start value: 0xFFFFFFFF). Please ask the Bluetechnix support for an implementation example of the CRC-32.

#### Response frame

| Addr | Field               | Type                     | Value              | Description                                                 |
|------|---------------------|--------------------------|--------------------|-------------------------------------------------------------|
| 0x00 | Preamble            | Uint16 (high byte first) | 0xA1EC             | Unique identifier, start of header                          |
| 0x02 | ProtocolVersion     | Uint8                    | 0x03               | This document refers to version V3.0                        |
| 0x03 | Command             | Uint8                    | 0x04               | Command code for write registers                            |
| 0x04 | SubCommand          | Uint8                    |                    | Ignored                                                     |
| 0x05 | Status              | Uint8                    | Refer to table     | Result code                                                 |
| 0x06 | Flags               | Uint16                   | Refer to table     | Optional flags                                              |
| 0x08 | Length              | Uint32 (high byte first) | 0                  | No <Data> present                                           |
| 0x0C | RegisterAddress     | Uint8 (high byte first)  | <Register Address> | Same as in sent command                                     |
| 0x0E | HeaderData2         | Uint8                    |                    | Ignored                                                     |
| 0x0F | HeaderData3         | Uint8                    |                    | Ignored                                                     |
| 0x10 | Reserved (42 bytes) | Uint8[]                  |                    | Ignored                                                     |
| 0x3A | DataCrc32           | Uint32 (high byte first) | 0x0                | No data present after header.                               |
| 0x3E | HeaderCrc16         | Uint16 (high byte first) | <CRC16 checksum>   | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup> |

Table 3-5: Register write response frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

#### Flags

| Flags | Description         |
|-------|---------------------|
| Bit 0 | 1: Ignore DataCrc32 |

Table 3-6: Register write flag description

#### Result codes

Please refer to 3.1.6.

### 3.1.3 Reset

#### Command frame

| Addr | Field           | Type                     | Value  | Description                          |
|------|-----------------|--------------------------|--------|--------------------------------------|
| 0x00 | Preamble        | Uint16 (high byte first) | 0xA1EC | Unique identifier, start of header   |
| 0x02 | ProtocolVersion | Uint8                    | 0x03   | This document refers to version V3.0 |
| 0x03 | Command         | Uint8                    | 0x07   | Command code for reset               |
| 0x04 | SubCommand      | Uint8                    |        | Ignored                              |

| Addr | Field               | Type                     | Value            | Description                                                 |
|------|---------------------|--------------------------|------------------|-------------------------------------------------------------|
| 0x05 | Status              | UInt8                    |                  | Ignored                                                     |
| 0x06 | Flags               | UInt16                   | Refer to table   | Optional flags                                              |
| 0x08 | Length              | UInt32 (high byte first) | 0x0              | No <Data> present                                           |
| 0x0C | HeaderData0         | UInt8                    |                  | Ignored                                                     |
| 0x0D | HeaderData1         | UInt8                    |                  | Ignored                                                     |
| 0x0E | HeaderData2         | UInt8                    |                  | Ignored                                                     |
| 0x0F | HeaderData3         | UInt8                    |                  | Ignored                                                     |
| 0x10 | Reserved (42 bytes) | UInt8[]                  |                  | Ignored                                                     |
| 0x3A | DataCrc32           | UInt32 (high byte first) | 0x0              | No data present after header.                               |
| 0x3E | HeaderCrc16         | UInt16 (high byte first) | <CRC16 checksum> | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup> |

Table 3-7: Reset command frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

#### Response frame

| Addr | Field               | Type                     | Value            | Description                                                 |
|------|---------------------|--------------------------|------------------|-------------------------------------------------------------|
| 0x00 | Preamble            | UInt16 (high byte first) | 0xA1EC           | Unique identifier, start of header                          |
| 0x02 | ProtocolVersion     | UInt8                    | 0x03             | This document refers to version V3.0                        |
| 0x03 | Command             | UInt8                    | 0x07             | Command code for reset                                      |
| 0x04 | SubCommand          | UInt8                    |                  | Ignored                                                     |
| 0x05 | Status              | UInt8                    | Refer to table   | Result code                                                 |
| 0x06 | Flags               | UInt16                   | Refer to table   | Optional flags                                              |
| 0x08 | Length              | UInt32 (high byte first) | 0x0              | No <Data> present                                           |
| 0x0C | HeaderData0         | UInt8                    |                  | Ignored                                                     |
| 0x0D | HeaderData1         | UInt8                    |                  | Ignored                                                     |
| 0x0E | HeaderData2         | UInt8                    |                  | Ignored                                                     |
| 0x0F | HeaderData3         | UInt8                    |                  | Ignored                                                     |
| 0x10 | Reserved (42 bytes) | UInt8[]                  |                  | Ignored                                                     |
| 0x3A | DataCrc32           | UInt32 (high byte first) | 0x0              | No data present after header.                               |
| 0x3E | HeaderCrc16         | UInt16 (high byte first) | <CRC16 checksum> | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup> |

Table 3-8: Reset response frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

#### Flags

| Flags | Description                                 |
|-------|---------------------------------------------|
|       | Currently no flags defined for this command |

Table 3-9: Reset flag description

#### Result codes

Please refer to 3.1.6.

### 3.1.4 Flash Update

#### Command frame

| Addr | Field               | Type                     | Value                 | Description                                                 |
|------|---------------------|--------------------------|-----------------------|-------------------------------------------------------------|
| 0x00 | Preamble            | UInt16 (high byte first) | 0xA1EC                | Unique identifier, start of header                          |
| 0x02 | ProtocolVersion     | UInt8                    | 0x03                  | This document refers to protocol version V3.0               |
| 0x03 | Command             | UInt8                    | 0x0B or 0x0C          | 0x0B: Flash boot loader<br>0x0C: Flash Application          |
| 0x04 | SubCommand          | UInt8                    | Refer to table        | Indicates which flash to write to                           |
| 0x05 | Status              | UInt8                    |                       | Ignored                                                     |
| 0x06 | Flags               | UInt16                   | Refer to table        | Optional flags <sup>3)</sup>                                |
| 0x08 | Length              | UInt32 (high byte first) | <# of bytes to write> | The size of the binary file to flash                        |
| 0x0C | FlashAddress        | UInt32 (high byte first) | <Flash Address>       | Ignored                                                     |
| 0x10 | Reserved (42 bytes) | UInt8[]                  |                       | Ignored                                                     |
| 0x3A | DataCrc32           | UInt32 (high byte first) | <CRC32 checksum>      | Checksum over <Data> <sup>2)</sup>                          |
| 0x3E | HeaderCrc16         | UInt16 (high byte first) | <CRC16 checksum>      | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup> |
| 0x40 | Data                | UInt8[]                  | <binary loader file>  | The file to flash as a binary byte stream                   |

Table 3-10: Flash update command frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

Note 2): For the CRC32 calculation the CRC-32 is used (Polynom: 0x04C11DB7, start value: 0xFFFFFFFF). Please ask the Bluetechnix support for an implementation example of the CRC-32.

Note 3): The DataCrc32 is mandatory, the appropriate flag must be set to 0.

#### Response frame

| Addr | Field           | Type                     | Value          | Description                                        |
|------|-----------------|--------------------------|----------------|----------------------------------------------------|
| 0x00 | Preamble        | UInt16 (high byte first) | 0xA1EC         | Unique identifier, start of header                 |
| 0x02 | ProtocolVersion | UInt8                    | 0x03           | This document refers to protocol version V3.0      |
| 0x03 | Command         | UInt8                    | 0x0B or 0x0C   | 0x0B: Flash boot loader<br>0x0C: Flash Application |
| 0x04 | SubCommand      | UInt8                    | Refer to table | Indicates which flash to write to                  |
| 0x05 | Status          | UInt8                    | Refer to table | Result code                                        |
| 0x06 | Flags           | UInt16                   | Refer to table | Optional flags                                     |
| 0x08 | Length          | UInt32 (high byte first) | 0x0            | No <Data> present                                  |
| 0x0C | HeaderData0     | UInt8                    |                | Ignored                                            |
| 0x0D | HeaderData1     | UInt8                    |                | Ignored                                            |
| 0x0E | HeaderData2     | UInt8                    |                | Ignored                                            |
| 0x0F | HeaderData3     | UInt8                    |                | Ignored                                            |

| Addr        | Field               | Type                     | Value            | Description                                                 |
|-------------|---------------------|--------------------------|------------------|-------------------------------------------------------------|
| <b>0x10</b> | Reserved (42 bytes) | UInt8[]                  |                  | Ignored                                                     |
| <b>0x3A</b> | DataCrc32           | UInt32 (high byte first) | 0x0              | No data present after header.                               |
| <b>0x3E</b> | HeaderCrc16         | UInt16 (high byte first) | <CRC16 checksum> | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup> |

Table 3-11: Flash update response frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

#### Subcommand

| SubCommand     | Description                            |
|----------------|----------------------------------------|
| <b>Ignored</b> | For boot loader and application update |

Table 3-12: Flash update subcommand description

#### Flags

| Flags        | Description         |
|--------------|---------------------|
| <b>Bit 0</b> | 1: Ignore DataCrc32 |

Table 3-13: Flash update flag description

#### Result codes

Please refer to 3.1.6.

### 3.1.5 Keep Alive

#### Command frame

| Addr        | Field               | Type                     | Value            | Description                                                 |
|-------------|---------------------|--------------------------|------------------|-------------------------------------------------------------|
| <b>0x00</b> | Preamble            | UInt16 (high byte first) | 0xA1EC           | Unique identifier, start of header                          |
| <b>0x02</b> | ProtocolVersion     | UInt8                    | 0x03             | This document refers to protocol version V3.0               |
| <b>0x03</b> | Command             | UInt8                    | 0xFE             | Command code for 'Keep Alive' message                       |
| <b>0x04</b> | SubCommand          | UInt8                    |                  | Ignored                                                     |
| <b>0x05</b> | Status              | UInt8                    |                  | Ignored                                                     |
| <b>0x06</b> | Flags               | UInt16                   | Refer to table   | Optional flags                                              |
| <b>0x08</b> | Length              | UInt32                   | 0x0              | No <Data> present                                           |
| <b>0x0C</b> | HeaderData0         | UInt8                    |                  | Ignored                                                     |
| <b>0x0D</b> | HeaderData1         | UInt8                    |                  | Ignored                                                     |
| <b>0x0E</b> | HeaderData2         | UInt8                    |                  | Ignored                                                     |
| <b>0x0F</b> | HeaderData3         | UInt8                    |                  | Ignored                                                     |
| <b>0x10</b> | Reserved (42 bytes) | UInt8[]                  |                  | Ignored                                                     |
| <b>0x3A</b> | DataCrc32           | UInt32 (high byte first) | 0x0              | No data present after header.                               |
| <b>0x3E</b> | HeaderCrc16         | UInt16 (high byte first) | <CRC16 checksum> | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup> |

Table 3-14: Alive command frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

#### Response frame

| Addr | Field               | Type                     | Value            | Description                                                 |
|------|---------------------|--------------------------|------------------|-------------------------------------------------------------|
| 0x00 | Preamble            | Uint16 (high byte first) | 0xA1EC           | Unique identifier, start of header                          |
| 0x02 | ProtocolVersion     | Uint8                    | 0x03             | This document refers to protocol version V3.0               |
| 0x03 | Command             | Uint8                    | 0xFE             | Command code for 'Keep Alive' message                       |
| 0x04 | SubCommand          | Uint8                    |                  | Indicates which flash to write to                           |
| 0x05 | Status              | Uint8                    | Refer to table   | Result code                                                 |
| 0x06 | Flags               | Uint16                   | Refer to table   | Optional flags                                              |
| 0x08 | Length              | Uint32 (high byte first) | 0x0              | No <Data> present                                           |
| 0x0C | HeaderData0         | Uint8                    |                  | Ignored                                                     |
| 0x0D | HeaderData1         | Uint8                    |                  | Ignored                                                     |
| 0x0E | HeaderData2         | Uint8                    |                  | Ignored                                                     |
| 0x0F | HeaderData3         | Uint8                    |                  | Ignored                                                     |
| 0x10 | Reserved (42 bytes) | Uint8[]                  |                  | Ignored                                                     |
| 0x3A | DataCrc32           | Uint32 (high byte first) | 0x0              | No data present after header.                               |
| 0x3E | HeaderCrc16         | Uint16 (high byte first) | <CRC16 checksum> | Checksum over 60 bytes of Header: 0x02 – 0x3D <sup>1)</sup> |

Table 3-15: Alive response frame

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

#### Flags

| Flags | Description                                 |
|-------|---------------------------------------------|
|       | Currently no flags defined for this command |

Table 3-16: Alive flag description

#### Result codes:

Please refer to 3.1.6.

### 3.1.6 Result codes

| Status | Description                                                                  |
|--------|------------------------------------------------------------------------------|
| 0      | Ok                                                                           |
| 13     | Invalid handle (internal error)                                              |
| 15     | Illegal write: The Address is not valid or the register is not write-enabled |
| 16     | Illegal read: The Address is not valid (deprecated, replaced by 17)          |
| 17     | Register end reached                                                         |
| 248    | Invalid Packet Nr                                                            |
| 249    | IP Version not supported                                                     |
| 250    | Length exceeds maximum filesize (not enough memory for file download)        |
| 251    | HeaderCrc16 mismatch                                                         |

| Status | Description                         |
|--------|-------------------------------------|
| 252    | DataCrc32 mismatch                  |
| 253    | Length invalid: Cannot be equal 0   |
| 254    | Length invalid: Cannot be greater 0 |
| 255    | Unknown command                     |

Table 3-17: Result code list

## 3.2 3D Data Interface

A UDP stream delivers depth and amplitude data from the TIM-UP-19K-S3-ETH. Each UDP packet contains a header and up to 1400 bytes of data (Ethernet, IP, and UDP headers are not shown in Figure 3-1).

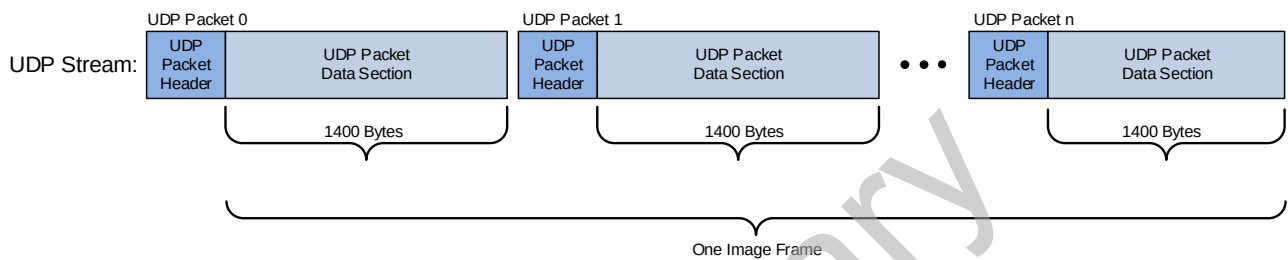


Figure 3-1: UDP streaming data format

The following types are used in the data streaming protocol:

- **UInt8:** 8 bit unsigned integer
- **UInt16:** 16 bit unsigned integer
- **UInt32:** 32 bit unsigned integer

### Note



Values with '0x' as prefix are hexadecimal values.

The UDP streaming is enabled by factory default. The TIM-UP-19K-S3-ETH streams to the following IP settings:

- **IP-Address:** Multicast address 224.0.0.1
- **UDP port:** 10002

### Note



The UDP stream settings can be configured using the **Eth0** registers.

As multicast is used more than one host can receive the stream within the same subnet at the same time. The client has to join the appropriate multi cast group and open the port 10002 on his local network interface card (NIC) where the TIM-UP-19K-S3-ETH is connected to. The receiver should receive the stream and interpret it as the following protocol description shows.





### Note

Be aware that a multicast stream may slow down your Ethernet network as the stream may be spread to all active links of switches/hubs and routers.

The current protocol version is **1**.

Each image transmitted on the UDP stream is split into packets of max. 1432 bytes length. Each packet consists of a 32 byte packet header and up to 1400 bytes of image data section (refer to Figure 3-1).

| Addr | Field         | Type                     | Value               | Description                                                                                |
|------|---------------|--------------------------|---------------------|--------------------------------------------------------------------------------------------|
| 0x00 | Version       | Uint16 (high byte first) | 0x0001              | Protocol version                                                                           |
| 0x02 | FrameCounter  | Uint16 (high byte first) |                     | Continuous frame counter. On an overrun it restarts at 0.                                  |
| 0x04 | PacketCounter | Uint16 (high byte first) |                     | Actual packet #. The frame data must be recomposed in order of the packet #.               |
| 0x06 | DataLength    | Uint16 (high byte first) |                     | Length of the image data section of the current packet.                                    |
| 0x08 | FrameSize     | Uint32 (high byte first) |                     | Size of the image data. It may be used to calculate the expected # of packets for a frame. |
| 0x0C | PacketCRC32   | Uint16 (high byte first) |                     | CRC32 checksum over the entire packet (pos 0 to pos n) <sup>1)</sup>                       |
| 0x10 | Flags         | Uint32                   | Refer to Table 3-19 | Optional flags                                                                             |
| 0x14 | Reserved      |                          |                     | Reserved for future use                                                                    |
| 0x20 | ImageData     |                          |                     | Image data section                                                                         |

Table 3-18: UDP packet header

Note 1): For the CRC32 calculation the CRC-32 is used (Polynom: 0x04C11DB7, start value: 0xFFFFFFFF). Please ask the Bluetechnix support for an implementation example of the CRC-32.

### Flags

| Flags | Description         |
|-------|---------------------|
| Bit 0 | 1: Ignore DataCrc32 |

Table 3-19: UDP packet header flag description

### Image data

The image data assembled out of multiple packets again consists of 64 byte image header and the image data section. The format of the image data depends on the selected image format and is described in chapter 4.3. Below you can find the format of the 64 byte image header.

| Addr | Field         | Type                     | Value  | Description                   |
|------|---------------|--------------------------|--------|-------------------------------|
| 0x00 | Reserved      | Uint16                   | 0xFFFF |                               |
| 0x02 | HeaderVersion | Uint16 (high byte first) | 0x0003 | Current header version        |
| 0x04 | ImageWidth    | Uint16 (high byte first) |        | Width of the image in pixels. |

| Addr | Field           | Type                     | Value  | Description                                                                                                                                                        |
|------|-----------------|--------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0x06 | ImageHeight     | Uint16 (high byte first) |        | Height of the image in pixels.                                                                                                                                     |
| 0x08 | NofChannels     | Uint8                    |        | Nof data channels. Depends on the image format                                                                                                                     |
| 0x09 | BytesPerPixel   | Uint8                    |        | Bytes per pixel of the 3D image data.                                                                                                                              |
| 0x0A | ImageFormat     | Uint16 (high byte first) |        | The content is the same as in the register <i>ImageDataFormat</i> .                                                                                                |
| 0x0C | Timestamp       | Uint32 (high byte first) |        | Timestamp of the actual image in $\mu$ s                                                                                                                           |
| 0x10 | FrameCounter    | Uint16 (high byte first) |        | Continuous frame counter. On an overrun it restarts at 0.                                                                                                          |
| 0x12 | Reserved        |                          |        |                                                                                                                                                                    |
| 0x1A | MainTemp        | Uint8                    |        | Typically, ToF sensor temperature in $^{\circ}\text{C} + 50$ . Decrement this field by 50 to get the current temperature of the ToF sensor.                        |
| 0x1B | LedTemp         | Uint8                    |        | LED temperature in $^{\circ}\text{C} + 50$ . Decrement this field by 50 to get the current temperature of the illumination LEDs.                                   |
| 0x1C | FirmwareVersion | Uint16 (high byte first) |        | Content of the register <i>FirmwareInfo</i> .                                                                                                                      |
| 0x1E | MagicV31        | Uint16 (high byte first) | 0x3331 | These magic bytes indicate that header version is 3.1<br><i>Valid since version 3.1</i>                                                                            |
| 0x20 | IntegrationTime | Uint16 (high byte first) |        | Integration time in $\mu$ s.<br><i>Valid since version 3.1</i>                                                                                                     |
| 0x22 | ModFreq         | Uint16 (high byte first) |        | Modulation frequency with resolution 10 kHz (e.g., a value of 0x1234 means frequency 46.6 MHz)<br><i>Valid since version 3.1</i>                                   |
| 0x24 | Temp3           | Uint8                    |        | Temperature sensor #3 (Baseboard Sensor) in $^{\circ}\text{C} + 50$ . Decrement this field by 50 to get the current temperature.<br><i>Valid since version 3.1</i> |
| 0x25 | Reserved        |                          |        |                                                                                                                                                                    |
| 0x26 | Reserved        |                          |        |                                                                                                                                                                    |
| 0x28 | Reserved        |                          |        |                                                                                                                                                                    |
| 0x2A | Reserved        |                          |        |                                                                                                                                                                    |
| 0x3E | CRC16           | Uint16 (high byte first) |        | CRC16 checksum over the header without the first two bytes and the CRC16 checksum itself (addr 0x02 to addr 0x3D) <sup>1)</sup>                                    |
| 0x40 | Data            | Bytestream               |        | Various channels described by the header with ToF data                                                                                                             |

Table 3-20: Image data header

Note 1): For the CRC16 calculation the CRC-CCITT is used (Polynom: 0x1021, start value: 0). Please ask the Bluetechnix support for an implementation example of the CRC-CCITT.

### 3.3 Manual frame triggers

The default mode of the TIM-UP-19K-S3-ETH is video mode, where the camera streams continuously with configured frame rate. To use manual frame triggering, you have to disable the video mode in register **Mode0**.

You can either trigger a frame via

- Hardware trigger: The signal is sensitive to a falling edge.
- Software trigger: See register **Mode0**.

Both will trigger a frame capture on the ToF sensor, as well as a transition to low on the trigger output.

### 3.4 External Illumination Interface

The modulation signals for illumination is supported on the 100pol connector X1 as single ended and differential signals.

Please refer to the Hardware User Manual for detailed information on the interface.

### 3.5 GPIOs

The camera features one general-purpose input and one general-purpose output on X1. Please see the register description in chapter 4.11 for more information.

### 3.6 Status LED

The Status LED is used to give some basic information about the status of the TIM-UP-19K-S3-ETH. The following table shows the meaning depending on the mode.

| Mode                   | LED signaling                                     |
|------------------------|---------------------------------------------------|
| <b>Bootloader mode</b> | Toggles every second                              |
| <b>Video mode</b>      | Toggling with each frame (signals the frame-rate) |
| <b>Manual mode</b>     | Toggles with each frame (signals frame capturing) |

Table 3-21: Status LED meaning

The Status LED can be disabled using the register **Mode1**.

## 4 Camera Features

### 4.1 Basic Settings

The TIM-UP-19K-S3-ETH comes up according to the factory default values as described in the register description section (refer to chapter 6).

### 4.2 Image Processing Chain

The following flow diagram shows the image processing chain of the TIM-UP-19K-S3-ETH for the depth data. For the amplitude data there will currently no post processing be performed.

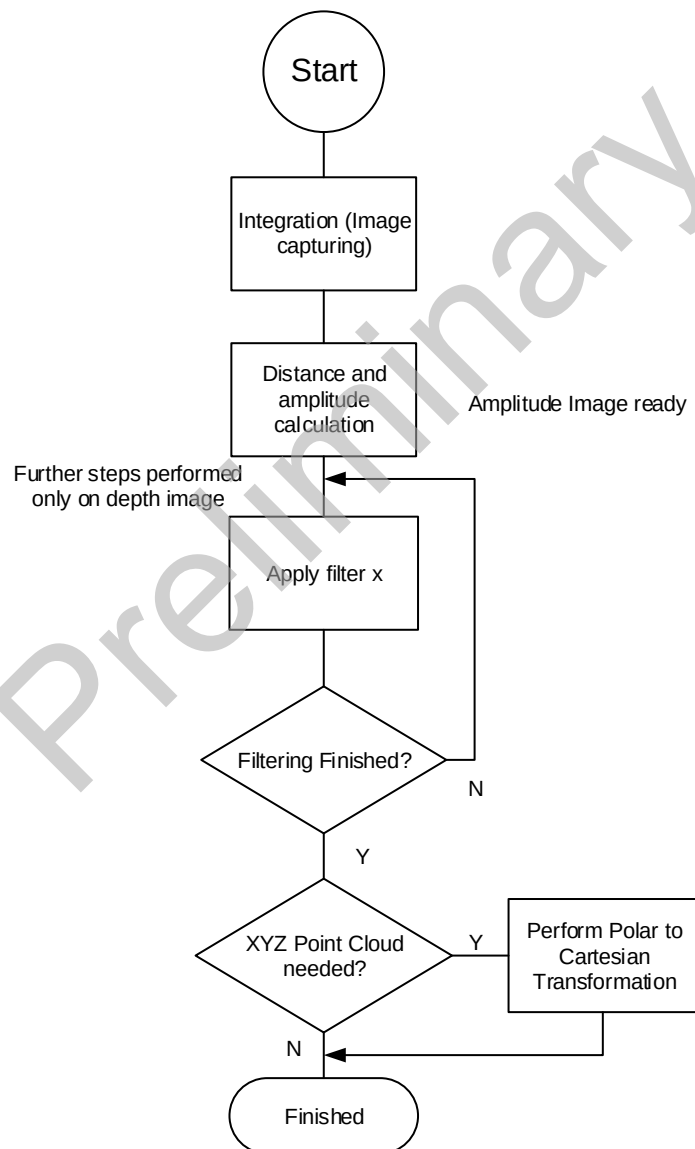


Figure 4-1: Image processing flow

## 4.2.1 Image filtering

After the distance and amplitude calculation, the filters are applied to the depth data. The amplitude data will be left unfiltered. Each of the filter provides one or more configuration parameters. The iteration count for each filter can also be configured. The filters can be enabled or disabled by writing the **ImgProcConfig** register. Enabling more than one filter is possible but each added filter reduces the maximum achievable frame rate (as does the number of iterations).

### 4.2.1.1 Median Filter

A 3x3 median filter can be applied.

Register: **FilterMedianConfig**

The number of iterations is configurable.

### 4.2.1.2 Bilateral filter

Registers: **FilterBilateralConfig**

Configuration options are  $\sigma_R$  (weight for radius),  $\sigma_D$  (weight for data) and number of iterations.

### 4.2.1.3 Sliding Average Filter

Register: **FilterSLAConfig**

A sliding average filter over up to 20 frames can be applied. The number of frames is configurable. An increasing number of frames will not decrease the frame rate but may add blurring effects.

## 4.2.2 Pixel invalidation

The TIM-UP-19K-S3-ETH provides an on-board check for invalid pixels.

If the amplitude of the reflected signal is below a threshold (underexposure), the distance value of the corresponding pixel will be set to 0xFFFF. If the amplitude is too high (overexposure) the distance value will be set to 0x0000. The lower and upper amplitude limit for invalidating pixels can be set by using the registers **ConfidenceThresLow** and **ConfidenceThresHigh**.

For inconsistent pixels (due to unreliable data), the distance value is set to 0x0001.

## 4.3 Camera Coordinate System

The default coordinate system starts pixel numbering in the upper left corner of the pixel array, seen from the camera's point of view. Also note the directions of X, Y, and Z coordinates (In XYZ image modes).

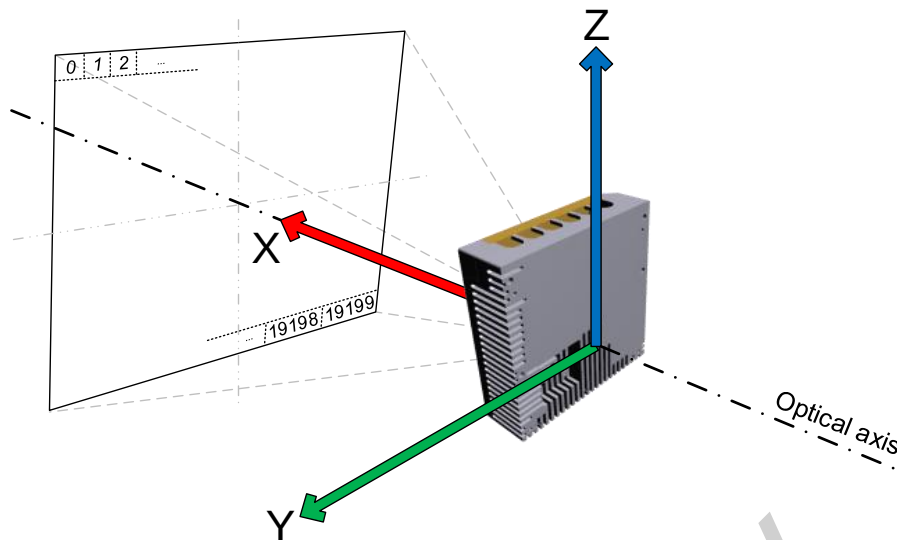


Figure 4-2: TIM-UP-19K-S3-ETH Default Coordinate System

## 4.4 Camera Data Format

The camera provides up to four data channels. The meaning of each data channel depends on the selected data format. The factory default setting provides an array of depth data in millimeters as 16 bit unsigned (Uint16) and an array of grayscale values (Amplitudes) also as 16bit unsigned for each pixel. When changing the image data format properly, a 3D XYZ coordinate set per pixel is provided. Refer to chapter 4.3 for a description of the coordinate systems of the camera.

The image format can be selected in the register **ImageDataFormat**. The following sections describe each of the supported formats in detail. Only the data section which contains the image data of the transferred frame will be described. For information about the packet format and meta-data please refer to chapter 3.2.

### 4.4.1 Distances and Amplitudes

In this mode the distances and amplitudes will be transferred in progressive mode, first the distance array, then the amplitude array. The stream starts always with pixel #0.

[ImageDataFormat = 0] The **distances** are coded in **millimeters** as **Uint16**. The **amplitudes** are also **Uint16**.

#### First Byte in Stream

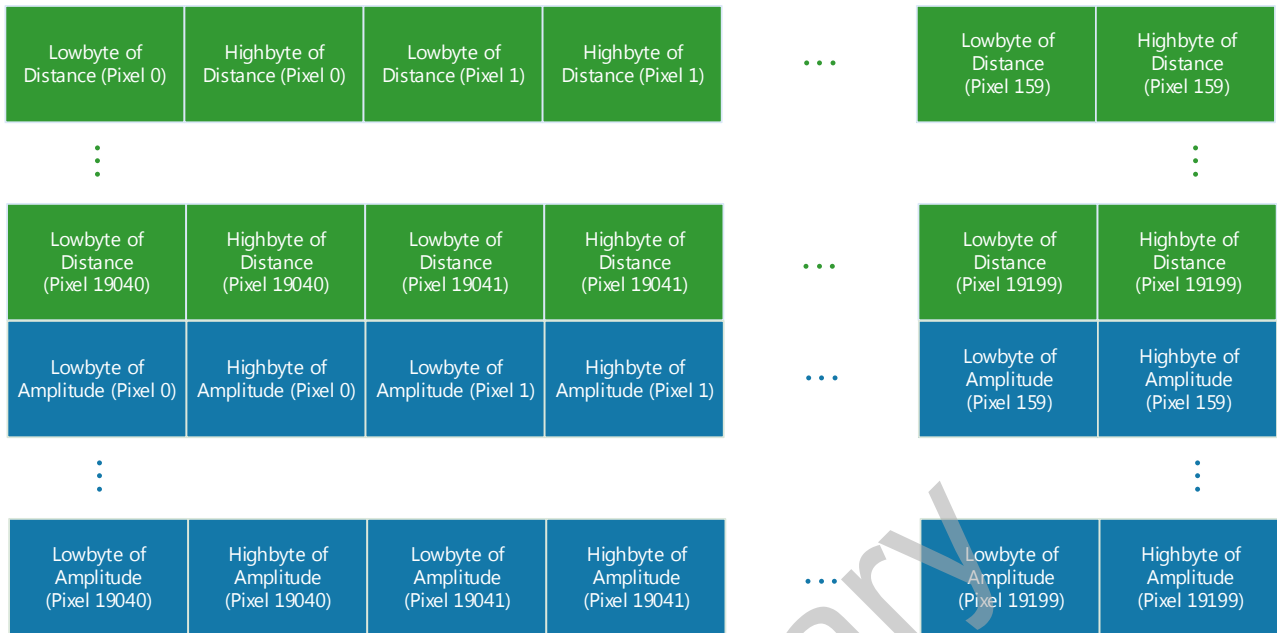


Figure 4-3: Data stream of Distance and Amplitude data

#### 4.4.2 XYZ Point Cloud

In this mode the XYZ point cloud will be transferred in progressive mode, first the X coordinate array then the Y and Z coordinate array. The stream starts always with pixel #0.

[ImageDataFormat = 24] The **coordinates** are coded in **millimeters** as **Int16**.

#### First Byte in Stream

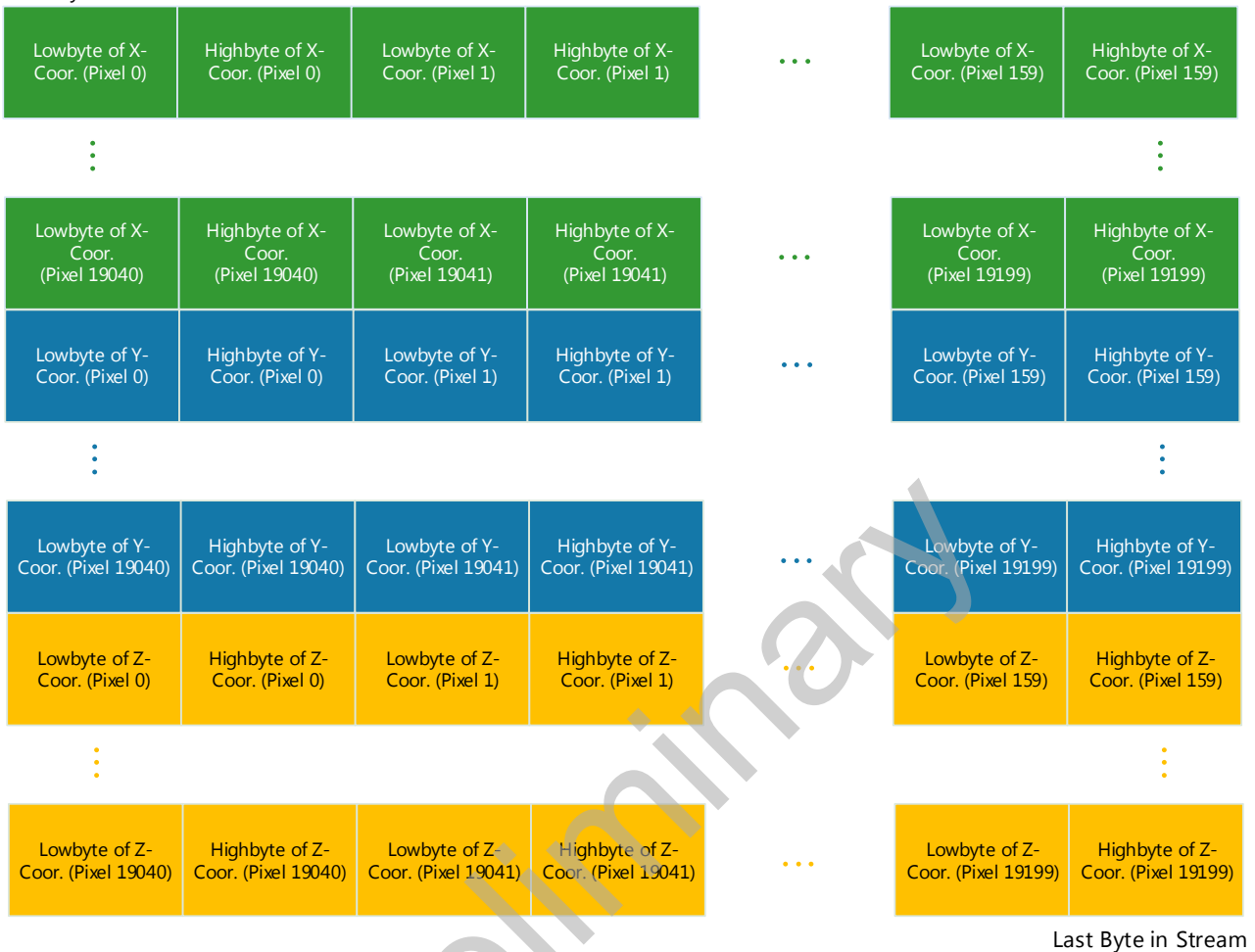


Figure 4-4: Data stream of XYZ Point Cloud

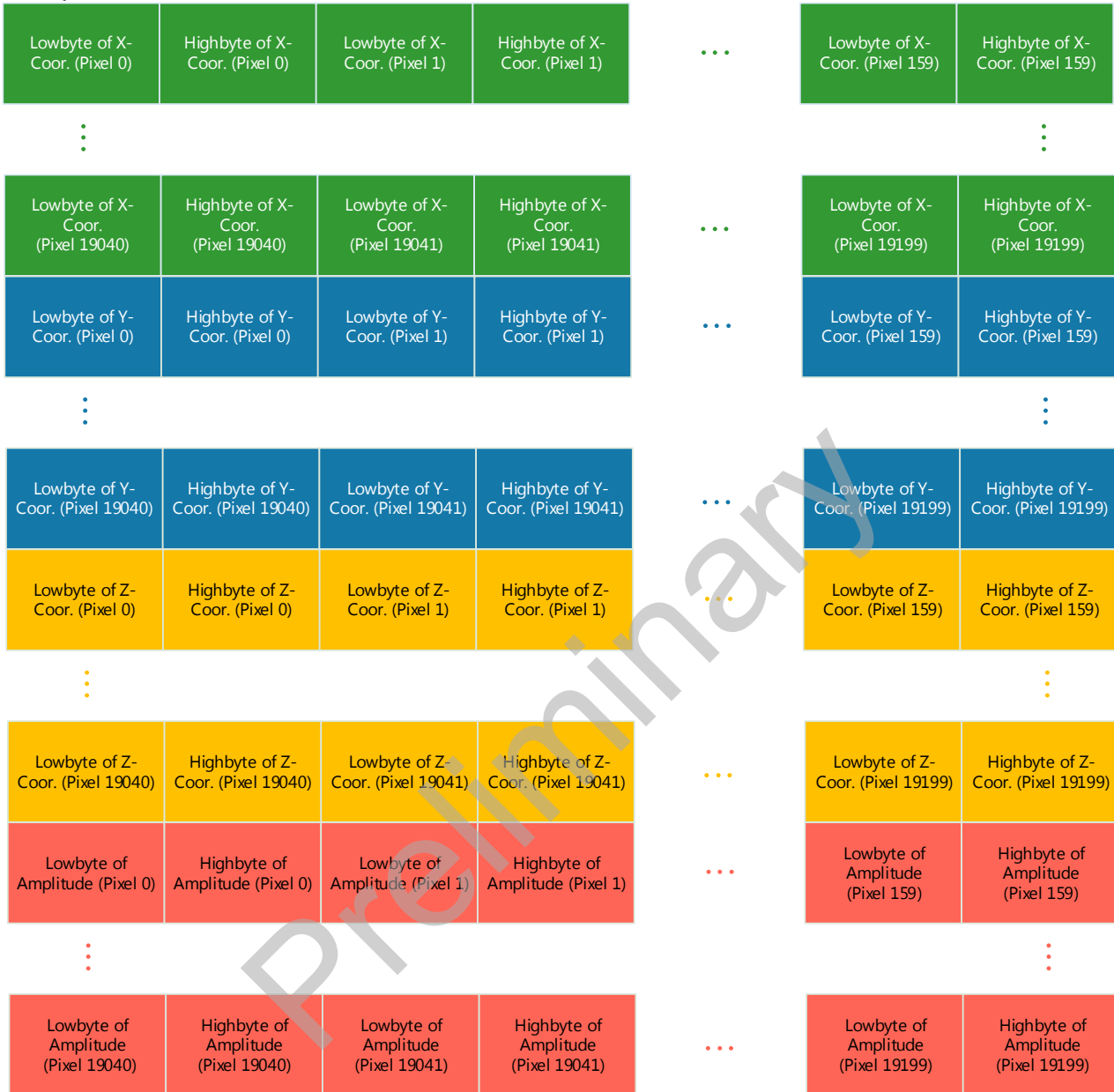
### 4.4.3 XYZ Point Cloud and Amplitude

In this mode the XYZ point cloud and the amplitude will be transferred in progressive mode. The stream starts always with pixel #0.

[ImageDataFormat = 32] The **coordinates** are coded in **millimeters** as **Int16** the **amplitudes** as **UInt16**.



#### First Byte in Stream



Last Byte in Stream

Figure 4-5: Data-stream of XYZ Point Cloud and Amplitude

#### 4.4.4 Distances and XYZ Point Cloud

In this mode the distances and the XYZ point cloud will be transferred in progressive mode, first the distances array, then X, Y, and Z coordinate arrays (in this order). The stream starts always with pixel #0.

[ImageDataFormat = 72] The **distances** are coded in millimeters as Uint16. The **coordinates** are coded in millimeters as Int16.

#### 4.4.5 X coordinate and Amplitudes

In this mode a single coordinate array, more specifically, the one belonging to the optical axis of the camera (X), is transferred, as well as the amplitudes.

[ImageDataFormat = 80] **Coordinate** values are coded in **millimeters** as **Int16**. The **amplitudes** are coded as **UInt16**.

#### 4.4.6 Distances

In this mode a single array with distances is transferred. The stream starts always with pixel #0.

[ImageDataFormat = 96] The **distances** are coded in **millimeters** as **UInt16**.

### 4.5 Modulation Frequency

The modulation frequency is set to 20 MHz per default. Other modulation frequencies can be set using the register **ModulationFrequency**. Be aware that this also changes the ambiguity range of the camera.

The following modulation frequencies can be selected:

| Index | Frequency |
|-------|-----------|
| 0     | 5 MHz     |
| 1     | 5.63 MHz  |
| 2     | 6.43 MHz  |
| 3     | 7.5 MHz   |
| 4     | 11.25 MHz |
| 5     | 15 MHz    |
| 6     | 22.25 MHz |
| 7     | 45 MHz    |

Table 4-1: Pre-defined modulation frequencies

In the register you can either write the frequency (frequency/10000) or the index as listed in Table 4-1. On a read of the register you get the currently selected modulation frequency (again, in 10-kHz-steps).

Other frequencies cannot be set.

### 4.6 Frame rate and Integration Time

The frame rate and the integration time can be set by using the registers **Framerate** and **IntegrationTime**. The camera integration time is limited by hardware to 25 ms at maximum and 50 µs at minimum.

The maximum frame rate is ~30 fps but may be limited by the integration time. The combination of frame rate and integration time influences the input current as well as the dissipated heat and will be characterized by the “Frame rate Integration Time Product” (FITP) which has been defined as follows:

$$FITP = t_{INT} [ms] \cdot fps \left[ \frac{1}{s} \right] \cdot 4$$



### Caution

Be careful in setting different integration times and frame-rate combinations. Not all combinations are possible! Without appropriate cooling the device may be damaged! Refer to the Hardware User Manual for more information.



### Note

If the Auto Exposure Control is enabled the integration time will be set automatically and the register *IntegrationTime* should not be written!

## 4.7 Automatic Exposure Control (AEC)

The TIM-UP-19K-S3-ETH provides an automatic exposure control feature which controls the integration time according to the currently observed amplitude data. The AEC is disabled by default and must be enabled in the register **Mode1**.

The AEC is controlled through dedicated registers, which are listed in chapter **Error! Reference source not found.**

The AEC algorithm also supports weighting. One may assign specific weights to each of 25 areas into which the sensor area is divided. These weights are inputs to calculate the current overall amplitude. Please see Figure 4-6: AEC weighing areas for an illustration. Each area's weight is a Uint8 value and can range from 0% (0x0) to 100% (0xf).

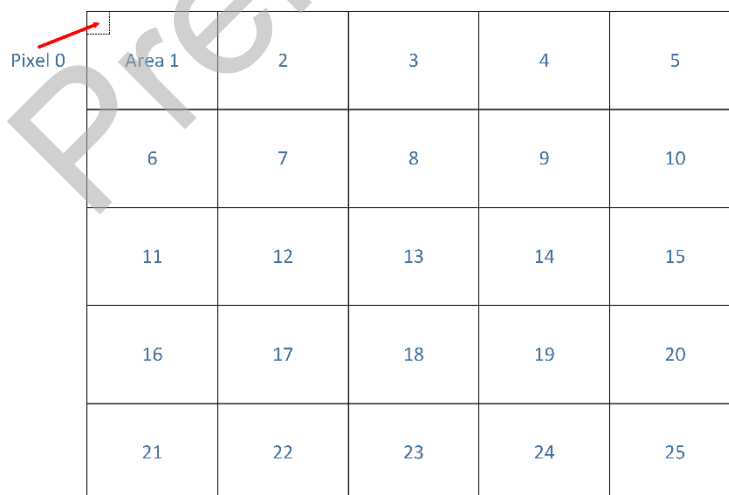


Figure 4-6: AEC weighing areas

## 4.8 Manual Frame Trigger

There are two types of manual trigger. To enable the manual trigger you have to disable the video mode in register **Mode0**, Bit[0].

### 4.8.1 Hardware Trigger

The camera provides an extension connector where a hardware trigger can be applied (connector X4, pin 1). Please refer to Chapter 3.3 for more information. Please refer to the Hardware User Manual for detailed information on the hardware trigger.

### 4.8.2 Software Trigger

In addition to the hardware trigger a software trigger is available. To start a frame capturing by software, set the appropriate bit (bit 4) in register **Mode0**.

### 4.8.3 Trigger Output

Every image capturing process will trigger a transition to low on the trigger output (connector X4, pin 0). An additional delay for this signal can be set in register **TriggerOutDelay** (0x004D). Please refer to the Hardware User Manual for detailed information on the trigger output.

## 4.9 Over Temperature Protection

The TIM-UP-19K-S3-ETH firmware has a built-in monitoring for over-temperature condition of the LIMs. If the LIM temperature exceeds 90°C, the camera will automatically stop illumination and streaming, until temperature is below 90°C. This limit can be adjusted in register **MaxLedTemp** (0x0024).

### 4.10 Communication Keep Alive (CKA)

The communication keep alive feature should improve a stable operation in environments where a high availability of the camera services will be needed.

If the CKA feature has been enabled by writing a value >0 to the register **CommKeepAliveTimeout** (0x004E), the host computer must periodically write the reset value 0xCA82 to the register **CommKeepAliveReset** (0x004F). If the reset value will not be written within the programmed timeout the device reboots.

The timeout can be set by the register **CommKeepAliveTimeout** by writing the timeout value in seconds. This value will also be saved, if the register map will be saved in flash. But after a reboot the timeout check starts only after the first write of the reset value in register **CommKeepAliveReset**.

### 4.11 GPIOs

The TIM-UP-19K-S3-ETH provides 2 general-purpose input connectors (IN1-2, connector X14) and 4 general-purpose output connectors (OUT1-4, connectors X10 and X13). The GPIO state is mapped to register **IState0** (0x00d0) (see chapter **Error! Reference source not found.** for details).

Please refer to the Hardware User Manual for detailed information on the GPIOs.

### 4.12 Save Registers

The entire register map can be saved into the flash using the register **CmdExec**. It will be restored from flash after a reboot or power cycle. Use this feature to save a user specific configuration.

## 4.13 Ethernet/IP Settings

### 4.13.1 MAC Address

A dedicated Ethernet MAC address from Bluetechnix MAC address pool is assigned to each TIM-UP-19K-S3-ETH by factory default. This MAC address is saved in the OTP and cannot be changed by the user.

The user is allowed to assign a different MAC address using the registers **Eth0Mac0** to **Eth0Mac2**. Be sure to make the changes persistent by saving the register map to flash using registers **CmdEnablePasswd** and **CmdExec**. Then reboot or power cycle the sensor.

If the register map in the flash is cleared, the factory default MAC address from OTP will be loaded.

### 4.13.2 IP/ UDP Settings

The IP Settings of the TIM-UP-19K-S3-ETH can be changes via the **Eth0\_\*** registers. A change of the IP settings (IP address, port, subnet mask, default gateway) will take effect after a reboot. Please see the register description for details. Be sure to make the changes persistent by saving the register map to flash using registers **CmdEnablePasswd** and **CmdExec**. Then reboot or power cycle the sensor.

*To change the TIM-UP-19K-S3-ETH' IP address follow these steps:*

1. Convert the IP address into its hexadecimal equivalent:  
e.g.: 192.168.0.55 -> 0xC0A80037
2. Write the high word to register **Eth0Ip1** (0x0245) and the low word to register **Eth0Ip0** (0x0244).
3. Write the password 0x4877 to register **CmdEnablePasswd** (0x0022) to enable the **CmdExec** register.
4. Write 0xDD9E to register **CmdExec** (0x0033) to save the current register map.
5. Power cycle the TIM-UP-19K-S3-ETH.
6. Connect to the TIM-UP-19K-S3-ETH using the new IP address.

## 4.14 Reset to Factory Default

The TIM-UP-19K-S3-ETH can be reset to the factory default register settings by deleting the saved register map. This can be done by writing a dedicated value to the register **CmdEnablePasswd** and **CmdExec**.

Alternatively, a factory reset is executed via the Reset button (button S3). (Please consult the Hardware User Manual for details.) It must be active for 5 seconds during boot-up.

## 4.15 Bootloader and Firmware Update

The TIM-UP-19K-S3-ETH will be delivered with a bootloader which is capable to update the onboard firmware. The communication with the bootloader will be done using dedicated TCP/IP command frames over the control interface connection.

Bluetechnix provides tools for updating the TIM-UP-19K-S3-ETH firmware over Ethernet. Please refer to our support site.

### Bluetechnix ToF-Suite

 [https://support.bluetechnix.at/wiki/TIM-UP-19K-S3-ETH\\_3D\\_-\\_P310](https://support.bluetechnix.at/wiki/TIM-UP-19K-S3-ETH_3D_-_P310)

### 4.15.1 Boot Sequence

After a power on or reboot the bootloader will be started. The bootloader checks if a valid firmware is installed and tries to start the firmware. If no application can be found the bootloader stays in bootloader mode waiting for incoming Ethernet connection.

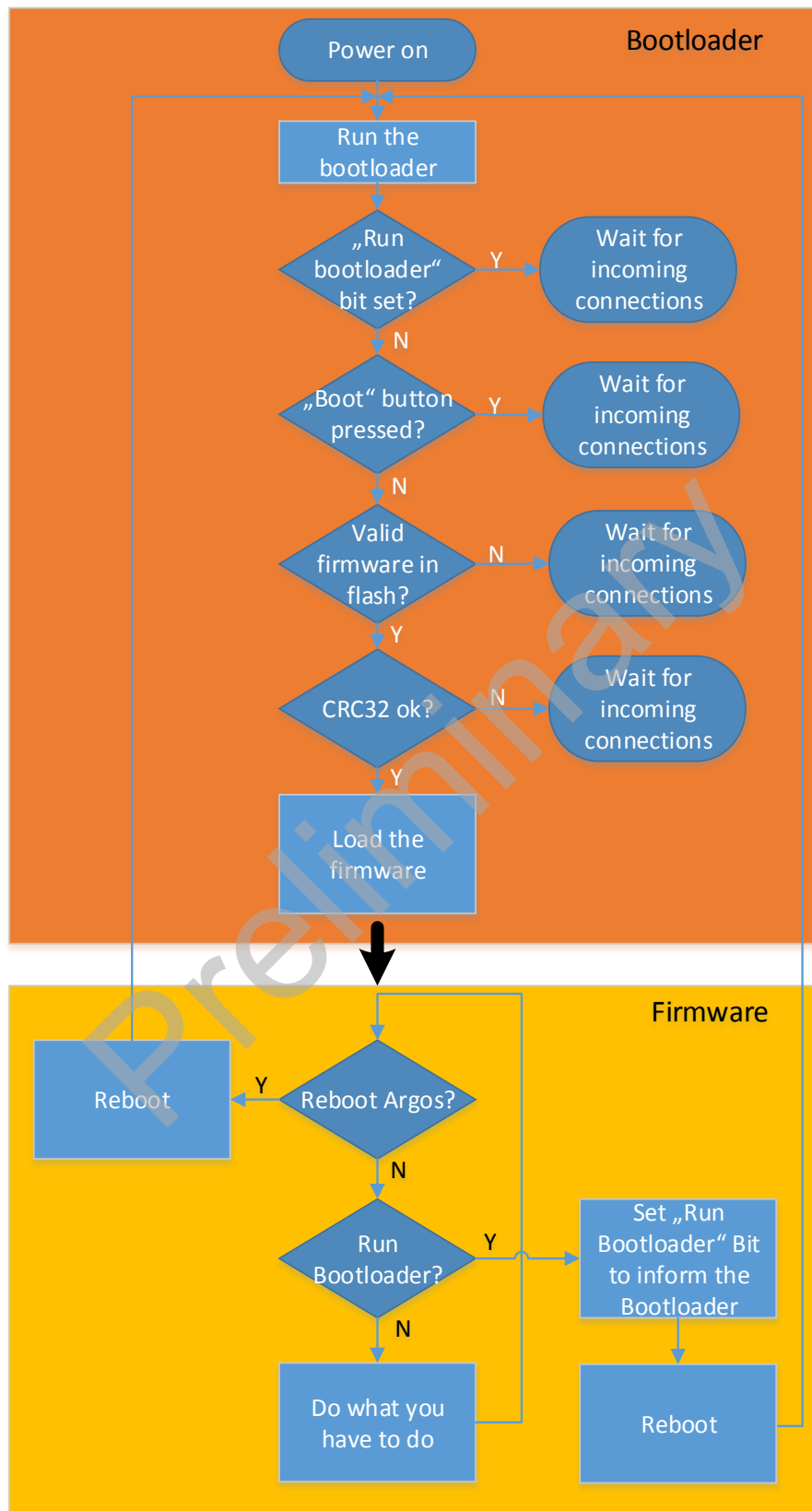


Figure 4-7: Boot sequence

### 4.15.2 Bootloader Bootstrap Button

To force the module to stay in bootloader mode without starting the firmware the bootstrap button can be used. To stay in bootloader mode push the button labeled “BOOT” (button S2) while applying the supply voltage to the TIM-UP-19K-S3-ETH or while resetting the TIM-UP-19K-S3-ETH. The bootloader samples this button immediately after startup and if it is pressed the bootloader doesn’t start the firmware but remains in bootloader mode waiting for incoming commands or TCP connections on the control interface port.

### 4.15.3 Bootloader default settings

- **IP-Address:** 192.168.0.10
- **TCP port for the control interface:** 10001
- **MAC Address:** Factory default MAC address

#### Note



The bootloader doesn’t use any saved register map but always factory default register settings. That means that any changes in the IP-Settings made for the firmware are not valid for the bootloader!



## 5 Software

### 5.1 Demo Application

For the first evaluation of the camera and to evaluate different settings and configurations a .NET demo application for Microsoft Windows is provided: BLT-ToF-Suite. The demo application can be downloaded from our support web site.

#### **Software and documentation**

 <https://support.bluetechnix.at/index.html>

Preliminary

## 6 Register Description

### Note



Some critical registers are password protected. To enable the functionality a specific value must be written to the **CmdEnablePasswd** register in advance to enable the functionality. This should prevent from accidentally executing certain functions.

### 6.1 General registers

| Addr (hex) | Register Name   | Default Value (hex) | R/W | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------|-----------------|---------------------|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0000       | unused          |                     |     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 0001       | Mode0           | 0001                | R/W | Bit[0]: 0..Manual Mode, 1.. Video Mode<br>Bit[2]: 0..Full On, 1..Sleep Mode<br>Bit[4]: 1..Manual Trigger<br>Bit[6]: 1..Clear status register<br>Bit[8]: 1..Start Bootloader<br>(Start Bootloader requires writing 0x5e6b into register CmdEnablePasswd (0x0022))                                                                                                                                                                                                                                                                                                                                                                             |
| 0002       | Madr            | 0000                | R/W | Bit[0-7]: module address for serial bus communication                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 0003       | Status          | 0040                | R   | Bit[0]: 0..Application Mode, 1..Bootloader Mode<br>Bit[1]: Frame Ready<br>Bit[2]: 1..Ongoing Calibration<br>Bit[3]: 1..LED-Board temperature sensor error<br>Bit[4]: 1..Main-Board temperature sensor error<br>Bit[5]: 1..Calibration data missing<br>Bit[6]: 1..Factory Regmap was loaded<br>Bit[7]: 1..Regmap recovered after watchdog reset<br>Bit[8]: 1..Previous firmware version was restored<br>Bit[9]: 1..LED board over-temperature<br>Bit[10]: 1..Frame rate or integration time was limited due to PoE constraints<br>Bit[11]: 1..LIM error condition<br>Bit[12]: Frame Faulty<br>Bit[14]: 1..Base-Board temperature sensor error |
| 0004       | ImageDataFormat | 0000                | R/W | Bit[3:10]:<br>0... 2 bytes depth-data / 2 bytes amp-data<br>3... X/Y/Z coordinates (2 bytes in signed format for each coordinate)<br>4... X/Y/Z coordinates and amp-data (2 bytes in signed format for each coordinate, 2 bytes unsigned for the amp value)                                                                                                                                                                                                                                                                                                                                                                                  |
| 0005       | IntegrationTime | 05DC                | R/W | Integration Time [µs] (min: 50, max: 25000)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 0006       | DeviceType      | A9C1                | R   | Hardware specific identification                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 0007       | DeviceInfo      |                     | R   | Bit[0-3]: PCB Revision <sup>3)</sup><br>Bit[4-7]: BOM Revision                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

|             |                         |      |     |                                                                                                                                                                        |
|-------------|-------------------------|------|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0008</b> | FirmwareInfo            |      | R   | Bit[0-5]: Non Functional Revision<br>Bit[6-10]: Minor Revision<br>Bit[11-15]: Major Revision                                                                           |
| <b>0009</b> | ModulationFrequency     | 07D0 | R/W | Modulation frequency                                                                                                                                                   |
| <b>000A</b> | Framerate               | 0028 | R/W | Framerate [Hz]                                                                                                                                                         |
| <b>000C</b> | SerialNumberLowWord     |      | R   | Lower 16bit of the 32bit Serial Number                                                                                                                                 |
| <b>000D</b> | SerialNumberHighWord    |      | R   | Higher 16bit of the 32bit Serial Number                                                                                                                                |
| <b>000E</b> | FrameCounter            |      | R   | Frame Counter (increments on every captured frame)                                                                                                                     |
| <b>0010</b> | ConfidenceThresLow      | 012C | R/W | Amplitude threshold for valid distance data                                                                                                                            |
| <b>0011</b> | ConfidenceThresHigh     | 3A98 | R/W | Amplitude threshold for valid distance data                                                                                                                            |
| <b>0019</b> | Mode1                   | 0800 | R/W | Bit[3]: 0..AEC Off, 1..AEC On<br>Bit[7]: 1..MinMax calculation On                                                                                                      |
| <b>001A</b> | CalculationTime         |      | R   | Calculation time for the last frame in 10[μs].<br>The inverse of this value shows the maximum achievable frame rate based on the CPU load.                             |
| <b>001B</b> | LedboardTemp            |      | R   | Temperature of LED-Board in 0,01[°C] (FFFF: Sensor not available).                                                                                                     |
| <b>001C</b> | MainboardTemp           |      | R   | Temperature of Main-Board in 0,01[°C] (FFFF: Sensor not available).                                                                                                    |
| <b>001D</b> | LinearizationAmplitude  | 0190 | R/W | Amplitude for Linearization Function [float value x 10000]                                                                                                             |
| <b>001E</b> | LinearizationPhaseShift | 1B58 | R/W | Amplitude for Linearization Function [float value x 10000]                                                                                                             |
| <b>001F</b> | FrameTime               |      | R   | Time between the last two frames. In 0,1[ms]                                                                                                                           |
| <b>0022</b> | CmdEnablePasswd         | 0000 | R/W | Set a password for critical operations:<br>0x4877: Register map flash operations<br>(register CmdExec 0x0033)                                                          |
| <b>0024</b> | MaxLedTemp              | 2328 | R/W | Maximum tolerable LED-Board temperature 0,01[°C]                                                                                                                       |
| <b>002B</b> | TriggerDelay            | 0000 | R/W | Delay between trigger assertion (either software or hardware) and image capturing [ms]                                                                                 |
| <b>002C</b> | BootloaderStatus        | 4000 | R   | Bit[14-15]: Firmware Load Counter. This counter is reset by the firmware. It counts the boot attempts. In Bootloader mode it is used to detect a firmware load problem |
| <b>002D</b> | TempCompGradientLim     |      | R/W | Factor 'c' of the illumination temperature compensation function: $y [mm] = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$                                            |
| <b>002E</b> | ApplicationVersion      |      | R   | See "FirmwareInfo (0x0008)" for bit description, in Bootloader mode this register contains the firmware info of the flashed application                                |
| <b>0030</b> | TempCompGradient2Lim    |      | R/W | Factor 'b' of the illumination temperature compensation function: $y [mm] = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$                                            |

|             |                              |      |     |                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------|------------------------------|------|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0033</b> | CmdExec                      | 0000 | R/W | Initiate an operation:<br>Executing the following commands must be preceded by writing 0x4877 into register CmdEnablePasswd (0x0022):<br>0xC2AE.. Clear UserRegMap in flash<br>0x9E20.. Read UserRegMap from flash<br>0x909A.. Read FactoryRegMap<br>0xDD9E.. Write UserRegMap to flash                                                                                           |
| <b>0034</b> | CmdExecResult                | 0000 | R   | Result code of the operation initiated using CmdExec<br>1.. Success<br>Other.. Error                                                                                                                                                                                                                                                                                              |
| <b>0035</b> | FactoryMacAddr2              |      | R   | Highest and second highest byte of the MAC address stored in OTP flash                                                                                                                                                                                                                                                                                                            |
| <b>0036</b> | FactoryMacAddr1              |      | R   | Byte 3 and 2 of the MAC address stored in OTP flash                                                                                                                                                                                                                                                                                                                               |
| <b>0037</b> | FactoryMacAddr0              |      | R   | Byte 1 and lowbyte of the MAC address stored in OTP flash                                                                                                                                                                                                                                                                                                                         |
| <b>0038</b> | FactoryYear                  |      | R   | Production year (stored in OTP flash)                                                                                                                                                                                                                                                                                                                                             |
| <b>0039</b> | FactoryMonthDay              |      | R   | Bit[0-7]: Production day (stored in OTP flash)<br>Bit[8-15]: Production month (stored in OTP flash)                                                                                                                                                                                                                                                                               |
| <b>003A</b> | FactoryHourMinute            |      | R   | Bit[0-7]: Production hour (stored in OTP flash)<br>Bit[8-15]: Production minute (stored in OTP flash)                                                                                                                                                                                                                                                                             |
| <b>003B</b> | FactoryTimezone              |      | R   | Production timezone (stored in OTP flash)                                                                                                                                                                                                                                                                                                                                         |
| <b>003C</b> | TempCompGradient3Lim         |      | R/W | Factor 'a' of the illumination temperature compensation function: $y \text{ [mm]} = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$                                                                                                                                                                                                                                               |
| <b>003D</b> | BuildYearMonth               |      | R   | Build date/time<br>Bit[14-4]: Year<br>Bit[3-0]: Month                                                                                                                                                                                                                                                                                                                             |
| <b>003E</b> | BuildDayHour                 |      | R   | Build date/time<br>Bit[9-5]: Day<br>Bit[4-0]: Hour                                                                                                                                                                                                                                                                                                                                |
| <b>003F</b> | BuildMinuteSecond            |      | R   | Build date/time<br>Bit[11-6]: Minute<br>Bit[5-0]: Second                                                                                                                                                                                                                                                                                                                          |
| <b>0040</b> | UpTimeLow                    |      | R   | Lower 16 bit of uptime in [s]                                                                                                                                                                                                                                                                                                                                                     |
| <b>0041</b> | UpTimeHigh                   |      | R   | Higher 16 bit of uptime in [s]                                                                                                                                                                                                                                                                                                                                                    |
| <b>0042</b> | AkfPlausibilityCheckAmpLimit | 0032 | R/W | Limit for the akf plausibility check                                                                                                                                                                                                                                                                                                                                              |
| <b>0043</b> | TimSerialLow                 |      | R   | Serial Number of the TIM module, low word                                                                                                                                                                                                                                                                                                                                         |
| <b>0044</b> | TimSerialHigh                |      | R   | Serial Number of the TIM module, high word                                                                                                                                                                                                                                                                                                                                        |
| <b>0045</b> | AxisOrientation              | 0    | R/W | Axis orientation for Cartesian coordinate system<br>Bit[0]: 0..<br>X=Optical axis, positive values in viewing direction, Y=Horizontal axis, positive values to the left, Z=Vertical axis, positive values upwards;<br>1..<br>X=Horizontal Axis, positive values to the left, Y=Vertical axis, positive values to the bottom, Z=Optical axis, positive values in viewing direction |

|             |                      |     |                                                                                                                                                                              |
|-------------|----------------------|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>004A</b> | TempCompGradientTim  | R/W | Factor 'c' of the ToF sensor temperature compensation function: $y \text{ [mm]} = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$                                            |
| <b>004B</b> | TempCompGradient2Tim | R/W | Factor 'b' of the ToF sensor temperature compensation function: $y \text{ [mm]} = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$                                            |
| <b>004C</b> | TempCompGradient3Tim | R/W | Factor 'a' of the ToF sensor temperature compensation function: $y \text{ [mm]} = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$                                            |
| <b>004D</b> | TriggerOutDelay      | R/W | Delay between completed sensor data readout and trigger output [ms]                                                                                                          |
| <b>004E</b> | CommKeepAliveTimeout | R/W | Communication keepalive timeout [s]<br>After this timeout, a watchdog reset occurs if the timeout is not reset by writing the reset value to the CommKeepAliveReset register |
| <b>004F</b> | CommKeepAliveReset   | R/W | Communication keepalive write register<br>Resets the CommKeepAlive timeout when the value 0xCA82 is written                                                                  |

Table 6-1: General register

Note 1): The number of median iterations may have an impact on the achievable frame rate. The frame rate may decrease on incrementing this register.

Note 2): The content depends on the mounted lens and the calibration data and represents the real viewing angles.

## 6.2 More General Registers

| Addr (hex)  | Register Name | Default Value (hex) | R/W | Description                                                                       |
|-------------|---------------|---------------------|-----|-----------------------------------------------------------------------------------|
| <b>00C1</b> | DistOffset0   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 0 |
| <b>00C2</b> | DistOffset1   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 1 |
| <b>00C3</b> | DistOffset2   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 2 |
| <b>00C4</b> | DistOffset3   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 3 |
| <b>00C5</b> | DistOffset4   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 4 |
| <b>00C6</b> | DistOffset5   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 5 |
| <b>00C7</b> | DistOffset6   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 6 |
| <b>00C8</b> | DistOffset7   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 7 |
| <b>00C9</b> | DistOffset8   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 8 |
| <b>00CA</b> | DistOffset9   | 1)                  | R/W | An offset for distance values when operating at modulation frequency with index 9 |
| <b>0100</b> | UserDefined0  | 0                   | R/W | For any purpose                                                                   |
| <b>0101</b> | UserDefined1  | 0                   | R/W | For any purpose                                                                   |
| <b>0102</b> | UserDefined2  | 0                   | R/W | For any purpose                                                                   |
| <b>0103</b> | UserDefined3  | 0                   | R/W | For any purpose                                                                   |

|             |                                |      |     |                                                                                                                                      |
|-------------|--------------------------------|------|-----|--------------------------------------------------------------------------------------------------------------------------------------|
| <b>0104</b> | UserDefined4                   | 0    | R/W | For any purpose                                                                                                                      |
| <b>0105</b> | UserDefined5                   | 0    | R/W | For any purpose                                                                                                                      |
| <b>0106</b> | UserDefined6                   | 0    | R/W | For any purpose                                                                                                                      |
| <b>0107</b> | UserDefined7                   | 0    | R/W | For any purpose                                                                                                                      |
| <b>0108</b> | UserDefined8                   | 0    | R/W | For any purpose                                                                                                                      |
| <b>0109</b> | UserDefined9                   | 0    | R/W | For any purpose                                                                                                                      |
| <b>010A</b> | TempCompGradient<br>Baseboard  |      | R/W | Factor 'c' of the ToF baseboard temperature compensation function: $y \text{ [mm]} = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$ |
| <b>010B</b> | TempCompGradient<br>2Baseboard |      | R/W | Factor 'b' of the ToF baseboard temperature compensation function: $y \text{ [mm]} = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$ |
| <b>010C</b> | TempCompGradient<br>3Baseboard |      | R/W | Factor 'a' of the ToF baseboard temperature compensation function: $y \text{ [mm]} = a/10000 * x^3 + b/10000 * x^2 + c/1000 * x + u$ |
| <b>010D</b> | BaseboardTemp                  |      | R   | Temperature of baseboard in 0,01[°C] (FFFF: Sensor not available).                                                                   |
| <b>010E</b> | PWM50Temp                      | 0FA0 | R/W | Temperature for PWM control in 0,01[°C].<br>Creates a PWM output with duty cycle of 50%                                              |
| <b>010F</b> | PWM100Temp                     | 1B58 | R/W | Temperature for PWM control in 0,01[°C].<br>Creates a PWM output with duty cycle of 100%                                             |
| <b>0110</b> | IIIPreheatingTime              | 0064 | R/W | Time for illumination pre heating in $\mu\text{s}$                                                                                   |
| <b>0111</b> | IIIPreheatingDelay             | 000A | R/W | Delay between pre heating and integration start                                                                                      |

Table 6-2: General registers

Note 5): This value varies from unit to unit.

### 6.3 Registers for GPIOs

| Addr (hex)  | Register Name | Default Value (hex) | R/W | Description                                                                                                                                                                                                                |
|-------------|---------------|---------------------|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>00d0</b> | IOstate0      | 0000                | R/W | Bit[0]: ... state of IN_0 (only R)<br>Bit[1]: ... state of IN_1 (only R)<br>Bit[8]: ... state of OUT_0 (R/W)<br>Bit[9]: ... state of OUT_1 (R/W)<br>Bit[10]: ... state of OUT_2 (R/W)<br>Bit[11]: ... state of OUT_3 (R/W) |

Table 6-3: Registers for GPIOs

### 6.4 Registers for Wiggling correction

| Addr (hex)  | Register Name | Default Value (hex) | R/W | Description                                                                       |
|-------------|---------------|---------------------|-----|-----------------------------------------------------------------------------------|
| <b>00e0</b> | WigglingAmp0  | 0000                | R/W | Wiggling correction amplitude when operating at modulation frequency with index 0 |
| <b>00e1</b> | WigglingAmp1  | 0050                | R/W | Wiggling correction amplitude when operating at modulation frequency with index 1 |
| <b>00e2</b> | WigglingAmp2  | 0000                | R/W | Wiggling correction amplitude when operating at modulation frequency with index 2 |
| <b>00e3</b> | WigglingAmp3  | 0000                | R/W | Wiggling correction amplitude when operating at modulation frequency with index 3 |

|             |                |      |     |                                                                                   |
|-------------|----------------|------|-----|-----------------------------------------------------------------------------------|
| <b>00e4</b> | WigglingAmp4   | 0000 | R/W | Wiggling correction amplitude when operating at modulation frequency with index 4 |
| <b>00e5</b> | WigglingAmp5   | 0000 | R/W | Wiggling correction amplitude when operating at modulation frequency with index 5 |
| <b>00e6</b> | WigglingAmp6   | 0000 | R/W | Wiggling correction amplitude when operating at modulation frequency with index 6 |
| <b>00e7</b> | WigglingAmp7   | 0000 | R/W | Wiggling correction amplitude when operating at modulation frequency with index 7 |
| <b>00e8</b> | WigglingAmp8   | 0000 | R/W | Wiggling correction amplitude when operating at modulation frequency with index 8 |
| <b>00e9</b> | WigglingAmp9   | 0000 | R/W | Wiggling correction amplitude when operating at modulation frequency with index 9 |
| <b>00f0</b> | WigglingPhase0 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 0     |
| <b>00f1</b> | WigglingPhase1 | 128E | R/W | Wiggling correction phase when operating at modulation frequency with index 1     |
| <b>00f2</b> | WigglingPhase2 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 2     |
| <b>00f3</b> | WigglingPhase3 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 3     |
| <b>00f4</b> | WigglingPhase4 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 4     |
| <b>00f5</b> | WigglingPhase5 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 5     |
| <b>00f6</b> | WigglingPhase6 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 6     |
| <b>00f7</b> | WigglingPhase7 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 7     |
| <b>00f8</b> | WigglingPhase8 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 8     |
| <b>00f9</b> | WigglingPhase9 | 0000 | R/W | Wiggling correction phase when operating at modulation frequency with index 9     |

Table 6-4: Registers for Wiggling correction

## 6.5 Registers for Automatic Exposure Control

| Addr (hex)  | Register Name | Default Value (hex) | R/W | Description                                                                                                                                                         |
|-------------|---------------|---------------------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>01A9</b> | AecAvgWeight0 | 4444                | R/W | Bit[15-12]: Weight for average, area 1<br>Bit[11-8]: Weight for average, area 2<br>Bit[7-4]: Weight for average, area 3<br>Bit[3-0]: Weight for average, area 4     |
| <b>01AA</b> | AecAvgWeight1 | 44CC                | R/W | Bit[15-12]: Weight for average, area 5<br>Bit[11-8]: Weight for average, area 6<br>Bit[7-4]: Weight for average, area 7<br>Bit[3-0]: Weight for average, area 8     |
| <b>01AB</b> | AecAvgWeight2 | C44C                | R/W | Bit[15-12]: Weight for average, area 9<br>Bit[11-8]: Weight for average, area 10<br>Bit[7-4]: Weight for average, area 11<br>Bit[3-0]: Weight for average, area 12  |
| <b>01AC</b> | AecAvgWeight3 | FC44                | R/W | Bit[15-12]: Weight for average, area 13<br>Bit[11-8]: Weight for average, area 14<br>Bit[7-4]: Weight for average, area 15<br>Bit[3-0]: Weight for average, area 16 |

|             |                |      |     |                                                                                                                                                                     |
|-------------|----------------|------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>01AD</b> | AecAvgWeight4  | CCC4 | R/W | Bit[15-12]: Weight for average, area 17<br>Bit[11-8]: Weight for average, area 18<br>Bit[7-4]: Weight for average, area 19<br>Bit[3-0]: Weight for average, area 20 |
| <b>01AE</b> | AecAvgWeight5  | 4444 | R/W | Bit[15-12]: Weight for average, area 21<br>Bit[11-8]: Weight for average, area 22<br>Bit[7-4]: Weight for average, area 23<br>Bit[3-0]: Weight for average, area 24 |
| <b>01AF</b> | AecAvgWeight6  | 4000 | R/W | Bit[15-12]: Weight for average, area 25                                                                                                                             |
| <b>01B0</b> | AecAmpTarget   | 02BC | R/W | Auto exposure target amplitude value to which the controller is controlling to                                                                                      |
| <b>01B1</b> | AecTintStepMax | 0021 | R/W | Auto exposure maximum change of integration time percentage. The relative change of the integration time will be lower than this percentage                         |
| <b>01B2</b> | AecTintMax     | 2710 | R/W | Auto exposure maximum integration time the controller calculates                                                                                                    |
| <b>01B3</b> | AecKp          | 0028 | R/W | Proportional part of the auto exposure controller in percent                                                                                                        |
| <b>01B4</b> | AecKi          | 000F | R/W | Integral part of the auto exposure controller in percent                                                                                                            |
| <b>01B5</b> | AecKd          | 0000 | R/W | Differential part of the auto exposure controller in percent                                                                                                        |

Table 6-5: Registers for automatic exposure control

## 6.6 Registers for Filter Configuration

| Addr (hex)  | Register Name       | Default Value (hex) | R/W | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-------------|---------------------|---------------------|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>01E0</b> | ImgProcConfig       | 2FC1                | R/W | Bit[0]: 1... enable Median Filter<br>Bit[1]: 1... enable Average Filter<br>Bit[2]: 1... enable Gauss Filter<br>Bit[3]: 1... enable Bilateral Filter<br>Bit[4]: 1... enable Sliding Average<br>Bit[5]: 1... enable fast lookup table mode<br>Bit[6]: 1... enable wiggling compensation<br>Bit[7]: 1... enable FPPN compensation<br>Bit[8]: 1... enable ModFreq scaling<br>Bit[9]: 1... enable scaling to [mm]<br>Bit[10]: 1... unused<br>Bit[11]: 1... enable temperature compensation<br>Bit[12]: 1... enable scaling via register DistCalibGradient (0x002F)<br>Bit[13]: 1... enable offsets via registers DistCalibOffsetX (0x00C1 onwards)<br>Bit[14]: 1... enable akf plausibility check (affected pixel have a distance of 1) |
| <b>01E1</b> | FilterMedianConfig  | 0001                | R/W | Bit[0-7]: ... Nr of Median Iterations                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>01E2</b> | FilterAverageConfig | 0100                | R/W | Bit[0-7]:<br>0... 3x3 Pixel<br>1... 5x5 Pixel<br>Bit[8-15]: Nr of iterations                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |



|             |                          |      |     |                                                                                                                                                         |
|-------------|--------------------------|------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>01E3</b> | FilterGaussConfig        | 0100 | R/W | Bit[0-7]:<br>0... 3x3 Pixel<br>1... 5x5 Pixel<br>Bit[8-15]: Nr of iterations                                                                            |
| <b>01E4</b> | FilterBilateralConfig    | 1082 | R/W | Bit[0-5]: Sigma R (factor for weighing for radius, max: 6)<br>Bit[6-11]: Sigma D (factor for weighing for data, max: 6)<br>Bit[12-15]: Nr of iterations |
| <b>01E5</b> | FilterSlafConfig         | 0005 | R/W | Bit[0-7]: ... Window size                                                                                                                               |
| <b>01E6</b> | FilterBilateralConfig2   | 0003 | R/W | Bit[0-5]: ... Square size (=> Window size: Square size x square size)                                                                                   |
| <b>01E7</b> | FilterFrameAverageConfig | 0002 | R/W | Bit[0-3]: ... Number of frames                                                                                                                          |
| <b>01E8</b> | FilterLocalAverageConfig | 0001 | R/W | Bit[0-3]: ... Number of square pixel                                                                                                                    |

Table 6-6: Register for filter configuration

## 6.7 Registers for Ethernet configuration

| Addr (hex)  | Register Name     | Default Value (hex) | R/W | Description                                                                                             |
|-------------|-------------------|---------------------|-----|---------------------------------------------------------------------------------------------------------|
| <b>0240</b> | Eth0Config        | 0006                | R/W | Bit[0]: 1.. Enable DHCP<br>Bit[1]: 1.. Enable UDP streaming<br>Bit[2]: 1.. Ignore CRC for UDP streaming |
| <b>0241</b> | Eth0Mac2          | ACDE                | R/W | Low byte and byte 1 of MAC address (default value differs in factory config)                            |
| <b>0242</b> | Eth0Mac1          | 4801                | R/W | Byte 2 and byte 3 of MAC address (default value differs in factory config)                              |
| <b>0243</b> | Eth0Mac0          | 0203                | R/W | Byte 4 and high byte of MAC address (default value differs in factory config)                           |
| <b>0244</b> | Eth0Ip0           | 000A                | R/W | Low word of IP address                                                                                  |
| <b>0245</b> | Eth0Ip1           | C0A8                | R/W | High word of IP address                                                                                 |
| <b>0246</b> | Eth0Snm0          | FF00                | R/W | Low word of subnet mask                                                                                 |
| <b>0247</b> | Eth0Snm1          | FFFF                | R/W | High word of subnet mask                                                                                |
| <b>0248</b> | Eth0Gateway0      | 0000                | R/W | Low word of gateway                                                                                     |
| <b>0249</b> | Eth0Gateway1      | 0000                | R/W | High word of gateway                                                                                    |
| <b>024E</b> | Eth0UdpStreamPort | 2712                | R/W | Port for UDP streaming                                                                                  |
| <b>0255</b> | Eth0UdpConfigPort | 2713                | R/W | UDP port for UDP Control Interface                                                                      |

Table 6-7: Registers for Ethernet configuration

## 6.8 Registers for Temperature Management

| Addr (hex)  | Register Name           | Default Value (hex) | R/W | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-------------|-------------------------|---------------------|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>028F</b> | TempDevMaxIIITempOffset | 000f                | R/W | Bit[0-15]: ... Temperature offset in °C for illumination temperature devices.<br>If supported by the device the temperature threshold for security shutdown is set by using register MaxLedTemp (0x0024) added by this offset, in 0,01[°C]                                                                                                                                                                                                                                       |
| <b>0290</b> | TempDevBusConfig0       | 0000                | R/W | Bit[0-6]: ... Address<br>Bit[7-13]: ... Device Type<br>0 ... unconfigured<br>1 ... OWIRE_LIM_V1<br>2 ... OWIRE_LIM_V3<br>3 ... I2C_ADT74<br>4 ... I2C_LIM<br>5 ... TIM<br>Bit[14-15]: ... Bus Nr.                                                                                                                                                                                                                                                                                |
| <b>0291</b> | TempDevCompConfig0      | 0000                | R/W | Bit[0-7]: ... Compensation Group<br>0 ... unconfigured<br>1 ... Illumination<br>2 ... Sensor<br>3 ... Base<br>4 ... None<br>Bit[8-15]: ... this factor (register value divided by 100) is applied to the temperature of this sensor. The sum of factors of one compensation group has to be 100.                                                                                                                                                                                 |
| <b>0292</b> | TempDevConfig0          | 0000                | R/W | Device specific configuration of temperature device 0<br>LIM:<br>Bit[0]: 1 ... enable PEN<br>Bit[1]: 1 ... enable LED Segment 1<br>Bit[2]: 1 ... enable LED Segment 2<br>Bit[3]: 1 ... enable LED Segment 3<br>Bit[4]: 1 ... enable LED Segment 4<br>Bit[5]: 1 ... Fan manually on, 0 ... Fan auto mode<br>Bit[6-14]: reserved<br>Bit[15]: is set by the firmware when start of configuration of the temperature device and cleared as soon as the configuration was successful. |
| <b>0293</b> | TempDevSysStatus0       | 0000                | R/W | System Status of temperature device 0<br>Bit[0]: ... Device specific status has error bits set<br>Bit[1-11]: ... unused<br>Bit[12]: ... Temperature differs strongly from average<br>Bit[13]: ... Temperature Plausibility Error<br>Bit[14]: ... Sensor IO Error<br>Bit[15]: ... Initialization Error                                                                                                                                                                            |
| <b>0294</b> | TempDevBusConfig1       | 0000                | R/W | See register TempDevBusConfig0                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>0295</b> | TempDevCompConfig1      | 0000                | R/W | See register TempDevCompConfig0                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>0296</b> | TempDevConfig1          | 0000                | R/W | See register TempDevConfig0                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

|             |                     |      |     |                                 |
|-------------|---------------------|------|-----|---------------------------------|
| <b>0297</b> | TempDevSysStatus1   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>0298</b> | TempDevBusConfig2   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>0299</b> | TempDevCompConfig2  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>029A</b> | TempDevConfig2      | 0000 | R/W | See register TempDevConfig0     |
| <b>029B</b> | TempDevSysStatus2   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>029C</b> | TempDevBusConfig3   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>029D</b> | TempDevCompConfig3  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>029E</b> | TempDevConfig3      | 0000 | R/W | See register TempDevConfig0     |
| <b>029F</b> | TempDevSysStatus3   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02A0</b> | TempDevBusConfig4   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02A1</b> | TempDevCompConfig4  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02A2</b> | TempDevConfig4      | 0000 | R/W | See register TempDevConfig0     |
| <b>02A3</b> | TempDevSysStatus4   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02A4</b> | TempDevBusConfig5   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02A5</b> | TempDevCompConfig5  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02A6</b> | TempDevConfig5      | 0000 | R/W | See register TempDevConfig0     |
| <b>02A7</b> | TempDevSysStatus5   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02A8</b> | TempDevBusConfig6   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02A9</b> | TempDevCompConfig6  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02AA</b> | TempDevConfig6      | 0000 | R/W | See register TempDevConfig0     |
| <b>02AB</b> | TempDevSysStatus6   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02AC</b> | TempDevBusConfig7   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02AD</b> | TempDevCompConfig7  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02AE</b> | TempDevConfig7      | 0000 | R/W | See register TempDevConfig0     |
| <b>02AF</b> | TempDevSysStatus7   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02B0</b> | TempDevBusConfig8   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02B1</b> | TempDevCompConfig8  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02B2</b> | TempDevConfig8      | 0000 | R/W | See register TempDevConfig0     |
| <b>02B3</b> | TempDevSysStatus8   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02B4</b> | TempDevBusConfig9   | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02B5</b> | TempDevCompConfig9  | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02B6</b> | TempDevConfig9      | 0000 | R/W | See register TempDevConfig0     |
| <b>02B7</b> | TempDevSysStatus9   | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02B8</b> | TempDevBusConfig10  | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02B9</b> | TempDevCompConfig10 | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02BA</b> | TempDevConfig10     | 0000 | R/W | See register TempDevConfig0     |
| <b>02BB</b> | TempDevSysStatus10  | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02BC</b> | TempDevBusConfig11  | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02BD</b> | TempDevCompConfig11 | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02BE</b> | TempDevConfig11     | 0000 | R/W | See register TempDevConfig0     |
| <b>02BF</b> | TempDevSysStatus11  | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02C0</b> | TempDevBusConfig12  | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02C1</b> | TempDevCompConfig12 | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02C2</b> | TempDevConfig12     | 0000 | R/W | See register TempDevConfig0     |
| <b>02C3</b> | TempDevSysStatus12  | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02C4</b> | TempDevBusConfig13  | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02C5</b> | TempDevCompConfig13 | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02C6</b> | TempDevConfig13     | 0000 | R/W | See register TempDevConfig0     |
| <b>02C7</b> | TempDevSysStatus13  | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02C8</b> | TempDevBusConfig14  | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02C9</b> | TempDevCompConfig14 | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02CA</b> | TempDevConfig14     | 0000 | R/W | See register TempDevConfig0     |
| <b>02CB</b> | TempDevSysStatus14  | 0000 | R/W | See register TempDevSysStatus0  |
| <b>02CC</b> | TempDevBusConfig15  | 0000 | R/W | See register TempDevBusConfig0  |
| <b>02CD</b> | TempDevCompConfig15 | 0000 | R/W | See register TempDevCompConfig0 |
| <b>02CE</b> | TempDevConfig15     | 0000 | R/W | See register TempDevConfig0     |

|             |                      |      |     |                                                                |
|-------------|----------------------|------|-----|----------------------------------------------------------------|
| <b>02CF</b> | TempDevSysStatus15   | 0000 | R/W | See register TempDevSysStatus0                                 |
| <b>02D0</b> | TempDevTemperature0  | 0000 | R   | Temperature of temperature device 0, see LedboardTemp (0x001B) |
| <b>02D1</b> | TempDevTemperature1  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D2</b> | TempDevTemperature2  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D3</b> | TempDevTemperature3  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D4</b> | TempDevTemperature4  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D5</b> | TempDevTemperature5  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D6</b> | TempDevTemperature6  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D7</b> | TempDevTemperature7  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D8</b> | TempDevTemperature8  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02D9</b> | TempDevTemperature9  | 0000 | R   | See TempDevTemperature0                                        |
| <b>02DA</b> | TempDevTemperature10 | 0000 | R   | See TempDevTemperature0                                        |
| <b>02DB</b> | TempDevTemperature11 | 0000 | R   | See TempDevTemperature0                                        |
| <b>02DC</b> | TempDevTemperature12 | 0000 | R   | See TempDevTemperature0                                        |
| <b>02DD</b> | TempDevTemperature13 | 0000 | R   | See TempDevTemperature0                                        |
| <b>02DE</b> | TempDevTemperature14 | 0000 | R   | See TempDevTemperature0                                        |
| <b>02DF</b> | TempDevTemperature15 | 0000 | R   | See TempDevTemperature0                                        |
| <b>02E0</b> | TempDevStatus0       | 0000 | R   | Device specific configuration                                  |
| <b>02E1</b> | TempDevStatus1       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E2</b> | TempDevStatus2       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E3</b> | TempDevStatus3       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E4</b> | TempDevStatus4       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E5</b> | TempDevStatus5       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E6</b> | TempDevStatus6       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E7</b> | TempDevStatus7       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E8</b> | TempDevStatus8       | 0000 | R   | See TempDevStatus0                                             |
| <b>02E9</b> | TempDevStatus9       | 0000 | R   | See TempDevStatus0                                             |
| <b>02EA</b> | TempDevStatus10      | 0000 | R   | See TempDevStatus0                                             |
| <b>02EB</b> | TempDevStatus11      | 0000 | R   | See TempDevStatus0                                             |
| <b>02EC</b> | TempDevStatus12      | 0000 | R   | See TempDevStatus0                                             |
| <b>02ED</b> | TempDevStatus13      | 0000 | R   | See TempDevStatus0                                             |
| <b>02EE</b> | TempDevStatus14      | 0000 | R   | See TempDevStatus0                                             |
| <b>02EF</b> | TempDevStatus15      | 0000 | R   | See TempDevStatus0                                             |

Table 6-8: 6.8 Registers for Temperature Management



## 7 Document Revision History

| Version | Date       | Author | Description     |
|---------|------------|--------|-----------------|
| 1       | 2014-12-03 | aFro   | Initial Version |

Table 7-1: Revision History

Preliminary

## 8 Support

### 8.1 General Support

General support for products can be found at Bluetechnix' support site

#### Support Link

 <https://support.bluetechnix.com/index.html>

### 8.2 Software Packages

Software packages and software downloads are for registered customers only

#### Software Package

 <https://support.bluetechnix.com/index.html>

### 8.3 Related Products

- IF-BASIC
- LIM-U-LED-850

## 9 Firmware History

### 9.1 Version Information

| Firmware Version | Status | Release date | Changes |
|------------------|--------|--------------|---------|
|                  |        |              |         |

Table 9-1: Overview TIM-UP-19K-S3-ETH firmware changes



#### Note

Please refer to our support site for additional information about product changes.

### 9.2 Anomalies

| Applies to | Date | Description |
|------------|------|-------------|
|            |      |             |

Table 9-2 – Firmware anomalies

### 9.3 Document Revision History

| Version | Date       | Document Revision |
|---------|------------|-------------------|
| 1       | 2014 11 24 | First Draft       |

Table 9-3: Revision history

## 10 Index

|          |                                     |
|----------|-------------------------------------|
| <b>3</b> | 3D Stream ..... 18                  |
|          | Image Processing Chain ..... 20     |
| <b>A</b> |                                     |
|          | Modulation Frequency ..... 26       |
|          | Modulation Signal Interface..... 27 |
| <b>B</b> |                                     |
|          | Pixel orientation..... 22           |
| <b>C</b> |                                     |
|          | Register Map                        |
|          | Delete ..... 29                     |
|          | Save ..... 28                       |
| <b>D</b> |                                     |
|          | Software..... 33                    |
|          | Support ..... 46                    |
| <b>E</b> |                                     |
|          | UDP packet header                   |
|          | 3D Stream ..... 17                  |
| <b>I</b> |                                     |
|          | Version                             |
|          | Product History ..... 47            |