

LibRealSense -supported camera formats



Name	Description	Resolutions	FPS	R200	LR200	ZR300	F200	SR300	Notes
				1.0.71.6	2.0.71.20	2.0.71.20	2.60.0.00	3.15.0.0	FW. Version
Depth	Z16	16bit Depth data	320X240	30,60,90	✓	✓	✓		
			332X252	30,60,90	✓	✓	✓		
			480X360	30,60,90	✓	✓	✓		
			492X372	30,60,90	✓				
			628X468	30,60,90	✓	✓	✓		
			640X240	2,5,15,30,60			✓		
			640X240	10,30,60,110				✓	
			640X480	30,60,90	✓	✓	✓		
			640X480	2,5,15,30,60			✓		
			640X480	10,30,60				✓	
Infrared	Y8/Y16	8/16 bit Left/Right Infrared imager	332X252	30,60,90	✓	✓	✓		
			492X372	30,60,90	✓	✓	✓		
			640X480	30,60,90	✓	✓	✓		
			640X480	30,60,90,120,240,300			✓		
			640X480	30,60,90,120,200				✓	
			640X240	30,60,120,240,300			✓		
Color	YuYv	RGB8,RGBA8,BGR 8, BGRA8,YUYV	1920x1080	15,30	✓	✓	✓		YuYv is decoded by librealsense into one of pixel formats
			1920x1080	2,5,15,30			✓		
			1920x1080	10,30				✓	
			1280X720	2,5,15,30			✓		
			1280X720	10,30,60				✓	
			960X540	2,5,15,30			✓		
			960X540	10,30,60				✓	
			848X480	2,5,15,30			✓		
			848X480	10,30,60				✓	
			640X360	2,5,15,30			✓		

			640X360	10,30,60				✓	
			424X240	2,5,15,30				✓	
			424X240	10,30,60				✓	
			640X480	30,60	✓	✓	✓		
			640X480	2,5,15,30				✓	
			640X480	10,30,60				✓	
			320X240	30,60	✓	✓	✓		
			320X240	2,5,15,30				✓	
			320X240	10,30,60				✓	
			320X180	2,5,15,30				✓	
			320X180	10,30,60				✓	
	Raw10		1920x1080	30	✓				
	Raw16		1920x1080	30		✓	✓		✓
Monochrome Wide FOW	Raw8	8bit Luminosity	640X480	30,60			✓		

Multiple sources configuration rules -

R200, LR200, ZR300 devices:

- Pixel formats, resolutions and fps requests for Left&Right infrared imagers shall be identical.
- In case of Depth + Color configuration, the fps for depth stream must be an positive multiple of color stream fps (color [30]fps -> depth [30/60/90]fps)
- The resolutions For Depth and Infrared streams should be identical or differ only by crop/pad size (e.g 640X480 for Left IR and 628X468 for Depth)

F200 and SR300:

- Image resolutions and fps requests for Depth and Infrared streams shall be identical.