

visual interaction

myGaze n

Technical Specification

Sampling rate	30Hz
Interface setup	Use with monitor or laptop (10" to 27")
PC interface / power	1x USB 3.0 / Power over USB (max. 4.5W)
Gaze position accuracy	0.4°
Spatial resolution (RMS)	0.05°
Eye tracking mode	Binocular
Operating distance	15.7" – 39.4" (40cm – 100cm)
Tracking range (head box)	19.7" × 11.8" (50cm × 30cm) @ 25.6" (65cm) distance
Calibration mode	Calibrationless and 1/5/9/13 points
Head movement velocity (max)	15.7" (40cm)/s
System latency (end to end)	<40ms
Blink recovery time (max)	33ms
Tracking recovery time (max)	66ms
Dimensions (Width x Height x Depth)	11.7" × 0.7" × 0.5" (29.9cm × 1.8cm × 1.3cm)
Weight	0.15 pounds (70 g) module
Eyewear Compatibility	Works with most glasses and lenses
Data	Timestamp Gaze data (x/y screen coordinate) 3D eye position
API/SDK	C function call based DLL (Sample code for C#, C/C++, Python)
Operating system	Microsoft Windows 7 / 8 / 8.1 / 10 (32/64 Bit)
Software compatibility	<i>myGaze UX Tracking Lab for Morae 3.3</i> <i>myGaze SDK 4.3</i> (not compatible with <i>myGaze Assistive EyeMouse</i>)
Technology	Non-invasive, video-based eye tracking
Norm compliance	CE / FCC Eye Safety EN62471:2008
PC Requirements	Intel CPUs starting from Core 2 Duo (2006) AMD CPUs of the Bulldozer family (2011) or newer Recommended: Intel i3 or superior CPU (i5 / i7). Go to http://www.mygaze.com/support/faq/system-requirements/ for more details

All parameters are validated on complete VI system, incl. myGaze n and compatible VI Laptop.