

PRODUCT CATALOG

2025

Player One Astronomy (Suzhou) Co., Ltd

Innovation in exploration

Who are we?

Hstory of Player One

Cooled Cameras
For deep sky imaging

Solar Cameras
For solar imaging

COVENS Planetary Cameras
For Lunar and planetary imaging

O5 Guiding Cameras
For guiding

Filters and Filter Wheels
Improve imaging effect

Accessories
Complete your imaging system

Who we are Hstory of Player One

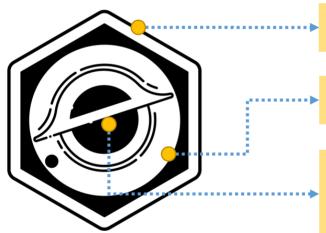
Who are we?

Player One Astronomy Co., Ltd is a high-tech enterprise specializing in R&D, production, sales, and service of astronomical cameras and supporting products. With a strong R&D team that moves forward in innovation, the company has successfully launched a series of astronomical cameras and supporting products with independent intellectual property rights, covering a wide range of needs from beginners to professionals. Our camera series are highly praised by users for their excellent image quality, stability, and ease of use. At the same time, we attach great importance to customer service, providing users with technical support in a timely manner, and find solutions quickly and accurately. We also actively participates in domestic and international astronomical exchanges and cooperation to jointly promote the progress and development of astronomical science and technology.

Looking ahead, Player One will continue to adhere to the concept of "innovation, quality, and service", constantly introduce new products, and contribute more to the development of the global astronomical field.

Why Player One?

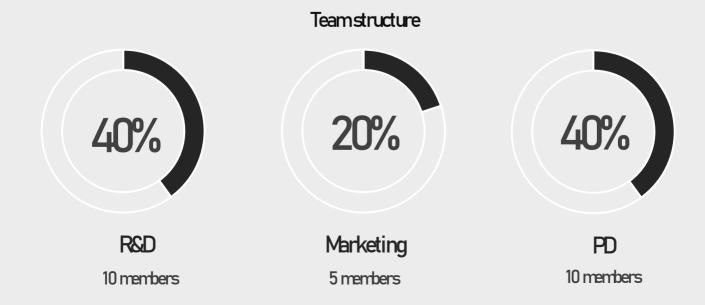
Player One is not only the name of our company, it's also our core values. Be the top one player in astronomy market! As a technologically innovative company, we are committed to make professional, sophisticated astronomy equipment with our cutting-edge technology.



The regular hexagon is a very technological shape, which is also the outer layer of the logo, and we also apply it to the appearance of our products.

Orcle is an indispensable element in astronomical products. The lack of arc, just like the lack of wheels, the car can not move forward.

The core in our logo is a black hole and accretion disk. It is the most powerful gravitational object in the universe, so that the logo is full of power and attraction. Even if it is a static graphic, it will make people feel the curvature of space-time caused by gravitational effects.



Camera Line

Cutting-edge Design

Scientific and technological, look luxurious and cool, highlighting the style of high-end players

Hgh Quality

Use high quality electronic components

Innovation

Focus on independent intellectual property rights and product innovation

Various Product line

Covers all aspects of astrophotography



Mercury Series TED

Venus Series TED

Mars Series IMX290/462

Mars II Series IMX462/662

Jupiter Series TED

Saturn Series Uranus Series IMX533

IMX585

Neptune Series IMN178

Neptune II Series IMX464

Neptune III Series IMX664



Apollo MAX Series Apollo Series IMX432/428

IMX174

Apollo MN Series IMX429



Guiding Camera

Xena Series IMX249

Sedna Series IMX178

Ceres Series AR0130/IMX224

Ceres II Series IMX462



ALDSO Camera

Zeus Series IMX455

Poseidon Series IMX571

Artemis Series IMX492/294



Ares Series IMX533

Uranus Series IMX585

Apollo MAX Series IMX432/428

» 02

Cooled Cameras

For deep sky imaging



Design for deep sky imaging!

Player One cooled camera series name after gods in ancient Greek mythology.

This series using STARMS technology BSI Sony sensors.

Innovative technology: Rear tilt plate, Deep Cooling, USB3.0 Type-C Port, BFL solutions

Model	Sensor	Format	Resolution	Pixel	Naise	Œ	FW	Delta-T	ADC
Zeus 455MPRO	IMX455 mono	36×24mm (⊞)	9576×6388	3.76µm	4.2-1. <i>2</i> 7e	≈91%	71.6ke	-35°C	16bit
Zeus 455C PRO	IMX455 color	36×24mm (1∓)	9576×6388	3.76µm	4.2-1.27e	≈ 80 %	71.6ke	-35°C	16bit
Poseidon-MPRO	IMX571 mono	23.5×15.7mm (APS-C)	6252×4176	3.76µm	3.9-1.0e	≈91%	71.7ke	-40°C	16bit
Poseidon-CPRO	IMX571 color	23.5×15.7mm (APS-C)	6252×4176	3.76µm	3.9-1.0e	≈ 80 %	71.7ke	-40°C	16bit
Artemis-MPRO	IMX492 mono	19.2×13nm (4/3")	8288×5648	23µm	7.7-1.46e	≈ 90 %	18.6ke	-40°C	12bit
Artemis-CPR0	IMX294 color	19.2×13nm (4/3")	4144×2824	4.63µm	7.8-1.2e	≈ 7 5%	65.8ke	-40°C	14bit
Ares-MPRO	IMX533 mono	11.31×11.31mm (1")	3008×3008	3.76µm	4.46-1e	≈91%	73ke	-40°C	14bit
Ares-CPRO	IMX533 color	11.31×11.31mm (1")	3008×3008	3.76µm	4.46-1e	≈ 80 %	73ke	-40°C	14bit
Uranus-MPRO	IMX585 mono	11.2×6.3mm (1/1.2")	3856×2180	29µm	6.5-0.7e	≈91%	47ke	-40°C	12bit
Uranus-CPRO	IMX585 color	11.2×6.3mm (1/1.2")	3856×2180	29µm	6.5-0.7e	≈91%	47ke	-40°C	12bit
Apollo-MMAX PRO	IMX432 mono	14.5×9.9mm (1.1")	1608×1104	9µm	22.9~2.6e	≈ 79 %	100ke	-40°C	12bit
Apollo 428MMAX PRO	IMX428 mono	14.5×9.9mm (1.1")	3216×2208	4.5µm	5.5~1.4e	≈ 79 %	25.3ke	-40°C	12bit



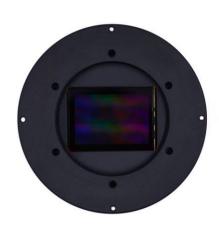
WR 134 RGB + H-a + OIII, Tony Hallas, Planewave CDK 14+Zeus 455M PRO camera





Ultimate dream for DSO imaging!

- ZBLS 455M/C PRO cooled camera is a non-amp-glow camera, full frame format, 16bit on-chip ADC and 1.27e ultra low noise make this camera has incredible results on wide filed APO, and long focal length telescope like large RC and Newtonian in remote observatory.
- Compatible with Phoenix Wheel 5*2"/7*2"/7*50mm R-D-0AG MAX Filter Drawer MAX





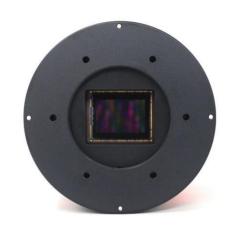






Master's choice for DSO imaging!

- Poseidon-M/C PRO cooled camera is a non-amp-glow camera, APS-C format is supported by almost all photographic telescopes and flattener, 16bit on-chip ADC and 1e ultra low noise make this camera has perfect result in DSO imaging.
- Compatible with Phoenix Wheel 7*36mm/5*2"/7*2"/7*50mm, FHD-0AGMAX, Filter Drawer MAX



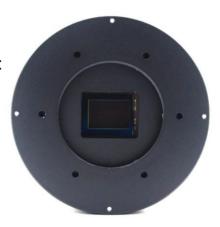


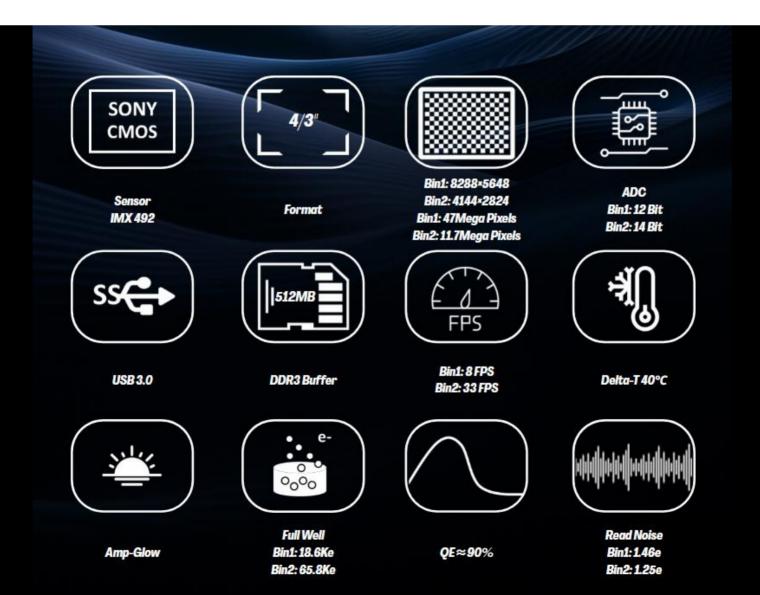


IMX492 Monochrome BSI CMOS sensor

Enter professional level in DSO imaging!

- Artemis-M/C PRO cooled camera with 4/3" format, it is big enough for most deep sky objects, high sensitivity and low noise make this camera doing great in DSO imaging.
- Hardware BIN2 makes Artemis-Mhas same advantages as Artemis-C
- Compatible with Phoenix Wheel 7*36mm/5*2"/7*2"/7*50mm FHD-0AGMAX Filter Drawer MAX





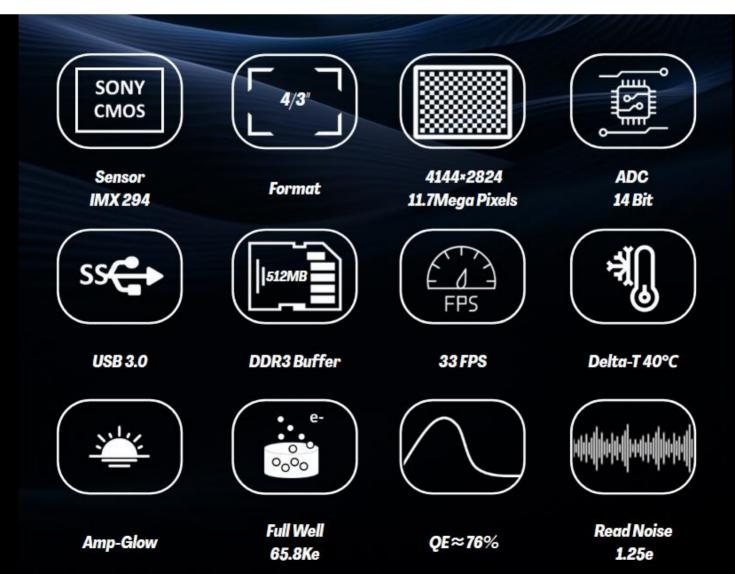


IMX294 Color BSI CMOS sensor

Enter professional level in DSO imaging!

- Artemis-M/C PRO cooled camera with 4/3" format, it is big enough for most deep sky objects, high sensitivity and low noise make this camera doing great in DSO imaging.
- Hardware BIN2 makes Artemis-Mhas same advantages as Artemis-C
- Compatible with Phoenix Wheel 7*36mm/5*2"/7*2"/7*50mm R-D-0AG MAX Filter Drawer MAX









Best entry-Level model in DSO imaging!

- Ares-M/C PRO cooled camera with 1" square non-amp-glow sensor, its high QE and low noise performance can bring beginners with very comfortable imaging experiences.
- Sensor Tilter Plate and Anti-Deware integrated.
- Compatible with Phoenix Wheel 8*1.25", FHD-OAGMN, Filter Drawer MN.







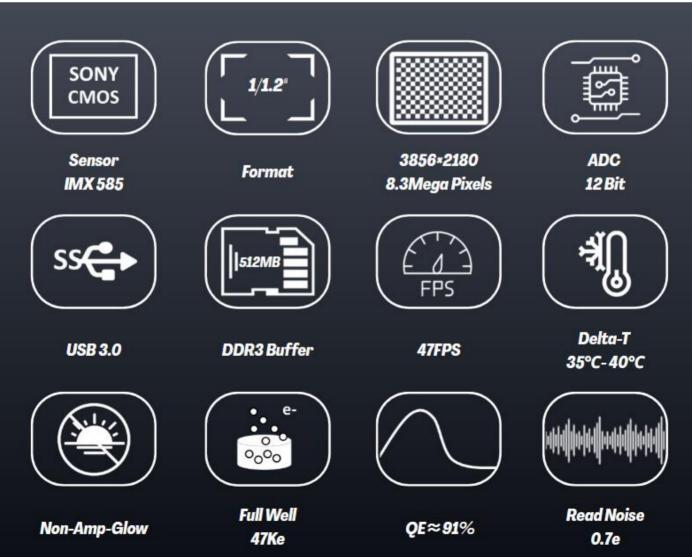


IMX585 Mono BSI OMOS sensor

New entry-Level model in DSO imaging!

- Uranus-M/C PRO cooled camera with 1/1.2" non-amp-glow sensor, its high QE, low noise performance and reasonable price is best for beginner who want to try DSO imaging. It also can be used for planetary imaging or special celestial events.
- Sensor Tilter Plate and Anti-Deware integrated.
- Compatible with Phoenix Wheel 8*1.25", FHD-OAGMN, Filter Drawer MN.





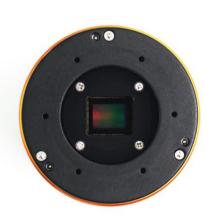


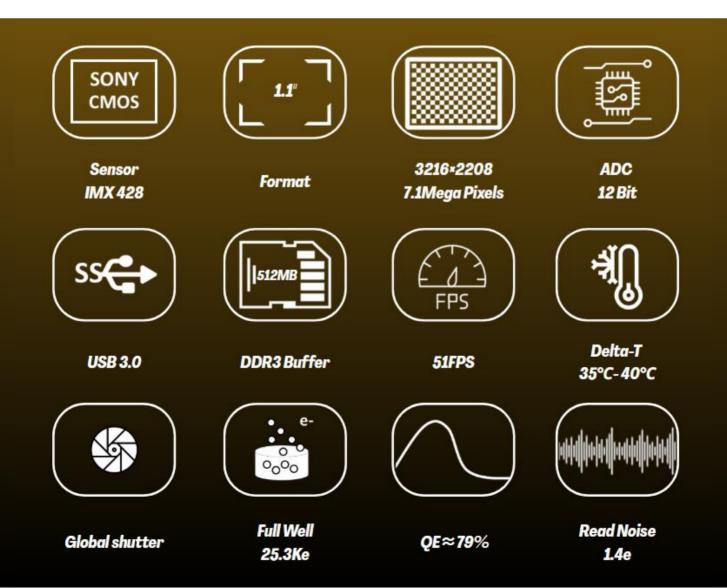
APOLLO 428M MAX PRO

IMX428 Monochrome Global shutter CMOS Sensor

Design for professional solar imaging

- Apollo 428MMAX PRO cooled camera with 1.1" non-amp-glow sensor, It is cooled version of famous Apollo 428MMAX camera. Cooled version can cooling down about 35-40 degrees, keep sensor at same temperature to make perfect calibration and noise control, it also can be used in scientific research.
- Sensor Tilter Plate and Anti-Deware integrated.
- Compatible with Phoenix Wheel 8*1.25", FHD-OAGMN, Filter Drawer MN.





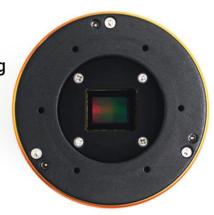


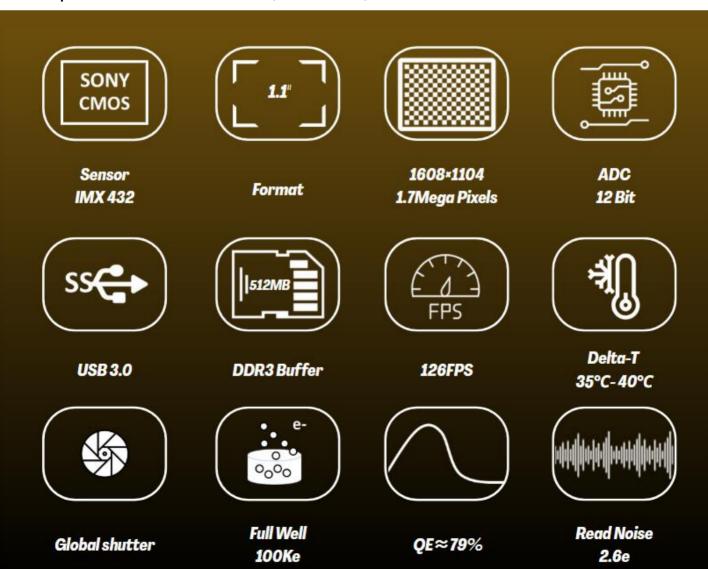
APOLLO-M MAX PRO

IMX432 Monochrome Global shutter CMOS Sensor

Design for professional solar imaging

- Apollo-MMAX PRO cooled camera with 1.1" non-amp-glow sensor, It is cooled version of famous Apollo-MMAX camera. Cooled version can cooling down about 35-40 degrees, keep sensor at same temperature to make perfect calibration and noise control, it also can be used in scientific research.
- Sensor Tilter Plate and Anti-Deware integrated.
- Compatible with Phoenix Wheel 8*1.25", FHD-OAGMN, Filter Drawer MN.





» 03

Solar Cameras

For Solar imaging



Focus on Solar imaging!

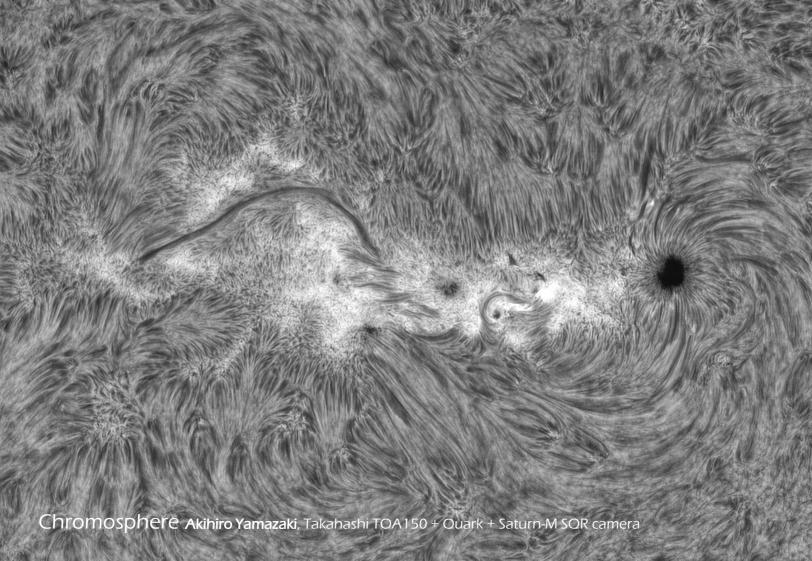
Apollo series is the world's first camera line designed specifically for solar imaging, named after Apollo.

This series using monochrome and global shutter Sony sensors.

5 innovative technologies: DDR3 256MB buffer, DPS Tech, Passive Cooling, Nova Boosting, Sensor tilt plate

Model	Sensor	Format	Resolution	Pixel	Noise	QE.	FW	FPS	ADC
Apollo 428MMAX	IMX428 mono	14.5×9.9mm(1.1")	3216×2208	4.5µm	5.5~1.4e	≈ 79 %	25.3ke	51FPS	12bit
Apollo-MMAX	IMX432 mono	14.5×9.9mm(1.1")	1608×1104	9µm	22.9~2.6e	≈ 79 %	100ke	126FPS	12bit
Apollo-MMN	IMX429 mono	8.75×6.6mm(2/3")	1944×1472	4.5µm	5.6-1.45e	≈ 79 %	25ke	84FPS	12bit
Apollo-M	IMX174 mono	11.3×7.1mm(1/1.2")	1936×1216	5.86µm	6.3-3.5e	≈ 77 %	24.8ke	164FPS	12bit
Apollo-C	IMX174 color	11.3×7.1mm(1/1.2")	1936×1216	5.86µm	4.46-1e	≈ 77 %	24.8ke	164FPS	12bit





New flagship camera for solar imaging!

- Apollo 428M MAX camera adopts 1.1" Sony IMX428 global shutter mono sensor, The 4.5um pixel size accommodates a well depth of 25.3ke with a total of 7.1MP (the resolution is 3216×2208), and the diagonal is 17.5mm
- Passive Cooling System is integrated.
- 135FPS in RAW8 format, based on Nova Boosting technology.



DDR3 256MB

DPS

Passive Cooling

Sensor Tilt Plate

Nova Boosting

Most popular camera for Ha solar imaging!

- Apollo-MMAX camera adopts 1.1" Sony IMX432 global shutter mono sensor, The 9umpixel size accommodates a well depth of 100ke with a total of 1.7MP (the resolution is 1608*1104), and the diagonal is 17.5mm
- Passive Cooling System is integrated.
- 126FPS in RAW8 format, based on Nova Boosting technology.



DDR3 256MF

DPS

Passive Cooling

Sensor Tilt Plate

Nova Boosting

High resolution solar and space station imaging!

- Apollo-MMN camera adopts 2/3" format Sony IMX429 global shutter monochrome sensor. The 4.5um pixel size accommodates a well depth of 24.8Ke with a total of 2.8MP (the resolution is 1944*1472), and the diagonal is 11mm
- Passive Cooling System is integrated.
- 84FPS in RAW8 format.



DDR3 256MB

DDS

Passive Cooling

Sensor Tilt Plate

Classic camera for solar imaging!

- Apollo-Mcamera adopts the Sony IMX1741/1.2" format monochrome sensor.
 The 5.86um pixel size accommodates a well depth of 32Ke with a total of 2.3MP (the resolution is 1944*1216), and the diagonal is 13.3mm
- Passive Cooling System is integrated.
- 164FPS in RAW8 format.

DDR3 256MB

DPS

Passive Cooling

Sensor Tilt Plate



Color camera for special usage!

- Apollo-C camera adopts the Sony IMX1741/1.2" format color sensor. The 5.86um pixel size accommodates a well depth of 32Ke with a total of 2.3MP (the resolution is 1944*1216), and the diagonal is 13.3mm
- Passive Cooling Systemis integrated.
- 164FPS in RAW8 format.

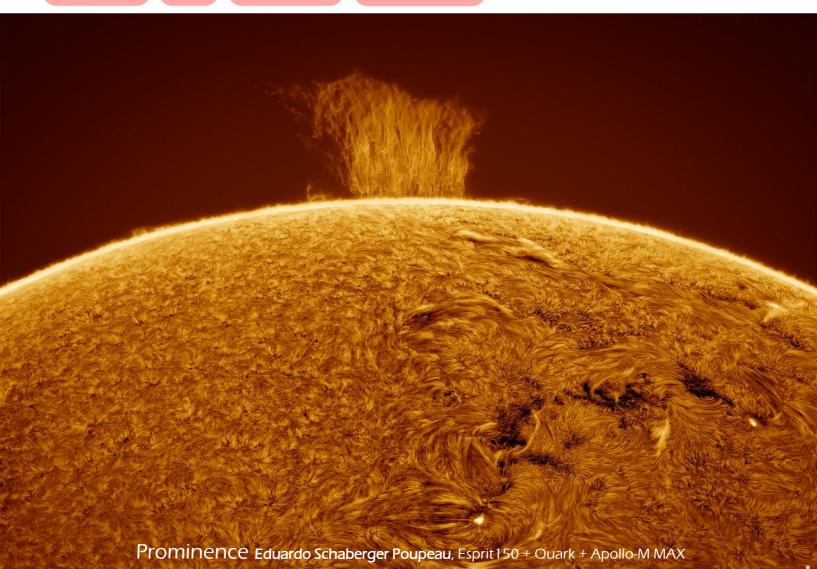
DDR3 256MB

DPS

Passive Cooling

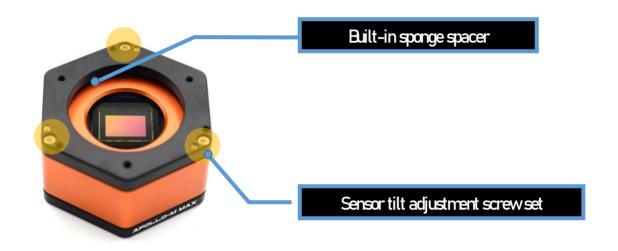
Sensor Tilt Plate



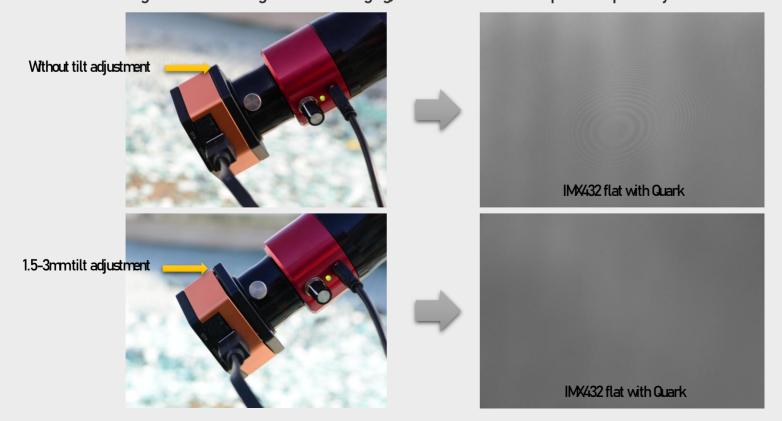


Solar and Planetary Camera Design

2nd Gen Sensor Tilt Plate 2nd Gen can provide larger tilt angle and against light leak 5nmsponge spacer 2mmdeep groove 1st Gen Tilt plate 3.5nmsponge spacer Nb groove



Newton Ring is a common thing in Ha Solar imaging, use build-in or extra tilt plate can perfectly remove it.



» 04

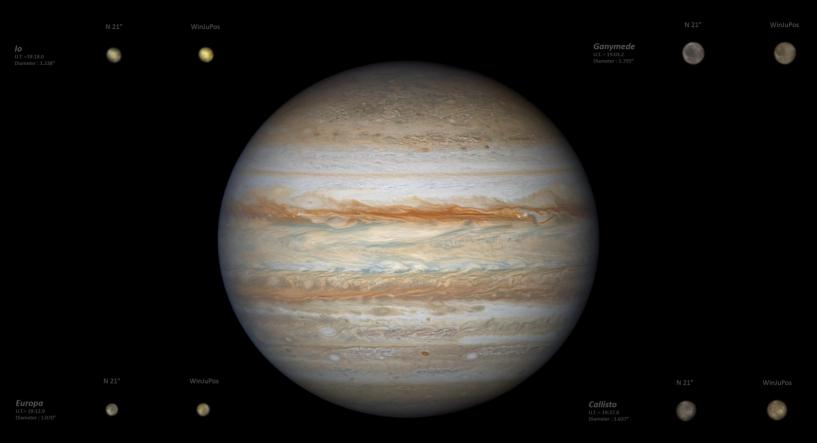
Planetary Cameras

For Lunar and Planetary imaging

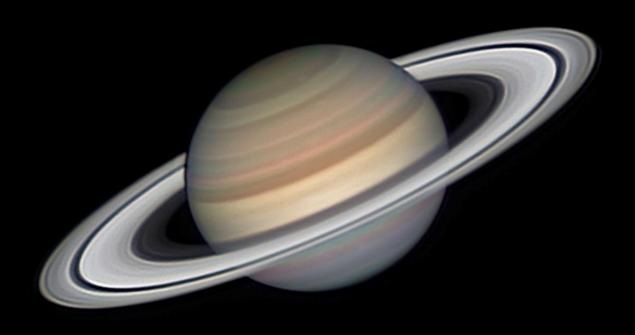


The naming of Player One Astronomy cameras is unique. We name the planetary cameras after planets (Mercury, Venus, Mars, Jupiter, Saturn, Uranus, and Neptune. Earth is not included). The size of each planet to a certain extent represents the size of camera sensors.

Model	Sensor	Format	Resolution	Pixel	Noise	Œ	FW	FPS	ADC
Saturn-MSQR	IMX533 mono	11.31×11.31mm(1")	3008×3008	3.76µm	4.46-1e	≈ 9 1%	73ke	43FPS	14bit
Saturn-CSQR	IMX533 color	11.31×11.31mm(1")	3008×3008	3.76µm	4.46-1e	≈ 80%	73ke	43FPS	14bit
Uranus-M	IMX585 mono	11.2×6.3mm(1/1.2")	3856×2180	29µm	6.5-0.7e	≈ 9 1%	47ke	47FPS	12bit
Uranus-C	IMX585 color	11.2×6.3mm(1/1.2")	3856×2180	29µm	6.5-0.7e	≈ 9 1%	47ke	47FPS	12bit
Neptune 664C	IMX664 color	7.8×4.5mm(1/1.8")	2704×1540	29µm	6.1-0.67e	≈ 9 1%	38.5ke	93FPS	12bit
Neptune-CII	IMX464 color	7.9×4.5mm(1/1.8")	2712×1538	29µm	2.9-0.7e	≈ 90 %	12ke	93FPS	12bit
Neptune-M	IMX178 mono	7.4×5.0mm(1/1.8")	3096×2078	24µm	2.2-1.3e	≈ 80%	15ke	60FPS	14bit
Neptune-C	IM178 color	7.4× 5.0mm(1/1.8")	3096×2078	24µm	2.2-1.3e	≈ 80 %	15ke	60FPS	14bit
Mars-MII	IMX462 mono	5.6×3.2mm(1/2.8")	1944×1096	29µm	2.6-0.7e	≈ 9 1%	12ke	136FPS	12bit
Mars 662M	IMX662 color	5.6×3.2mm(1/2.8")	1936×1100	29µm	6.7-0.7e	≈ 9 1%	54ke	108FPS	12bit
Mars-CII	IMX662 color	5.6×3.2mm(1/2.8")	1936×1100	29µm	6.7-0.7e	≈ 9 1%	54ke	108FPS	12bit
Mars-M	IMX290 mono	5.6×3.2mm(1/2.8")	1944×1096	29µm	3.2-0.98e	≈80%	14.7ke	136FPS	12bit
Mars-C	IMX462 color	5.6×3.2mm(1/2.8")	1944×1096	29µm	2.6-0.7e	≈ 90 %	12ke	136FPS	12bit



Jupiter Marco Lorenzi, Navris 21" F3.8@f/19 + Saturn-M SQR camera



Most powerful camera for Lunar, Solar mosaic and DSO lucky imaging!

- Saturn-M/C SQR camera adopts 1" Sony IMV533 mono/color sensor,
- The 3.76um pixel size accommodates a well depth of 73ke with a total of 8.3MP (the resolution is 3008*3008), and the diagonal is 17.5mm
- Passive Cooling Systemis integrated.
- 43FPS in RAW8, based on Nova Boosting technology.

DDR3 256MB

DPS

Passive Cooling

Sensor Tilt Plate

Nova Boosting



Most popular camera for planetary and DSO lucky imaging!

- Uranus-M/C camera adopts the Sony IMX585 1/1.2" format color sensor.
 The 2.9um pixel size accommodates a well depth of 47Ke with a total of 8.3MP (the resolution is 3856*2180), and the diagonal is 12.85mm
- Passive Cooling System is integrated.
- 47FPS in RAW8, based on Nova Boosting technology.

DDR3 256MB

TPS.

Passive Cooling

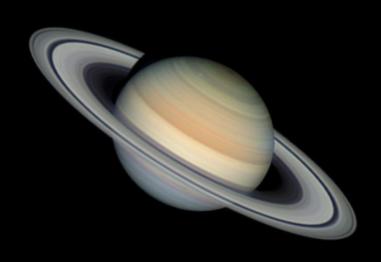
Sensor Tilt Plate

Nova Boosting



Jupiter Damian Peach, C14HD + Uranus-C camera





Neptune 664C

- 3rd Gen Neptune664C camera adopts the Sony IMX664 1/1.8"
 format sensor, no amp-glow make this camera to be successor of 2nd Gen IMX464 camera.
- The 2.9um pixel size accommodates a well depth of 38.5ke with a total of 4.2MP (the resolution is 2704*1540), and the diagonal is 9mm
- 93FPS in RAW8 formet.



DDR3 256MB

DPS

Passive Cooling

Sensor Tilt Plate

Best NIR camera for Lunar and planetary imaging!

- Neptune-CII camera adopts the Sony IMX4641/1.8" format sensor.
 The 2.9um pixel size accommodates a well depth of 12ke with a total of 4.2MP (the resolution is 2712*1538), and the diagonal is 9mm
- 93FPS in RAW8 format.



DDR3 256MB

DPS

Sensor Tilt Plate

Classic 1/2" camera for Lunar and planetary imaging!

- Neptune-M/C camera adopts the Sony IMX178 1/1.8" format sensor.
 The 2.4um pixel size accommodates a well depth of 15ke with a total of 6.4MP (the resolution is 3096*2078), and the diagonal is 9mm
- 60FPS in RAW8 format.



The Latest Addition to the Mars Series—Mars 662M

- Mars 662M adopts the newest 1/2.8" Sony IMX662 mono sensor, full well is 54Ke.
- 29umpixel size with a total of 21MP, diagonal is 6.44 mm
- Mers-662Mrun 108FPS in RAW8 formet.



DDR3 256MB

DPS

Sensor Tilt Plate

New entry-level standard!

- Mars-MII adopts the newest 1/2.8" Sony IMX462 mono sensor, full well is 12Ke.
- Mars-CII adopts the newest 1/2.8" Sony IMX662 color sensor, full well is 54Ke.
- 29umpixel size with a total of 21MP, diagonal is 6.44 mm
- Mars-MII run 136FPS in RAW8 format, Mars-CII run 108FPS in RAW8 format.



DDR3 256MB

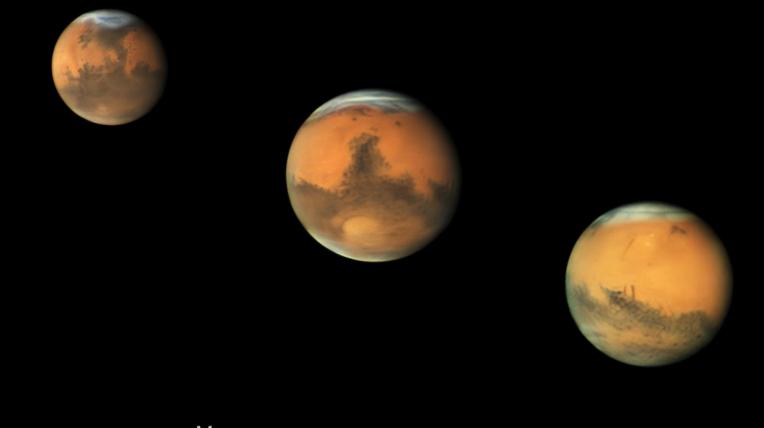
DPS

Sensor Tilt Plate

Classic entry-level planetary camera!

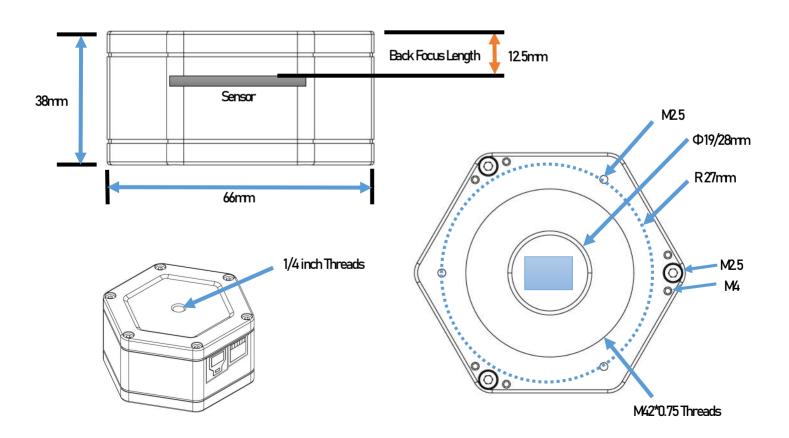
- Mars-Madopts the classic 1/2.8" Sony IMX290 mono sensor, full well is 14.6Ke.
- Mars-Cadopts the newest 1/2.8" Sony IMX462 color sensor, full well is 12Ke.
- 29 μ 29 μ 29 μ 29 μ 30 μ 31 μ 29 μ 31 μ 32 μ 32
- 136FPS in RAW8 formet.





Mars Damian Peach, C14HD + Uranus-C camera

Solar camera and Planetary camera structure



Player One Technology

DPStechnology

Dead Pixel Suppression

New sensor still have some dead pixels, it's "dead" not really mean it totally white or black, just because it's brightness is out of 3 sigma range, and it's position fixed (not random hot pixels).

This technology according to analyze many dark frames to find out fixed abnormal pixels and record the map in camera memory. In imaging, those position of dead pixels will be given a median value according to the active pixels around that abnormal pixel.

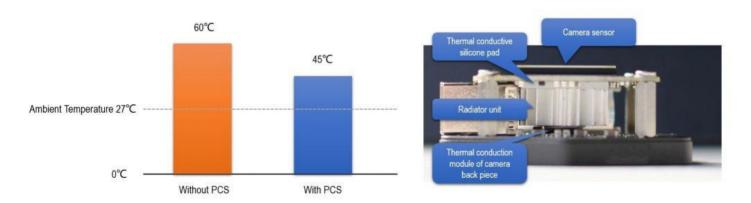


PCStechnology

Passive Cooling System

Player One add a new feature called Passive Cooling System to conduct the heat from the sensor out. PCS designed for 2/3" or bigger format uncooled cameras.

PCS integrated Models: Apollo series, Uranus series, Saturn series.



Nova boosting

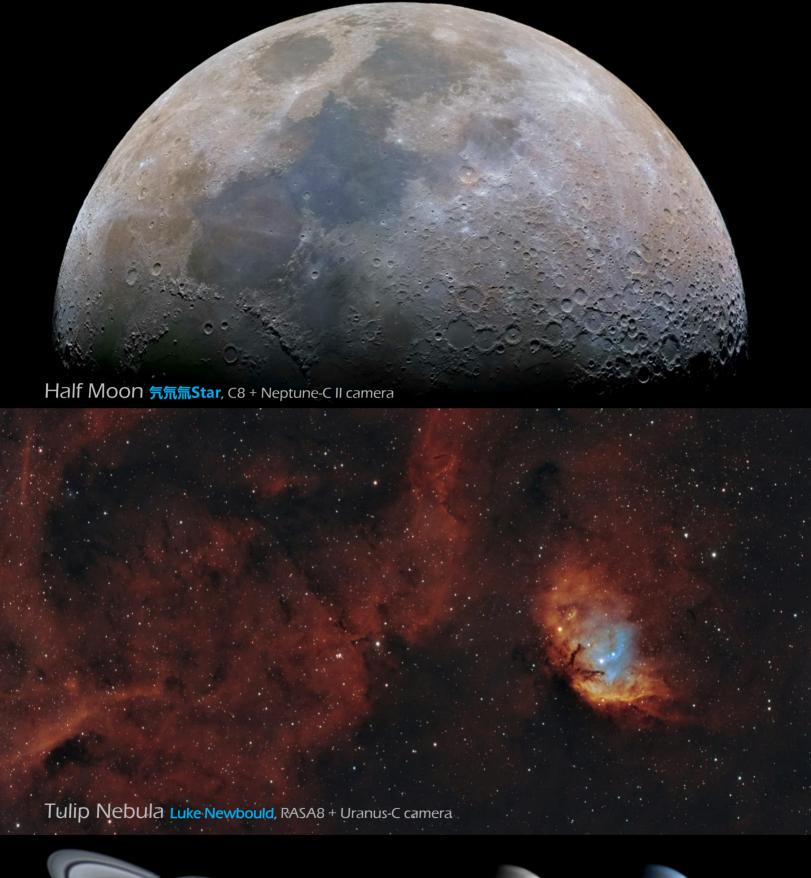
Increase the frame rate

This technology improves the frame rate of the sensor to a certain extent through secure hardware technology.

Overvoltage and overcurrent protection mechanism

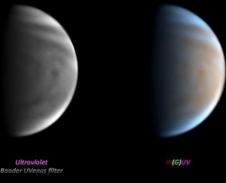
Camera hardware protection

Ensures the safety of your camera and other equipment through overvoltage and overcurrent protection mechanisms.





C11 + Uranus-C camera

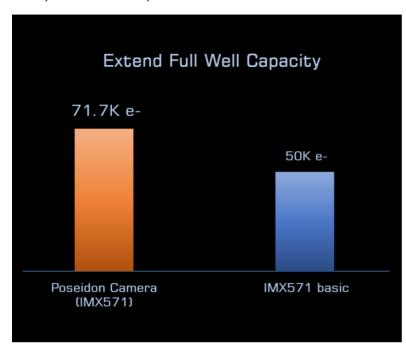


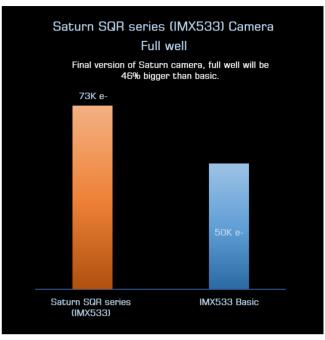
Venus Fabio and Gabriela 16" Newtonian + Neptune-C II camera

Player One Technology

Extend Full Well Capacity technology

Player One has a unique technology to extend the full well of camera. We use this it on Zeus PRO, Poseidon PRO series, Ares PRO series, Saturn SQR series, and so on.

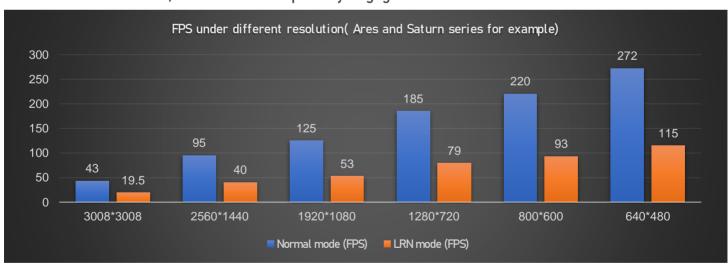




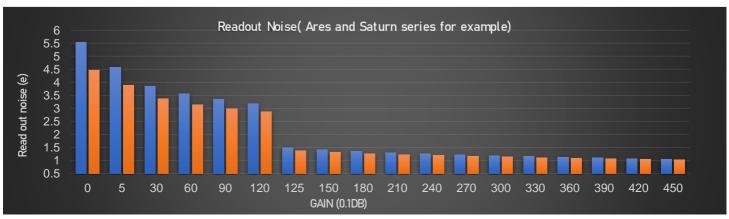
Dual Sampling Mode

Player One has a unique technology to make Zeus PRO, Poseidon PRO series, Ares PRO series, Saturn SQR series has dual sampling mode. Normal mode and LRN mode, they has different advantages in imaging.

1. Normal mode has faster FPS, it is more suitable for planetary imaging.



2. LRN (low readout noise) mode has lower readout noise and higher dynamic range, it is more suitable for DSO lucky imaging.



» 05

Guiding Cameras

For guiding



The naming of Player One guiding cameras is interesting. Guiding camera is smaller than planetary camera, that's why we choose dwarf planets to name it.

Model	Sensor	Format	Resolution	Pixel	Noise	QΕ	FW	FPS	ADC
Xena-M	IMX249 mono	11.3×7.1mm(1/1.2")	1936×1216	5.86µm	6.0-3.5e	≈ 77 %	32ke	48FPS	12bit
Sedna-M	IMX178 mono	7.4× 5.0mm(1/1.8°)	3096×2078	24µm	2.2-1.3e	≈ 80 %	15ke	60FPS	14bit
Ceres 462M	IMX462 mono	5.6×3.2mm(1/2.8")	1944×1096	29µm	26-0.7	≈ 90 %	12.3ke	136FPS	12bit



CERES 462M
Mono camera

1944×1096@136fps

720P@205fps

Best for guiding scope.

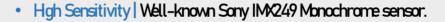
- High Sensitivity | Well-known Sony IMX462 monochrome sensor.
- USB3.0 | Up to 136FPS.
- DPSTechnology | Suppress dead pixels, improve image quality.
- ST4 Port | Easy for guiding.
- Lightweight | 1.25" Diameter, only 65g.

1936×1216@48fps

1080P@52fps

720P@77fps

Best for OAG guiding with long focal length, such as RC system.



- Nova Boosting Technology | Break 30FPS limit, 60% Faster.
- USB3.0 | Up to 48FPS.
- DPSTechnology | Suppress dead pixels, improve image quality.
- ST4 Port | Easy for guiding.
- Lightweight | 1.25" Diameter, only 65g.



XENA-M Mono camera

3096×2078@60fps

2K@90fps

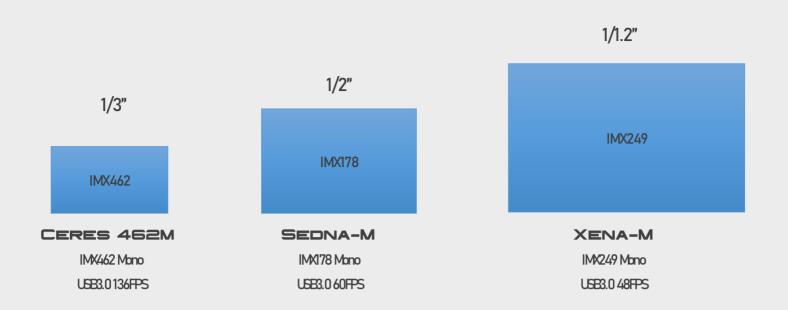
1080P@120fps

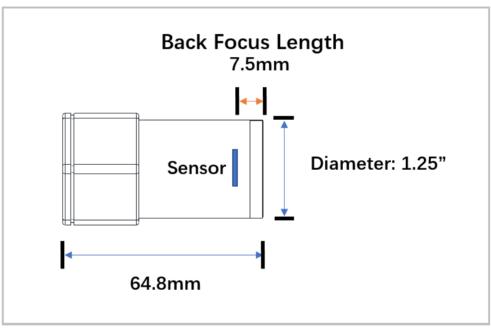


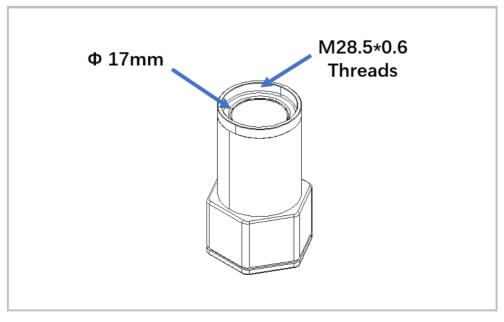
SEDNA-M Mono camera Best for OAG guiding with median focal length, such as Newtonians.

- Hgh Sensitivity | Well-known Sony IMX178 Monochrome sensor.
- USB3.0 | Up to 60FPS.
- DPSTechnology | Suppress dead pixels, improve image quality.
- ST4 Port | Easy for guiding.
- Lightweight | 1.25" Diameter, only 65g.

Guiding Camera Design



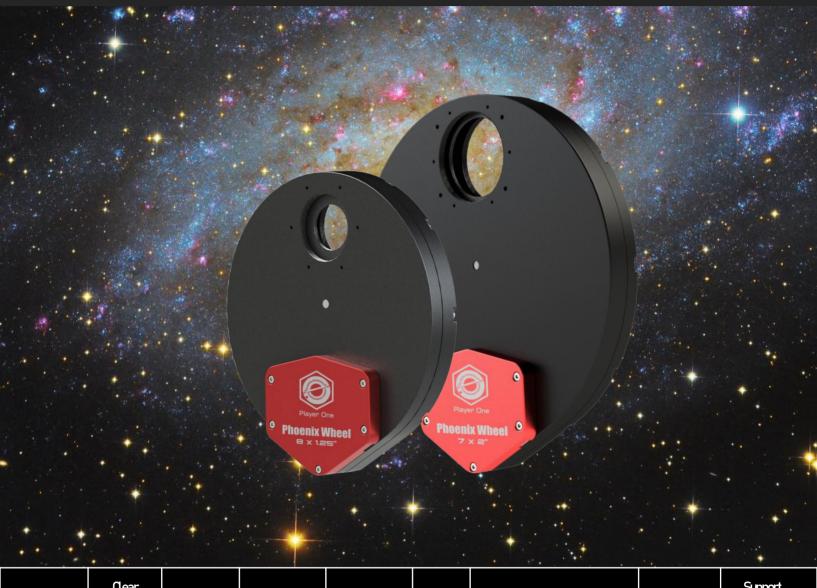




» 06

Filter and Filter Wheel

Improve imaging effect



Model	Aperture	Thickness	Body Threads	Data Port	Weight	Support cameras	Support OAG	Filters
8×1.25"	Ф27	21mm	M42×0.75	USBType-C	522g	CF cooled cameras, planetary cameras, guiding cameras.	OAG-MN	1.25"
7×36mm	Ф84.5mm	21mm	M48×0.75	USBType-C	522g	Poseidon, Artemis	QAG-MAX	36mm
5×2"	Ф47mm	21mm	M54×0.75	USBType-C	522g	Poseidon, Artemis, Zeus	OAG-MAX	2"/50mm
7×2"	Ф47mm	21mm	M5 4×0.75	USBType-C	655g	Poseidon, Artemis, Zeus	QAG-MAX	2"/50mm
7×50mm	Ф49тт	21mm	M54×0.75	USBType-C	655g	Poseidon, Artemis, Zeus	OAG-MAX	50mm

Filters and Wheels





Standard Filter Wheels

Phoenix Wheel 8x1.25"

- Design for planetary and DSO imaging, support 1.25" filters.
- Support Ares cooled cameras, and all uncooled cameras.

Phoenix Wheel 7x36mm

- Design for DSO imaging, support 36mm unmounted filters.
- · Support Artemis and Poseidon cooled cameras.

Phoenix Wheel 5x2"

- Design for DSO imaging, support 2" mounted/50mmunmounted filters.
- · Support Artemis, Poseidon, Zeus cooled cameras.

Big Filter Wheels

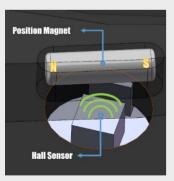
Phoenix Wheel 7x2"

- Design for DSO imaging, support 2" mounted / 50mmunmounted filters.
- · Support Artemis, Poseidon, Zeus cooled cameras.

Phoenix Wheel 7x50mm

- Design for DSO imaging, support 50mm unmounted filters.
- Best for full-frame Zeus cooled camera, without vignette problem
- · Support Artemis, Poseidon, Zeus cooled cameras.





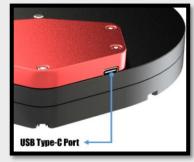
USB2.0 Type-C DATA port

Type-C Port can make the wheel smaller and easy to plug in.

Hall magnetic positioning technique

Accurate positioning

Player One's motor filter wheel use Hall sensor to do accurate positioning.







Filter Drawer Series

Filter Drawer MAX

- Support Artemis, Poseidon, Zeus cooled cameras.
- Support FHD-0AGMAX

Filter Drawer MN

- Support Ares cooled cameras, and all uncooled cameras.
- Support FI-D-0AGMN.









ERF filter



Design for Quark Chromosphere

- Reject energy of the Sun.
- · Protect you Quark, extend the lifetime.
- Assistant filter, (DO NOT use it for observing)

Wenus filter



Design for planetary imaging

- Transmittance 80%, Bandwidth: 60nm
- Blocking depth
- OD5 (200-700nm), OD4(700-1100nm), OD3(1100-1500nm)

Photosphere 7.5nm filter



Design for photosphere imaging

- Increase details from photosphere.
- Suitable with Baader film and Herschel Wedge.
- Assistant filter, (DO NOT use it for observing)

CH4 8nm filter



Design for planetary imaging





• Blocking depth: OD4 (200-1100nm)



Anti-Halo Pro 2" Ha+OIII filter

Dual band filter for color cameras.

- Anti-Halo coating: Eliminate halo problem around bright stars.
- Excellent effect, real 3.5nm-4.2nmbandwidth.
- Off-band rejection: OD5.0 (1/100000)





Anti-Halo 2" UV IR-cut filter

Dual band filter for color cameras.

- Anti-Halo coating: Eliminate halo problem around bright stars.
- Off-band rejection: OD4.0 (1/10000)



Series	Model	Size	Mbunt Thickness	Glass Thickness	Threads	Support Filter Wheel	Support Filter Drawer
Anti-Halo PRO	Ha+OIII	2"	5mm	1.85mm	M48× 0.75	5×2"/7×2"	MAX/MN
Anti-Halo	WIR-CUT	2"	5mm	1.85mm	M48× 0.75	5×2"/7×2"	MAX/MN
E-series	Photosphere 7.5nm	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN
E-series	CH4 8nm	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN
E-series	W enus	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN
S-series	UVIR-CUT	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN
S-series	IR685	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN
S-series	IR850	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN
S-series	ERF	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN
S-series	Photosphere 10nm	1.25"	5mm	1.85mm	M28.5×0.6	8×1.25"	MN

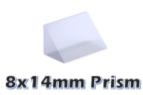
Accessories

Complete your imaging system

FHD-OAG series: No Vignetting Design

- FHD-OAG use 8*14mmprism, it is close to 16:9 format. No vignette
 problem with big sensor such like Xena-Mcamera. The prism height is
 only 8mm, it can be setup closer to light path center and get more light.
- Helix focuser included.
- FHD-OAG MAX design for Filter Drawer MAX, Phoenix Wheel 7x36 / 5x2" / 7x2" / 7x50.
- FHD-OAG MN design for Filter Drawer MN, Phoenix Wheel 8x1.25".





FHD-QAG MAX Vignetting Test

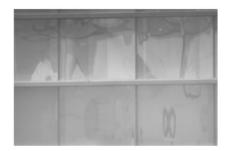


Sensor: IMX462 1/3" Format





Sensor: IMX178
1/2" Format





Sensor: IMX174/249 1/1.2" Format





ACS (Active Cooling System): Best assistant for solar imaging.

What is ACS?

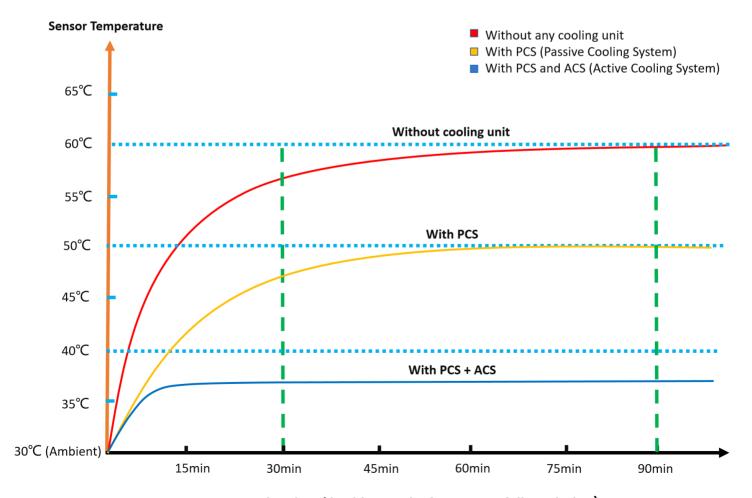
 ACS (Active Cooling System) is a external air-cooled system, designed for solar and big format planetary cameras.



Why I need ACS?

- · ACS (Active Cooling System) is a external air-cooled system designed for solar and big format planetary cameras.
- ACS can provide much better temperature control for uncooled cameras. We all have some bad experiences in hot summer. The
 temperature of sensor rising up and camera shield is too hot to touch, afraid of the camera can't working normally. We have been
 aware of the heating problem before, so we added PCS (Passive Cooling System) to the camera. However, looks it is not enough! In
 2022, summer ambient temperature even over 40°C (104°F) for a month, camera sensor temperature might close to 60°C in long
 time using under sunlight. Although our users said Player One camera is still working well in hot day, but we think it's still has
 damage risk. So we decide to make this ACS unit, to provide much better temp control.

Comparison between 3 different setup



Camera running time (in video mode, fastest FPS, full resolution)

Oustomer Service

Manuals

Product manuals and usage manuals can help beginners to learn fast.

Tutorials

We will upload tutorials about planetary and DSO imaging, and post-processing too.



Activity

Hold online activities, especially when some astronomical phenomena happens.

Promotion

On Black Friday and Christmas will have a very attractive promotion.



Technical support

Player One love astrophotography very much, and we like to share and communicate with astronomers, any technical question or issue will be answered in 24hrs.

Consultation, Purchase and After-sales service: support@player-one-astronomy.com

Business and Cooperation: vanessa.zhang@player-one-astronomy.com

Facebook Message: https://www.facebook.com/PlayerOneAstronomy

FAQ

1. I have never heard of this camera, is it reliable?

We are called Player One, like our company name, the main electronic components are in high quality, all aspects of the performance has reached the high standard of the market.

2. Do they familiar with astrophotography?

Yes, we are. The CEO of Player One is an experienced astrophotographer, and our engineers are familiar with astronomical products.

3. What's the difference between your camera and other brands

Our camera has a lot of advantages. We add DDR buffer, DPS technology, Sensor Tilter, Nova Boosting, Passive Cooling System into our planetary camera, and created solar cameras. In last year, we made new cooled camera, it is more advanced, Rear 4P tilter, Deep Cooling System, USB Type-C port and entire BFL solution.

4. How many different drivers of the camera?

Basic:

- Camera native driver (Windows 7/8/10/11)
- ASCOM driver (ASCOM 6.5 required)
- Camera Directshowdriver (Windows 7/8/10/11)
- INDI & INDI GO driver for Linux and Raspberry Pl.

For developer:

- WNDOWSSDK
- Linux SDK
- Mac OS SDK
- LabviewSDK

5. Support Software

- Sharpcap 4.0 and upper
 - . .
- The SKY Imaging bundle and X2 plugin
- Firecapture 2.7 and upper
- SGP (via ASCOM)
- NI.NA21 and upper
- Maxim DL (via ASCOM)
- Astro DMx 1.7.2 and upper
- APT (via ASCOM)
- MetaGuide 6.1 and upper
- Nebulosity(via ASCOM)
- PHD2 and upper
- ANDSOON

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