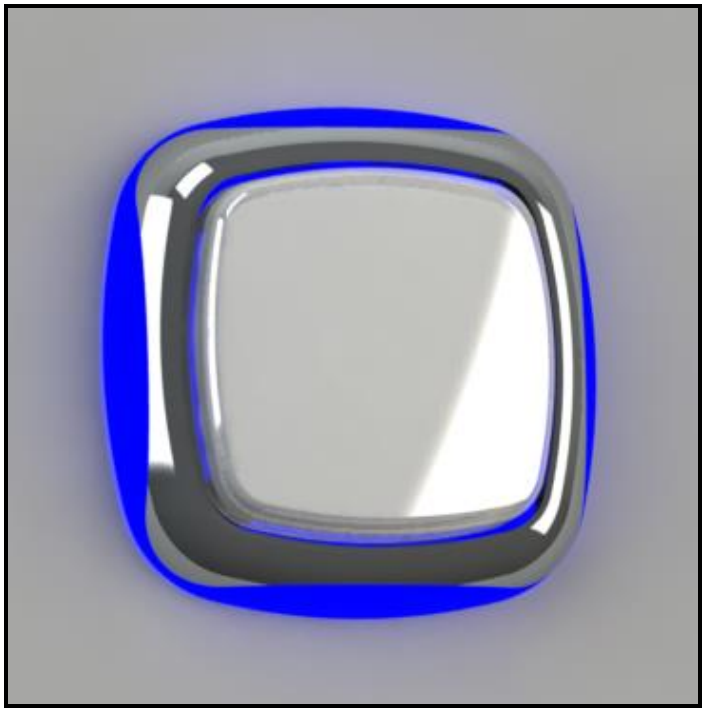
Gamesman

GPB1250 Push Button
Product Specification

Issue 04: Date 03.11.2022



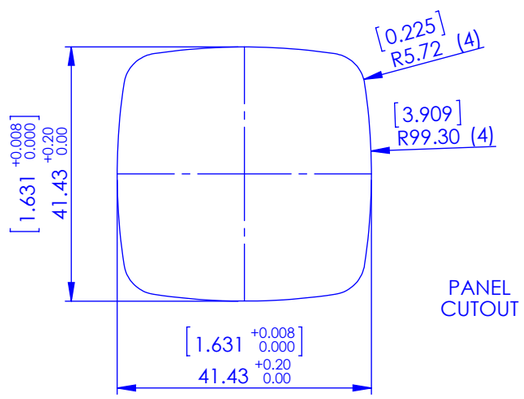
Disclaimer:

The information provided within this product specification is intended only to make the reader aware of the product's technical data and its use thereof. As such, Gamesman Ltd shall not be held liable for any loss or damage to the assembly or component within, arising from its misuse or from the unintended use of information or particulars included within, or any omission from, this document.

Design and specifications are subject to change without notice.

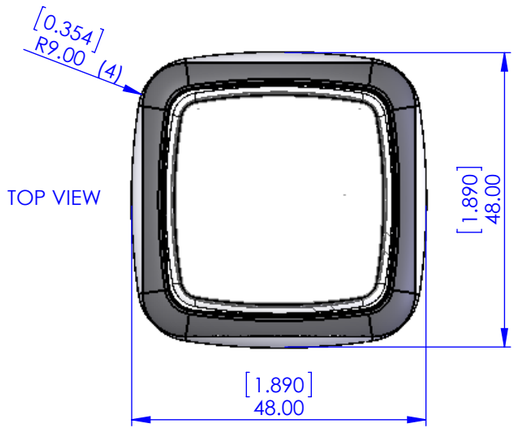
Failure to observe the interface requirements specified in this document may result in damage to the electronics and resultant performance characteristics of the product.

DRAWING No.		
GDD03800	THIS DRAWING AND ANY INFORMATION SET OUT HEREON IN ARE THE CONFIDENTIAL PROPERTY OF GAMESMAN AND MUST NOT BE DISCLOSED, LOANED, COPIED OR USED FOR ANY OTHER PURPOSE WITHOUT WRITTEN PERMISSION.	© DESIGN COPYRIGHT RESERVED. DO NOT SCALE. THIRD ANGLE PROJECTION. DIMS TO APPLY AFTER PLATING.

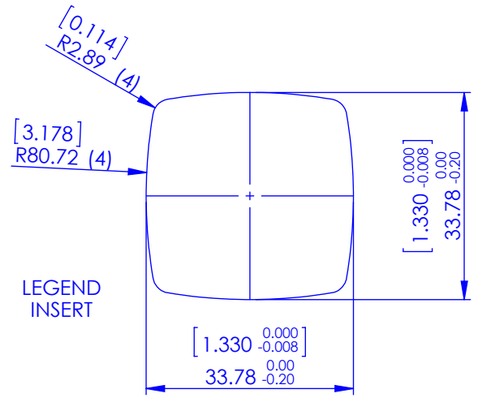


PANEL CUTOUT

PANEL THICKNESS:
MIN: 1.40 [0.055]
MAX: 2.00 [0.079]



TOP VIEW

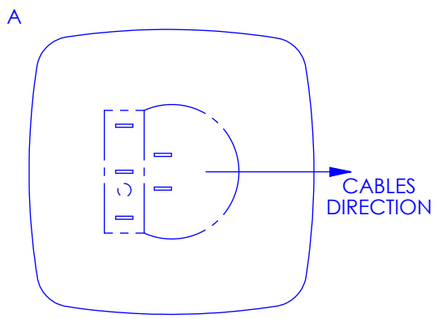


LEGEND INSERT

INSERT THICKNESS:
MAX: 0.30 [0.012]

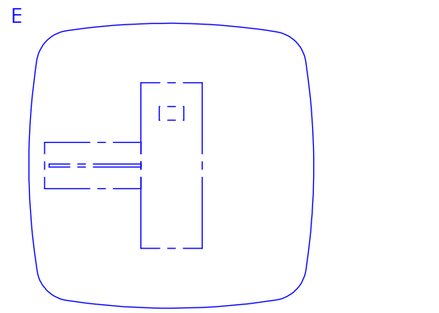
BUTTONS VIEWED FROM TOP

ORIENTATION IN PANEL WITH SYSTEM K1



ORIENTATION OF TEXT ON INSERT

ORIENTATION IN PANEL WITH SYSTEM K2



APPROVED		THIS PART MUST BE RoHS COMPLIANT	DIMS: mm	SCALE: 1:1
DRAWN: V.PORTILLO	Gamesman Unit 6, Crompton Fields, Crompton Way Crawley, West Sussex, RH10 9QB, UK Tel: +44(0)1293 418888 Fax: +44(0)1293 418880 http://www.gamesman.co.uk	FINISH: SEE PART DRAWING	TOLERANCES UNLESS OTHERWISE SPECIFIED: 0.00 DIMS ±0.13 0.0 DIMS ±0.40 ANG ±0.5°, DRAFT ±1° PER SIDE CONCENTRICITY ±0.08 MAX ⬭ - DENOTES INSPECTION DIMENSION	
DATE: 11/09/2014		MATERIAL: SEE PART DRAWING		

ISS.	DATE	ECN NUMBER	REVISION DETAILS	NAME
1	11/09/2014	NEW DRG	DRAFT ISSUE	V.PORTILLO

TITLE	SIZE	SHEET	DRAWING No.
GPB1250 SPECIFICATION	A3	1 OF 1	GDD03800

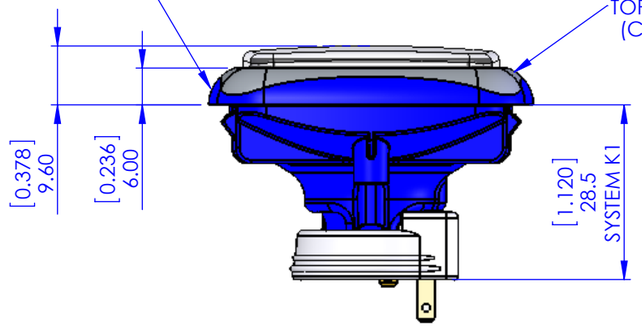
DRAWING No.		
GDD02399	THIS DRAWING AND ANY INFORMATION SET OUT HEREON IN ARE THE CONFIDENTIAL PROPERTY OF GAMESMAN AND MUST NOT BE DISCLOSED, LOANED, COPIED OR USED FOR ANY OTHER PURPOSE WITHOUT WRITTEN PERMISSION.	© DESIGN COPYRIGHT RESERVED. DO NOT SCALE. THIRD ANGLE PROJECTION. DIMS TO APPLY AFTER PLATING.

BOTTOM SHOT IN ANY TRANSLUCENT COLOUR
(OR OPAQUE IF HALO IS NOT DESIRED)

STANDARD HALO

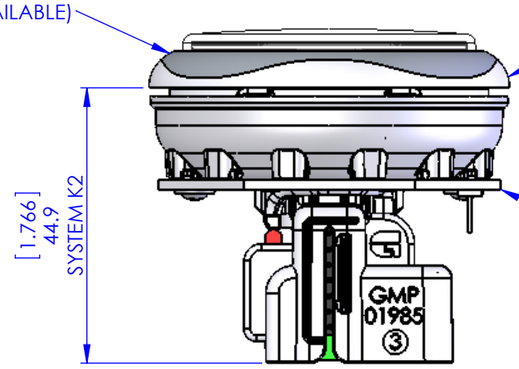
TOP SHOT IN ANY COLOUR
(CHROMING AVAILABLE)

BEZEL AND LENS HEIGHT DIMENSION
COMMON ON ALL 1200 BUTTONS



CONTROLLABLE RGB HALO

BOTTOM SHOT IN:
-CLEAR, FOR A HOT-SPOT STYLE HALO
-OPAL, FOR A DIFFUSED HALO



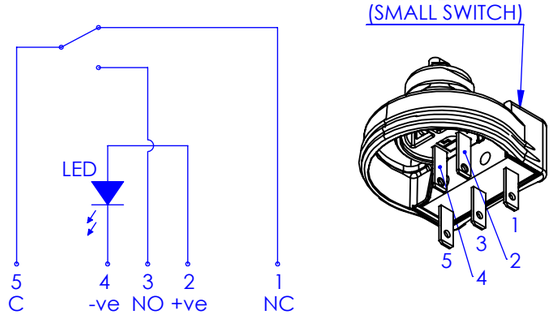
HALO BOARD AND SLEEVE SCREWED BEHIND THE
PANEL AFTER BUTTON IS CLIPPED INTO THE PLATE

FOR STANDARD HALO, GAMESMAN
RECOMMENDS 5 LEDS CENTRAL ILLUMINATION

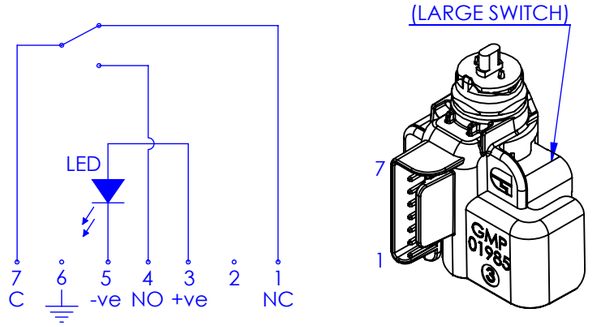
FOR CONTROLLABLE RGB HALO CONFIGURATION,
GAMESMAN RECOMMENDS 1 LED CENTRAL ILLUMINATION

ALL CONNECTION SYSTEMS
FIT IN THE SAME BUTTON AND
CAN BE USED WITH ANY
BUTTON CONFIGURATION

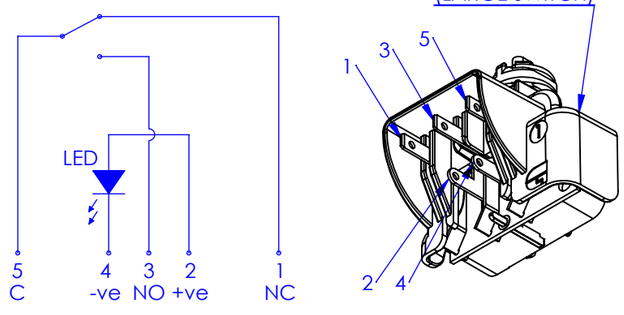
SYSTEM K1
(SMALL SWITCH)



SYSTEM K2
(LARGE SWITCH)



SYSTEM K3
(LARGE SWITCH)

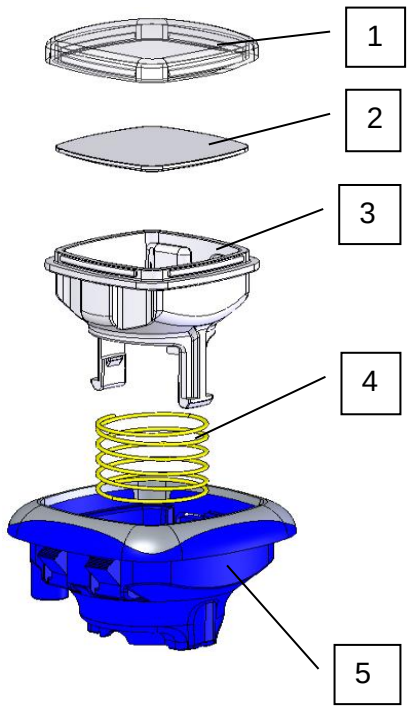


THIS DRAWING SHOULD NOT BE TAKEN AS REFERENCE FOR PART NUMBERS - SEE ASSOCIATED BUTTON SPEC SHEET

ISS.	DATE	ECN NUMBER	REVISION DETAILS	NAME
3	08/10/2012	ECN-1394	K3 SYSTEM ADDED	V.PORTILLO
2	14/09/2012	ECN-1382	BEZEL AND LENS HEIGHT DIMENSION INCLUDED	V.PORTILLO
1	21/05/2012	NEW DRG	DRAFT ISSUE	V.PORTILLO

APPROVED	Gamesman	THIS PART MUST BE RoHS COMPLIANT	DIMS mm	SCALE 1:1	TITLE: 1200 SERIES SPECIFICATION
DRAWN V.PORTILLO	Unit 6, Crompton Fields, Crompton Way Crawley, West Sussex, RH10 9QB, UK Tel: +44(0)1293 418888 Fax: +44(0)1293 418880 http://www.gamesman.co.uk	FINISH SEE PART DRAWINGS	TOLERANCES UNLESS OTHERWISE SPECIFIED: 0.00 DIMS ±0.13 0.0 DIMS ±0.40 ANG ±0.5°, DRAFT ±1° PER SIDE CONCENTRICITY ±0.08 MAX ⬭ - DENOTES INSPECTION DIMENSION		SIZE A3 / SHEET 1 OF 1 / DRAWING No. GDD02399
DATE 15/05/2012		MATERIAL SEE PART DRAWINGS			

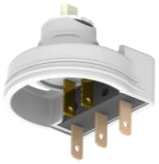
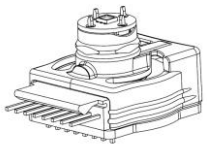
Product Identification



No.	Part Number	Description	Material	UL94 Rating
1	GMP03324	Lens	PC	UL94-V2
2	GMP03323	Legend Plate	PC	UL94-V2
3	GMP03322	Plunger	POM	HB
4	G4-950	Spring	Carbon Steel	N/A
5	GMP03321	Bezel	PC and ABS	HB and UL94-V2

Note:
Item 5 is a “two shot” moulding, and therefore available in various colour combinations – see the button specification sheet for potential options. *Minimum order quantities may apply*

Product Compatibility

System	K1	K2	K3	K7
Illustration				
Datasheet	PDF	PDF	PDF	PDF
Switch	Cherry DB3 or Cherry DB5	Cherry Large Tactile (NO & NC options for RGB)	Cherry Large Tactile	Cherry DB3 or Cherry DB5
White LED Options	12V or 5V, Single LED or 5 Radial LEDs	12V or 5V, Single LED or 5 Radial LEDs	12V or 5V, Single LED or 5 Radial LEDs	12V or 5V, Single LED or 5 Radial LEDs
RGB Option	No	Yes, Single RGB	No	Yes, Single & 3-RGB Options
Removable LEDs	No	Yes	Yes	No
Order Codes for Separate LED Assemblies				
System	**K1**	**K2 & K3**		**K7**
12V White Single LED	N/A	0927-G02207		N/A
12V White Radial 5-LED	N/A	0927-G01986		N/A
5V White Single LED	N/A	Please Enquire		N/A
5V White Radial 5-LED	N/A	0927-G03271		N/A
12V Red Radial 5-LED	N/A	0927-G04818		N/A
12V Blue Radial 5-LED	N/A	0927-G04776		N/A
12V Green Radial 5-LED	N/A	0927-G04816		N/A
12V White Single LED Reverse Polarity	N/A	0927-G02843		N/A
12V White Radial 5-LED Reverse Polarity	N/A	0927-G02844		N/A

Gamesman recommends Single Axial Central LED Option for Controllable Halo Versions & 5 Radial x LED Option (1 central and 4 side firing) for non-Controllable Halo Versions

For more details see the Gamesman Specification sheet for this button. GPB1250.xls, and details of various switch connection systems.

Accessories and Options

Halo Boards

Halo boards are separately powered LED PCBAs that are specifically mounted to the button of a button, for the purpose of illuminating the outer bezel. For multicolour RGB illumination, Gamesman recommends using Opal Bezels for this purpose. Additional Sleeves and screws are required to mount and illuminate the Halo Board correctly.

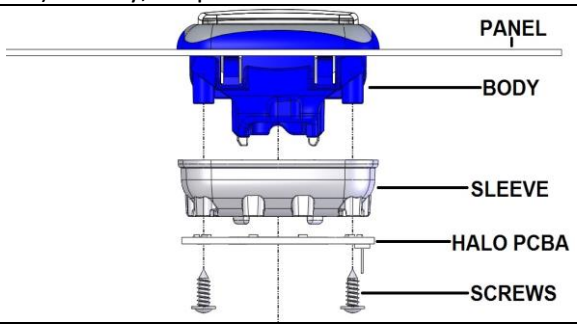
Part Number	Type / Colour
?	RGB – Memory – Pre-Programmed – 5v (Option 1) This option consists of a memory chip located on the halo PCBA itself. This chip contains a pre-determined, pre-programmed LED sequence uploaded at the time of manufacture so that when voltage is applied, the PCBA automatically runs this sequence. As there is no independent 'control' of the LEDs this only has a 2pin connector – power and ground.
?	RGB – Without Memory – Controllable from External Source - 5v (Option 2) This option does not have the memory chip on board and as such will not automatically run a sequence when voltage is applied. However, it does have a 7way connector with pins that allow the customer to control the LEDs independently using their own LED controller board, via serial communication.

Panel Mounting Options

The GPB1200 Series buttons feature Panel Mount clips that will secure the button to a metal panel up to 2mm thick (Including any additional coating or finish), with no additional hardware required. For customers who would like to use an additional Halo Board (See above), Gamesman can advise and supply sleeves and screws for a customer's cabinet.

Details of Securing the Sleeve, PCBA and Screw to Button

1) Insert Button into the panel from the front of the machine.
2) Lining up the fixing holes up in the Bezel, Sleeve and (optional) Halo PCB, use the screws provided to secure the Sleeve from the rear of the panel.
3) Lastly, snap the switch holder into the bezel.

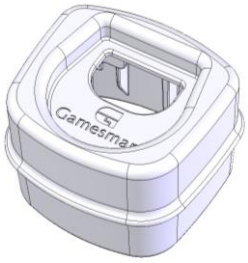


Sleeve and Screws Only

In addition to securing the Halo PCBA, the sleeve and screws can also be used by themselves to provide further security to thicker panels. Maximum allowances for this button per switch system is as follows:

K1	K2	K3	K7
2mm	8mm	6.5mm	2mm

Tools

Extraction Tool for Pushbutton Order Part Number GMP03554	Insertion/Extraction Tool for K1, K2 and K3 Switch Order Part Number GMP02791
	

Additional Ordering Details

Specification Sheet

Click the link below to complete a specification sheet of your requirements. If you have any questions regarding your options that are not covered in this document, please contact our Sales team.

GPB1250.xlsx

Packaging

Standard Packaging format for these buttons:

For Buttons **without a Halo Board, Sleeves or Screws**:

Lens & Legend Packed Separately in Bulk
Switch Connection System Assembled to the Button
Button Assembly Packed in Trays

For Buttons **with a Halo Board, Sleeve or Screws**:

Lens & Legend Packed Separately in Bulk
Switch Connection System to be loosely fitted into button
Button/Switch Assembly Packed in Trays
All Halo parts packed in bulk as kit of parts PER BOX (Sleeve, Screws & LED PCBA)

For any deviations from this please refer to specification sheet.

Space Models

3D CAD models link here, for other combinations please contact our Sales team.

Gamesman

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