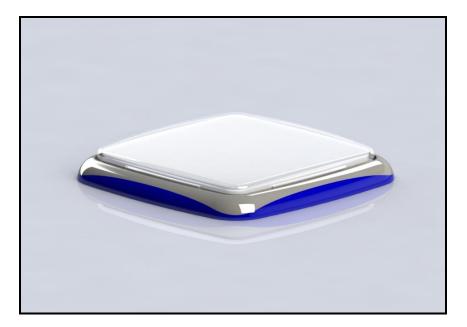


# GPB1271 Push Button Product Specification

# Issue 07: Date 10.02.2025

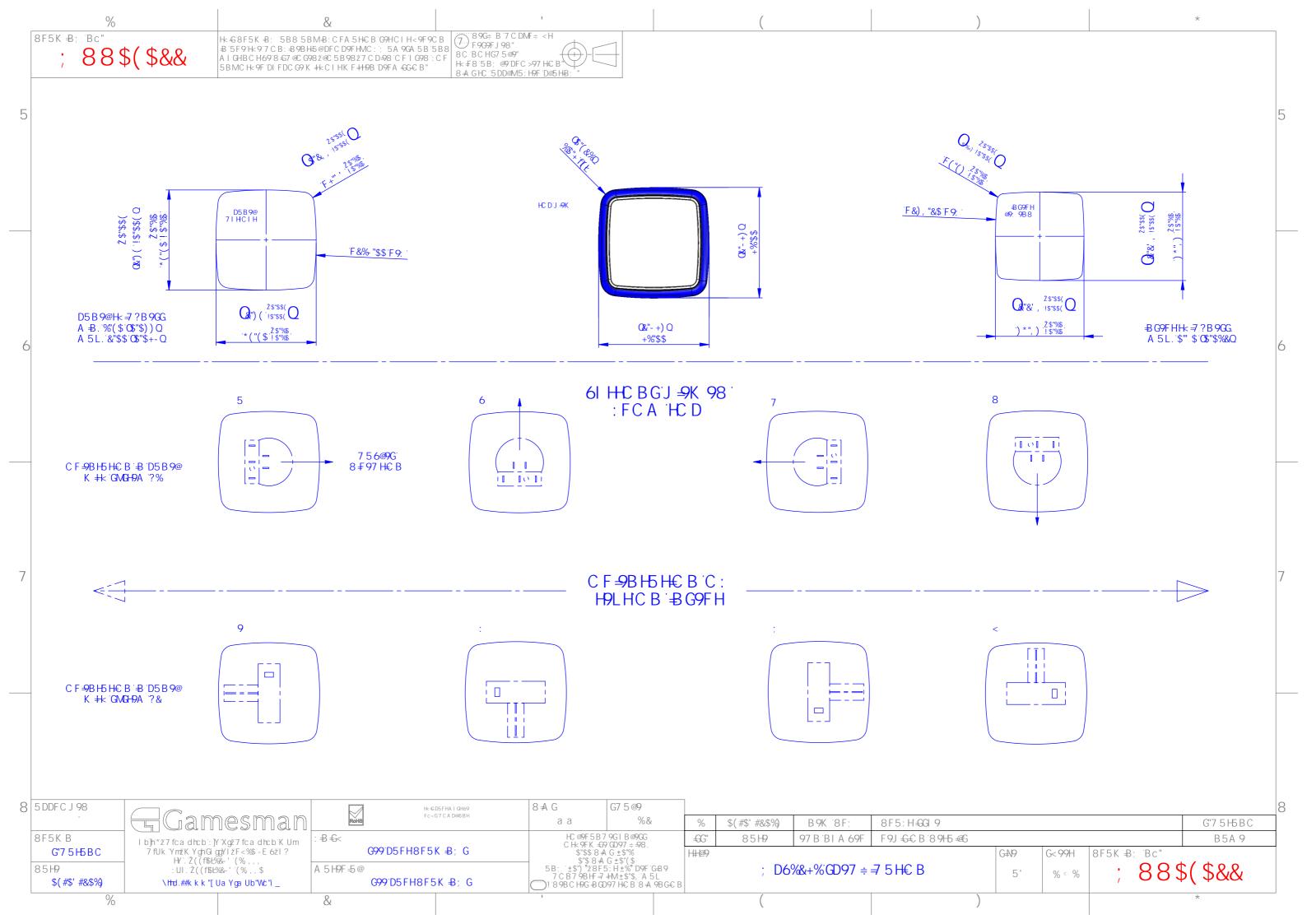


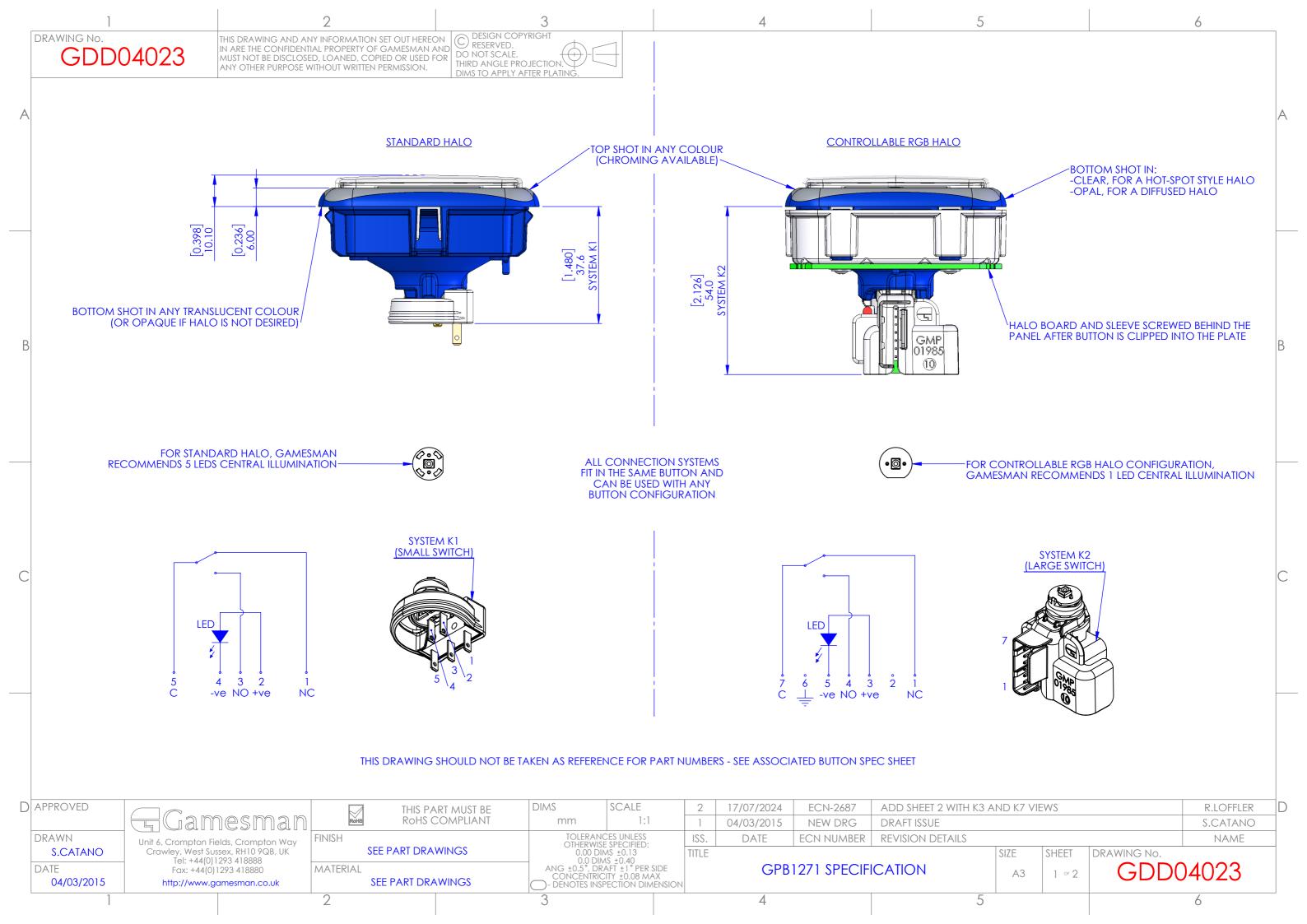
#### Disclaimer:

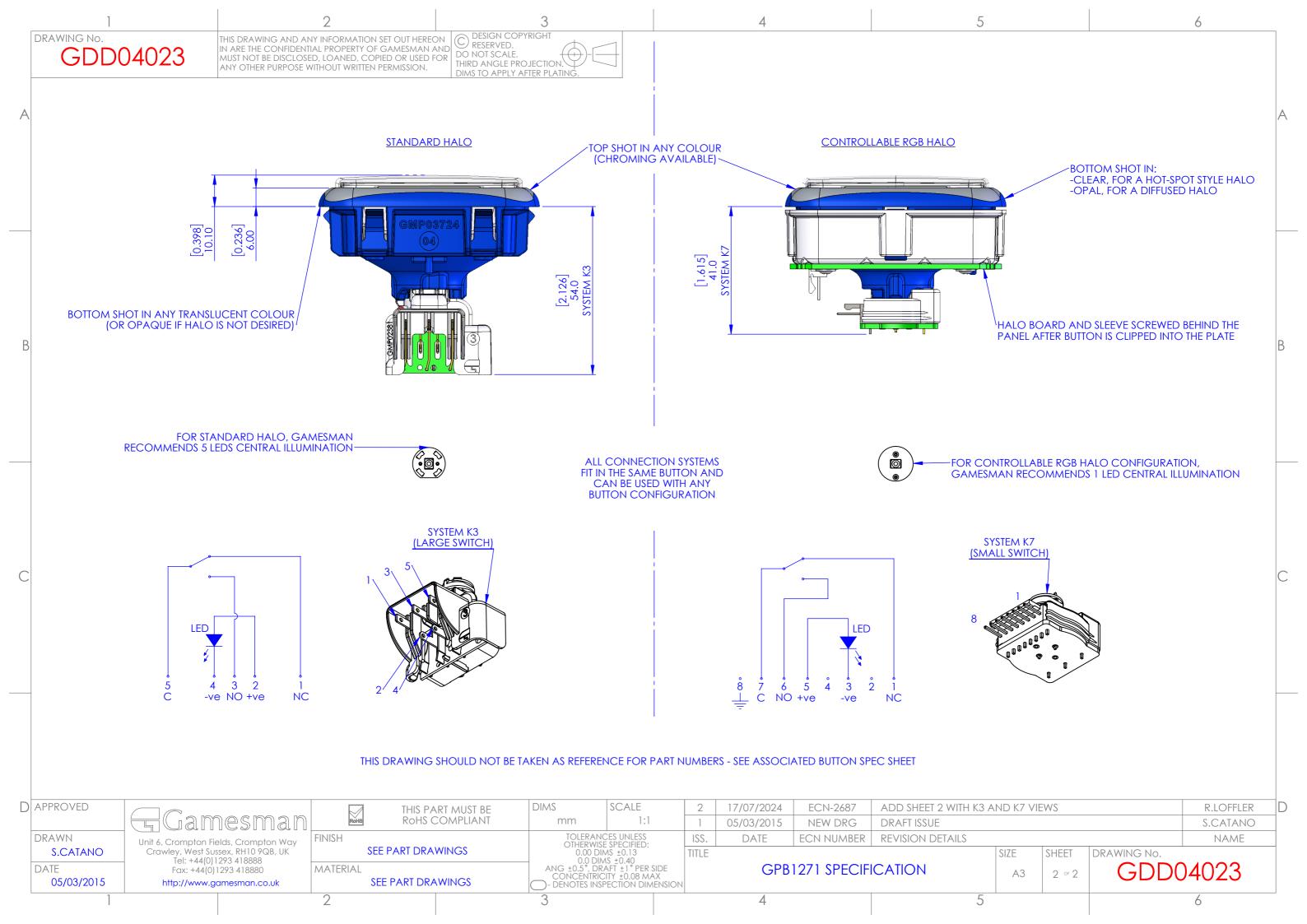
The information provided within this product specification is intended only to make the reader aware of the product's technical data and its use thereof. As such, Gamesman Ltd shall not be held liable for any loss or damage to the assembly or component within, arising from its misuse or from the unintended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







# **Product Identification**

1	No.	Part Number	Description	Material	UL94 Rating
2	1	GMP03726	Lens	PC	UL94-V2
3 (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	2	GMP03727	Legend Plate	PC	UL94-V2
4	3	GMP03725	Plunger	POM	НВ
	4	G4-950	Spring	Carbon Steel	N/A
5	5	GMP03724	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	К1		К2	К3	К7		К7і
System			K2	K5	κ7		K/T
Illustration			Single Contraction				
Datasheet	POF		Adobe	Adobe	Adobe		Adobe
Switch	Cherry DB3 or Cherry DB5		Cherry Large Tactile ( <u>NO</u> & <u>NC</u> options for RGB)	Cherry Large Tactile	Cherry DB3 or Cherry DB5		Cherry DB3
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		12V 5 Radial LEDs Standard Height or Raised 3mm Height
RGB Option	No		Yes, Single RGB	No	Yes, Single & 3-RGB Options		No
Removable LEDs	No		Yes (Non-RGB LED Only)	Yes	No		No
Ingress Resistance	No		No	No	No		Yes
Order Codes for Separate LED Assemblies							
Syst	System K1		K2 & K3		К7		
12V White			0927-G02207		N/A		
12V White R	-			0927-G01986		N/A	
5V White S			Please Enquire		N/A		
5V White R			0927-G03271		N/A		
12V Red Ra	Red Radial 5-LED N/A		0927-G04818		N/A		
12V Blue Ra	12V Blue Radial 5-LED N/A		0927-G04776		N/A		
12V Green Radial 5-LED N/A		N/A	0927-G04816			N/A	
	12V White Single LEDReverse Polarity		N/A	0927-G02843			N/A
	e Radial 5-LED N/A se Polarity		0927-G02844			N/A	

For more details see the Gamesman Specification sheet for this button. <u>GPB1271.xls</u>, and details of various switch connection systems.

# **Accessories and Options**

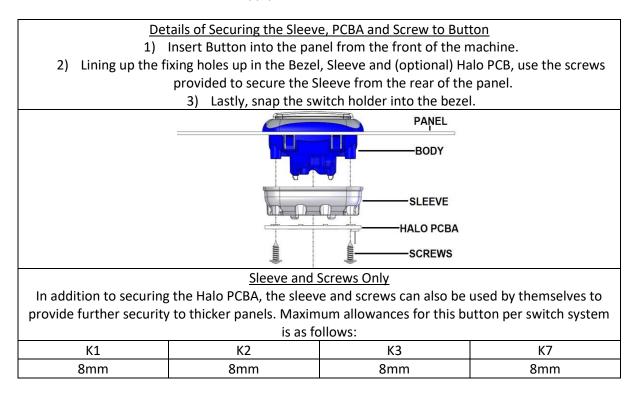
# Halo Boards

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)
0927-G03734	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.
0927-G03732	<ul> <li>RGB – Without Memory – Controllable from External Source - 5v (Option 2)</li> <li>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.</li> </ul>

# 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.



# <u>Tools</u>

Extraction Tool for Button	Insertion/Extraction Tool for K1, K2 and K3 Switch		
Order Part Number GMP03730	Order Part Number GMP02791		
Gamesman GMP0373	Gamesina		

## **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.

# GPB1271.xls

#### 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.



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