

# GPB1260 Push Button Product Specification

## Issue 07: Date 01.08.2024

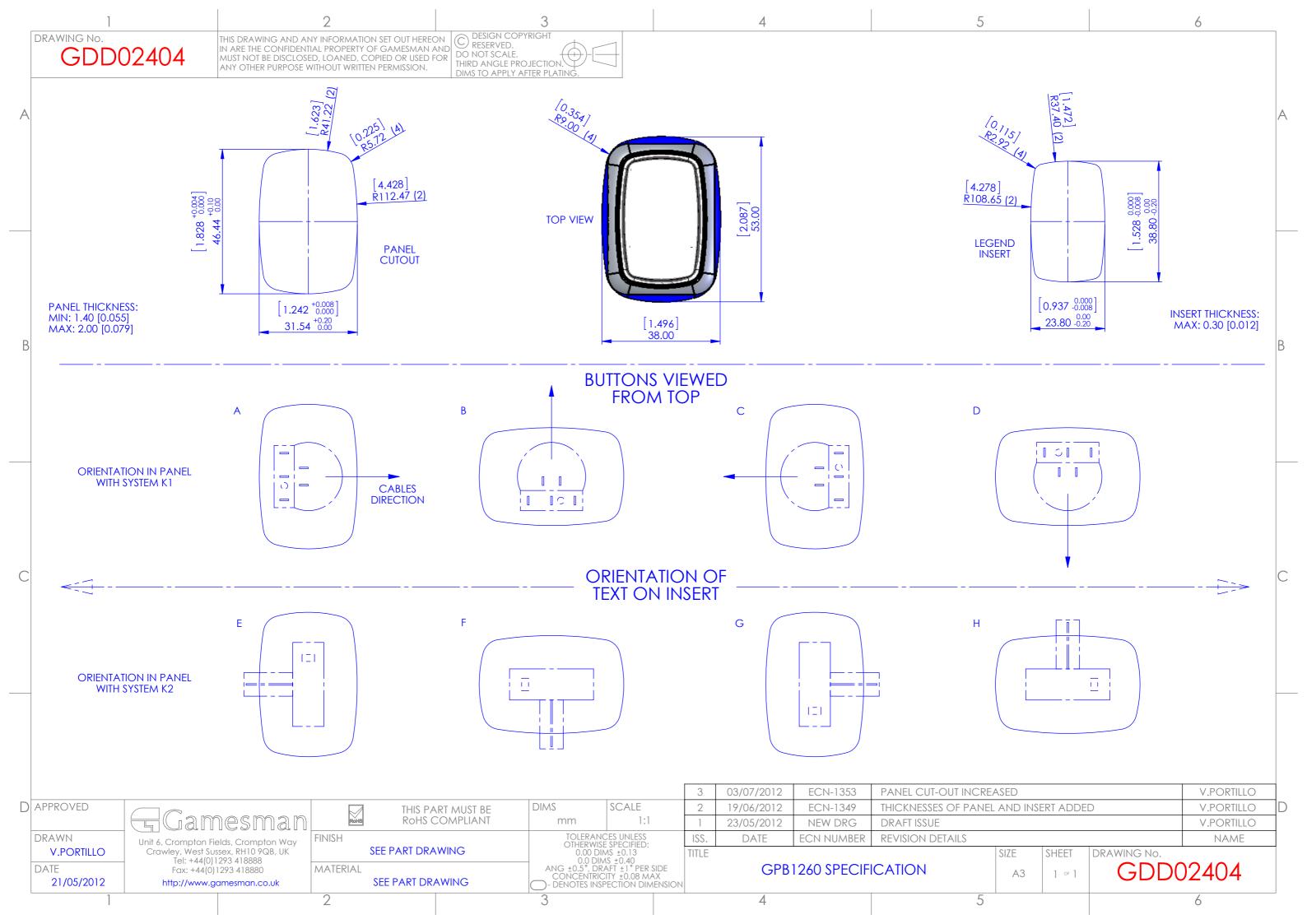


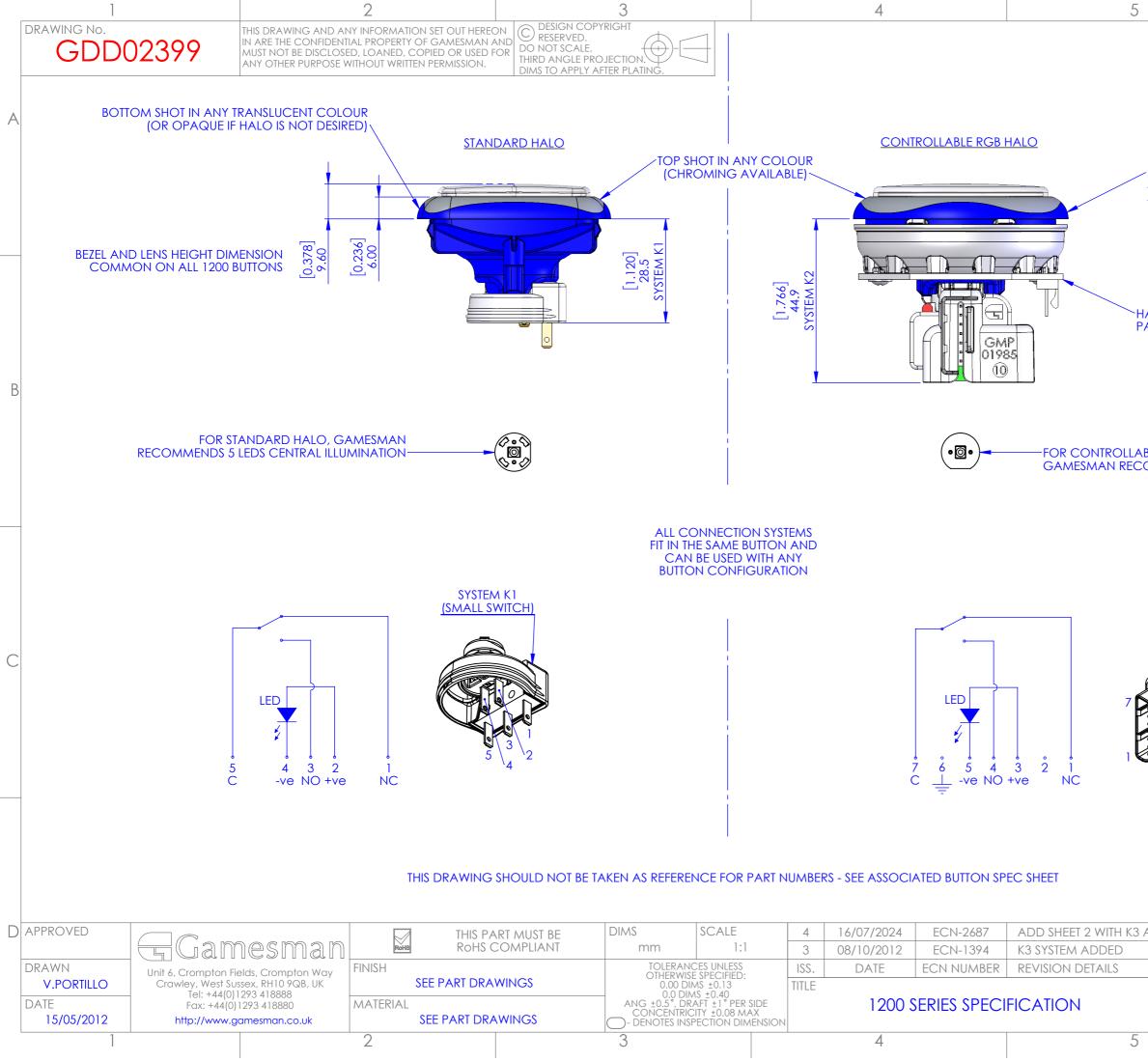
#### Disclaimer:

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.

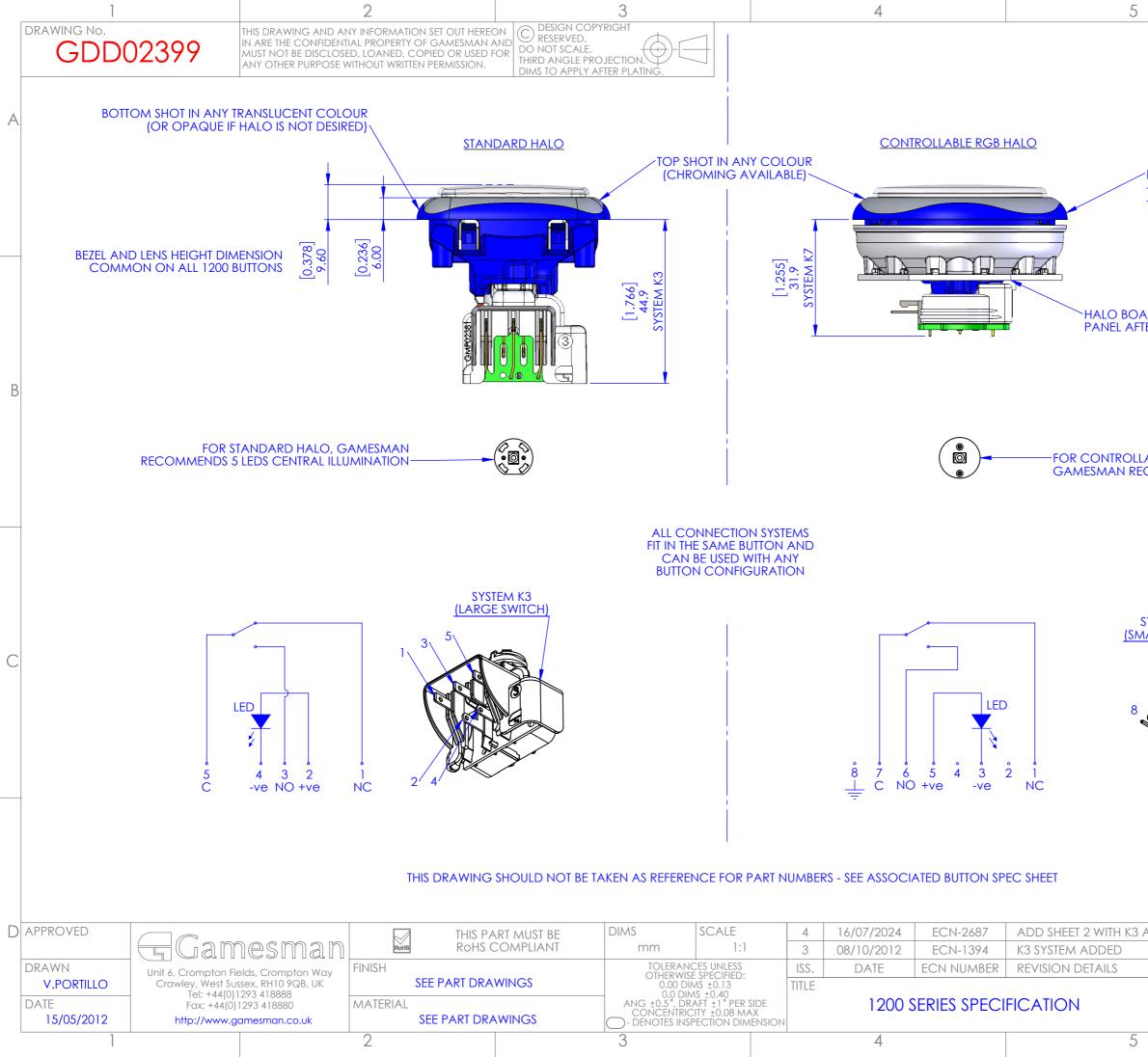
Design and specifications are subject to change without notice.

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





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-BOTTOM SHOT IN: -CLEAR, FOR A HOT -OPAL, FOR A DIFFU	-SPOT STYLE HALO SED HALO		A
HALO BOARD AND SL PANEL AFTER BUTTON	IS CLIPPED INTO TH	E PLATE	В
ABLE RGB HALO CON COMMENDS 1 LED CE	NTRAL ILLUMINATIO	N	C
SIZE SHEET A3 1 of 2	DRAWING No.	R.LOFFLER V.PORTILLO NAME 02399 6	D



- BOTTOM SHOT IN: -CLEAR, FOR A HOT-SPOT STYLE HALO -OPAL, FOR A DIFFUSED HALO	A
DARD AND SLEEVE SCREWED BEHIND THE FTER BUTTON IS CLIPPED INTO THE PLATE	В
LLABLE RGB HALO CONFIGURATION, ECOMMENDS 1 LED CENTRAL ILLUMINATION	
SYSTEM K7 MALL SWITCH)	С
B AND K7 VIEWS R.LOFFLER V.PORTILLO NAME SIZE A3 2 ° 2 GDD02399 6	D

## Product Identification

	No.	Part Number	Description	Material	UL94 Rating
2	1	GMP02278	Lens	PC	UL94-V2
	2	GMP02277	Legend Plate	PC	UL94-V2
	3	GMP02276	Plunger	РОМ	НВ
	4	G4-950	Spring	Carbon Steel	N/A
5	5	GMP02275	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	
Illustration		Silves Olives			
Datasheet	Adobe	Adobe	PDF 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	
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	0927-0	604816	N/A	
12V White Single LED Reverse Polarity	N/A	0927-0	602843	N/A	
12V White Radial 5-LED Reverse Polarity	N/A	0927-0	602844	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. <u>GPB1260.xls</u>, and details of various switch connection systems.

## **Accessories and Options**

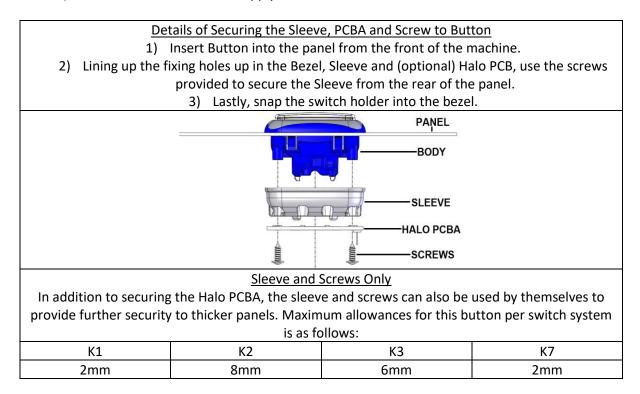
## Halo Boards

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-G02280	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-G02350	<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 GMP02282	Order Part Number GMP02791
GMP02282 ABSK D	Canesina.

## **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.

## GPB1260.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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