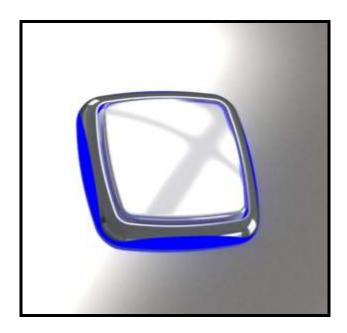


# GPB1270 Push Button Product Specification

Issue 08: Date 01.08.2024

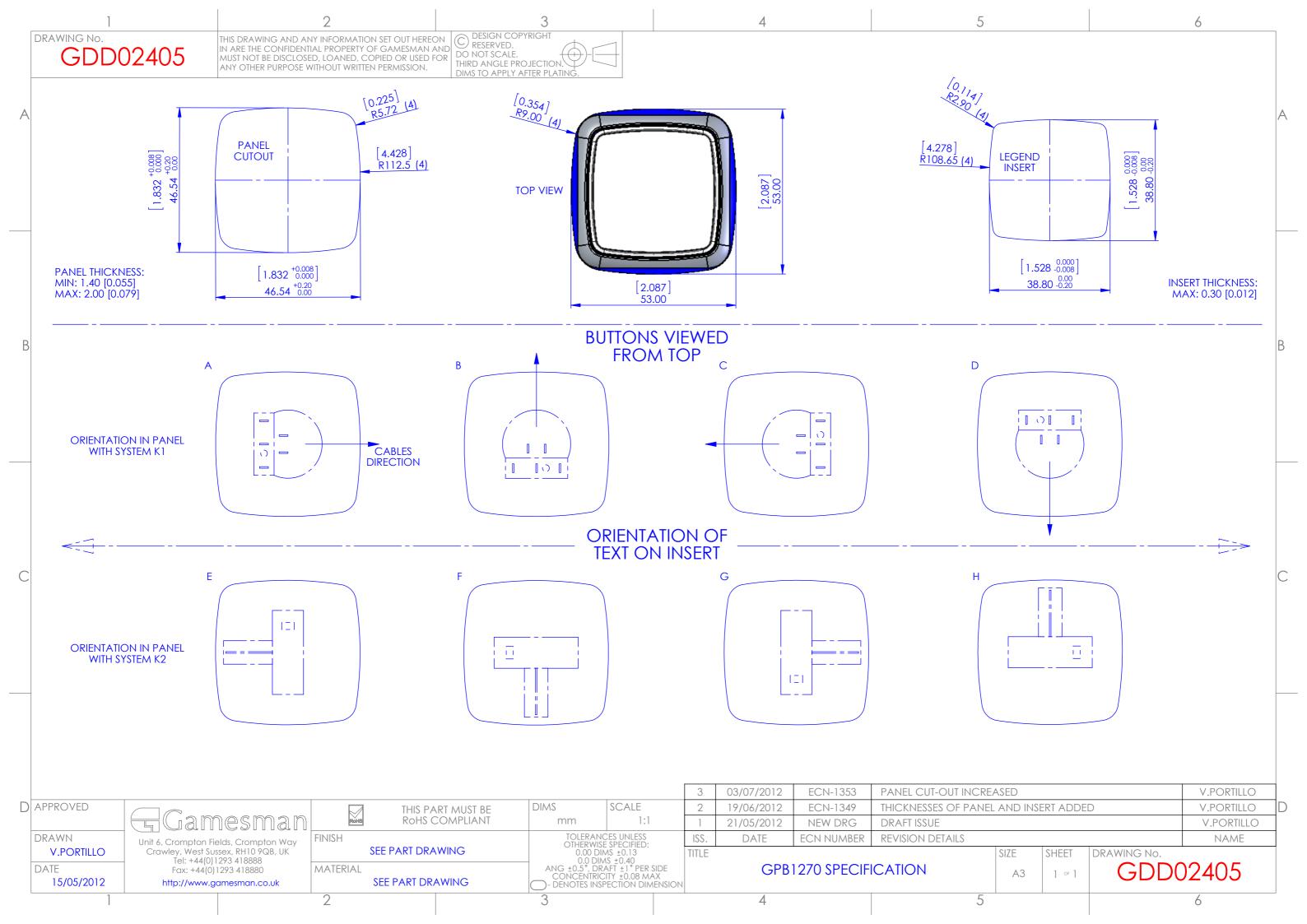


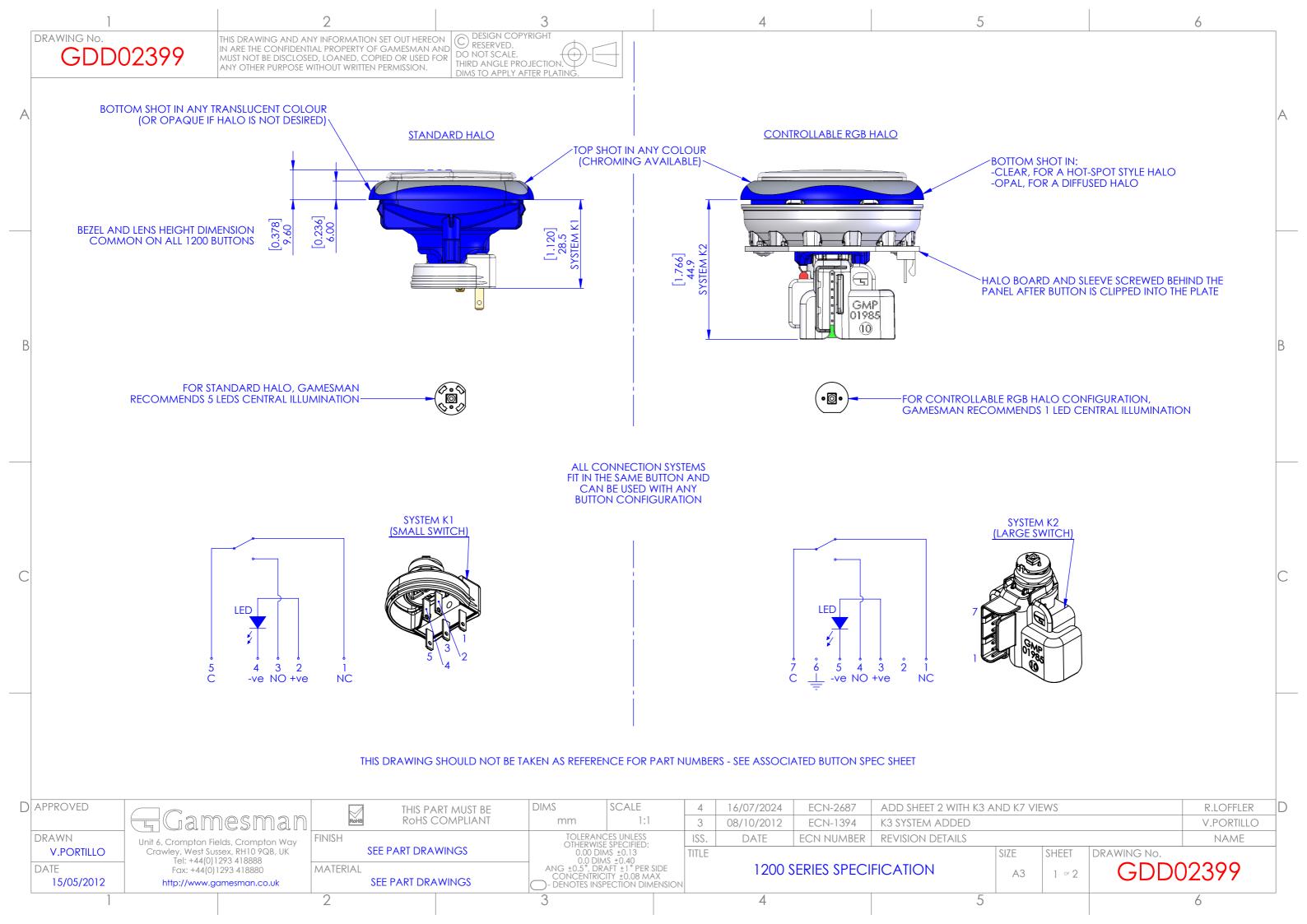
#### **Disclaimer:**

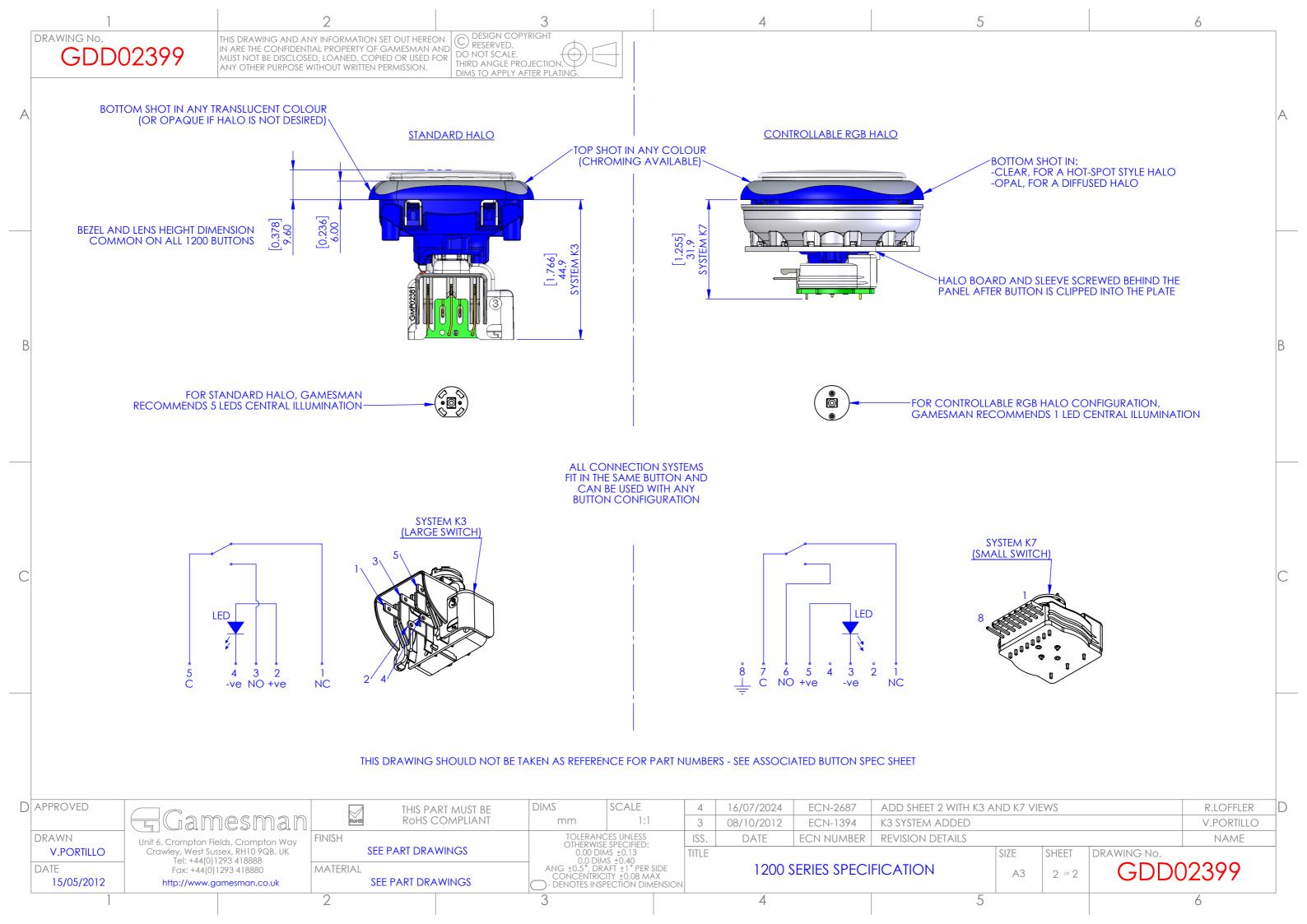
The information provided within this product specification is intended only to make the reader aware of the product's technical data and its use thereof. As such, Gamesman Ltd shall not be held liable for any loss or damage to the assembly or component within, arising from its misuse or from the unintended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







# **Product Identification**

|   | No. | Part<br>Number | Description  | Material         | UL94<br>Rating       |
|---|-----|----------------|--------------|------------------|----------------------|
| 3 | 1   | GMP02013       | Lens         | PC               | UL94-V2              |
| 5 | 2   | GMP02012       | Legend Plate | PC               | UL94-V2              |
|   | 3   | GMP02011       | Plunger      | POM              | НВ                   |
|   | 4   | G4-950         | Spring       | Carbon Steel     | N/A                  |
|   | 5   | GMP02010       | Bezel        | PC<br>and<br>ABS | HB<br>and<br>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   | К3   | К7   |  |  |  |
|--|--|--|--|--|--|--|--|
| Illustration                               |  | GMP<br>01985   |  |  |  |  |  |
| Datasheet                                  | Adobe  | Adobe  | Adobe  | Adobe  |  |  |  |
| Switch                                     | Cherry DB3<br>or Cherry DB5                  | Cherry Large<br>Tactile<br>( <u>NO</u> & <u>NC</u> options<br>for RGB) | Cherry Large<br>Tactile                      | Cherry DB3<br>or Cherry DB5                  |  |  |  |
| White LED Options                          | 12V or 5V,<br>Single LED or<br>5 Radial LEDs | 12V or 5V,<br>Single LED or<br>5 Radial LEDs                           | 12V or 5V,<br>Single LED or<br>5 Radial LEDs | 12V or 5V,<br>Single LED or<br>5 Radial LEDs |  |  |  |
| RGB Option                                 | No   | Yes, Single RGB  | No   | Yes, Single &<br>3-RGB Options               |  |  |  |
| Removable LEDs                             | No   | Yes  | Yes  | No   |  |  |  |
| Order Codes for Separate LED Assemblies    |  |  |  |  |  |  |  |
| System                                     | K1   | K2 & K3  |  | К7   |  |  |  |
| 12V White Single LED                       | N/A  | 0927-0   | 602207                                       | 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  |  | 604818                                       | 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<br>Reverse Polarity   | N/A  | 0927-0   | 602843                                       | N/A  |  |  |  |
| 12V White Radial 5-LED<br>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>GPB1270.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.

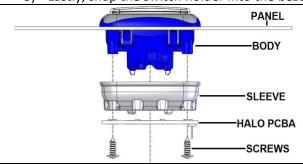
| 5                  | T /0.1   |  |  |  |
|--------------------|--|--|--|--|
| Part Number        | Type / Colour  |  |  |  |
|                    | RGB – Memory – Pre-Programmed – 5v (Option 1)  |  |  |  |
| <u>0927-G02015</u> | This option consists of a memory chip located on the halo PCBA itself. This  |  |  |  |
| Adobe              | 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-G02352        | 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.

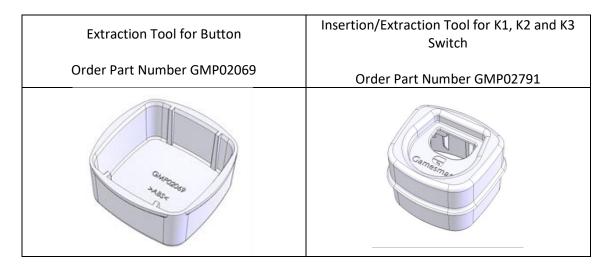


# **Sleeve and Screws Only**

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  | К3  | K7  |
|-----|-----|-----|-----|
| 8mm | 8mm | 8mm | 8mm |

# <u>Tools</u>



# **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.

# **GPB1270.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.



# GAMESMAN LTD CROMPTON FIELDS, CROMPTON WAY, CRAWLEY, WEST SUSSEX, RH10 9QB TEL: +44 (0) 1293 418888 FAX: +44 (0) 1293 418880

# **REGISTERED IN ENGLAND NO. 3027138**

Website: <a href="www.gamesman.co.uk">www.gamesman.co.uk</a></a> E-mail: <a href="mailto:sales@gamesman.co.uk">sales@gamesman.co.uk</a>