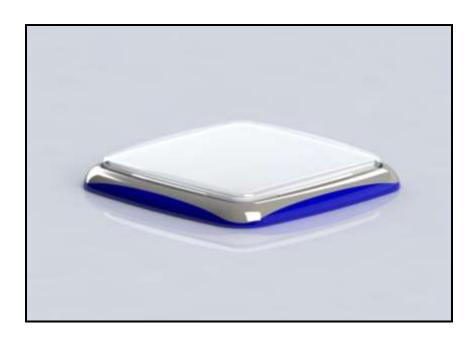


# GPB1271 Push Button Product Specification

Issue 06: Date 01.08.2024

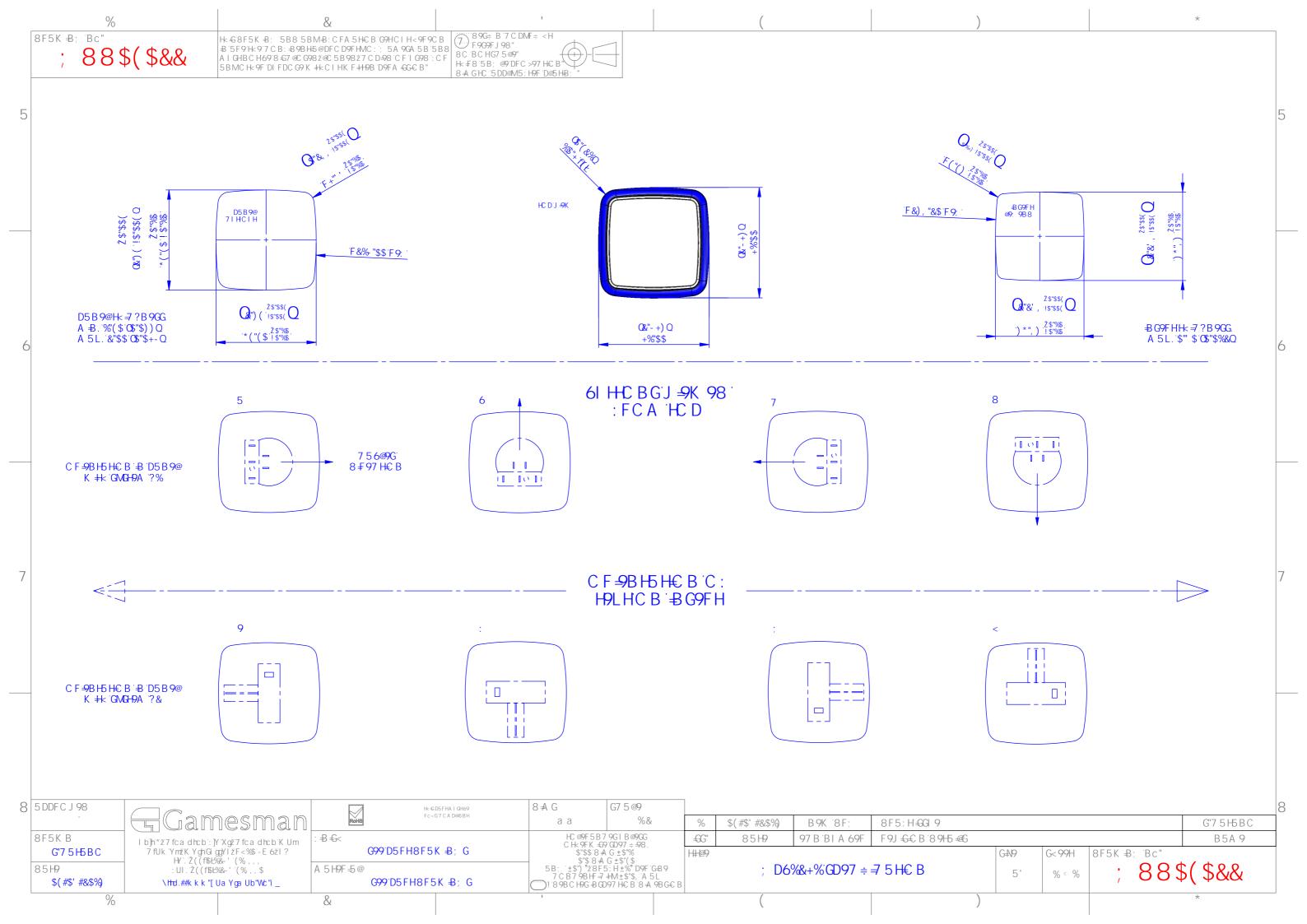


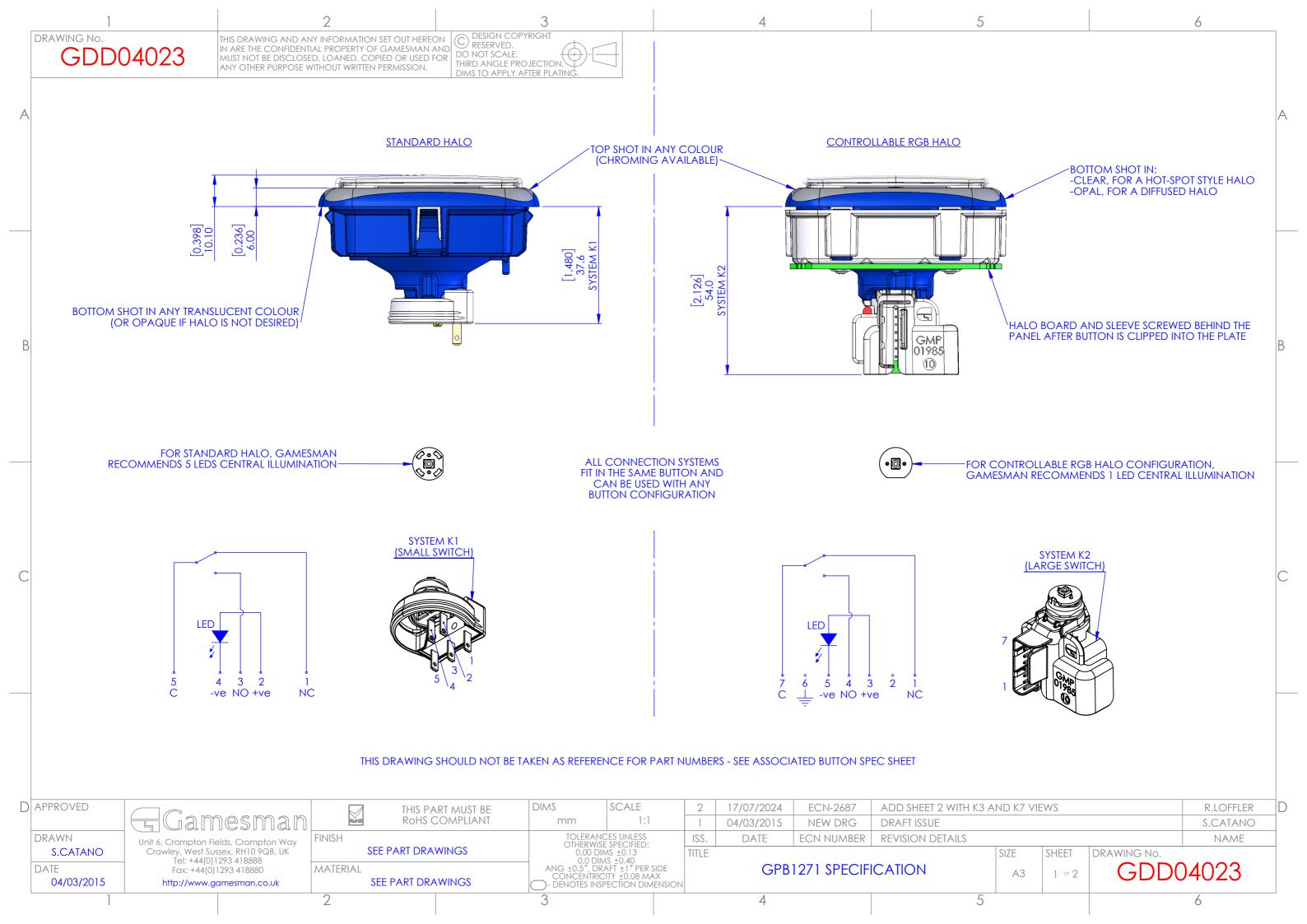
# Disclaimer:

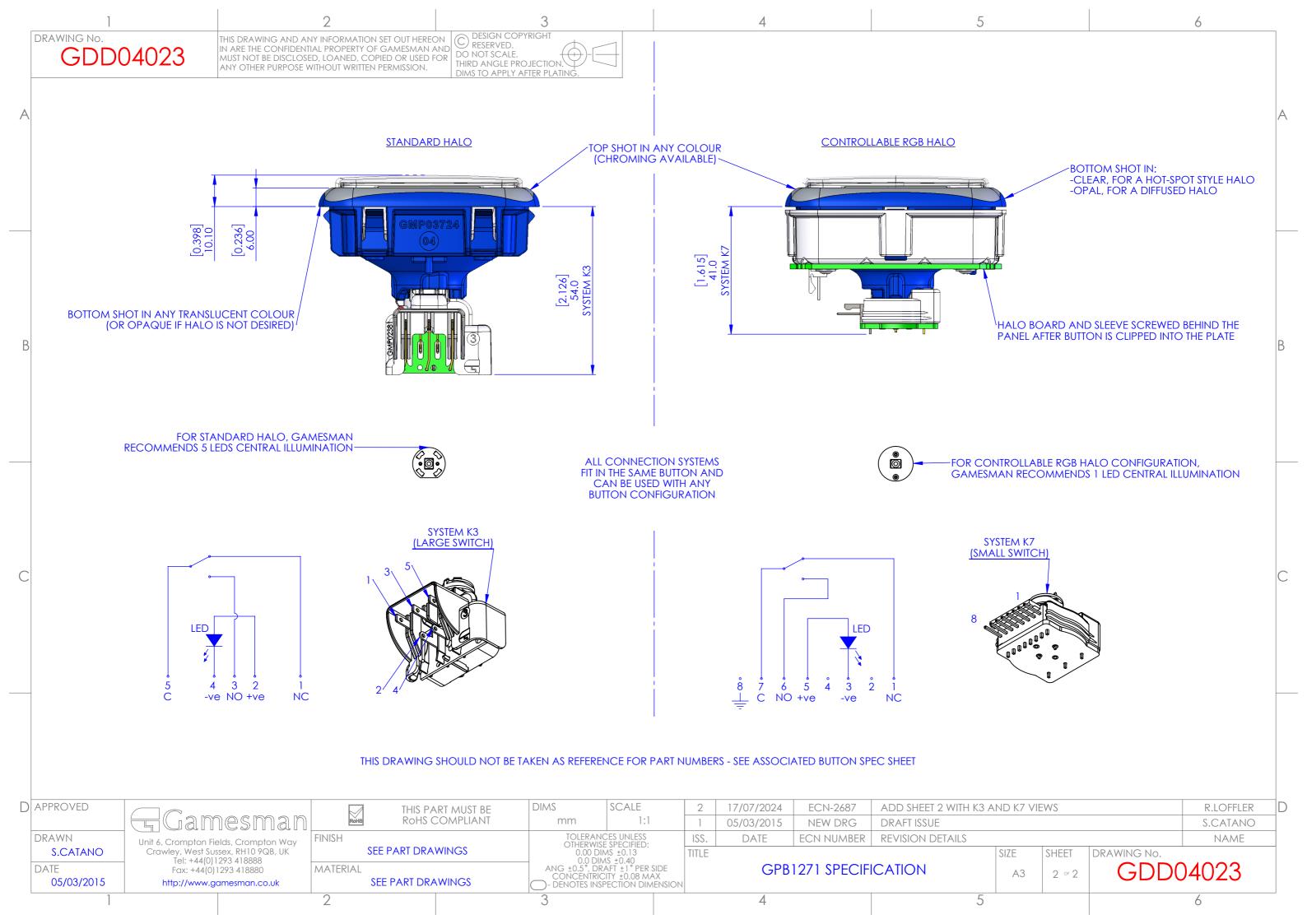
The information provided within this product specification is intended only to make the reader aware of the product's technical data and its use thereof. As such, Gamesman Ltd shall not be held liable for any loss or damage to the assembly or component within, arising from its misuse or from the unintended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

1	No.	Part Number	Description	Material	UL94 Rating
2 3 4	1	GMP03726	Lens	PC	UL94-V2
	2	GMP03727	Legend Plate	PC	UL94-V2
	3	GMP03725	Plunger	РОМ	НВ
	4	G4-950	Spring	Carbon Steel	N/A
	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	K1	К2	К3	К7				
Illustration		SMP						
Datasheet	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				
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		К7				
12V White Single LED	0927-G02208	0927-0	602207	N/A				
12V White Radial 5-LED	0927-G01981	0927-G01986		N/A				
5V White Single LED	Please Enquire	Please	Enquire	N/A				
5V White Radial 5-LED	0927-G03270	0927-G03271		N/A				
12V Red Radial 5-LED	0927-G04787	0927-G04818		N/A				
12V Blue Radial 5-LED	0927-G04782	0927-G04776		N/A				
12V Green Radial 5-LED	0927-G04786	0927-G04816		N/A				
12V White Single LED Reverse Polarity	0927-G02841	0927-G02843		N/A				
12V White Radial 5-LED Reverse Polarity	0927-G02842	0927-0	602844	N/A				

For more details see the Gamesman Specification sheet for this button. <a href="mailto:GPB1271.xls">GPB1271.xls</a>, 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.

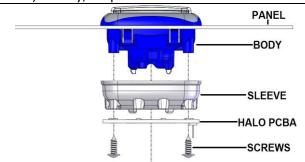
Part Number	Type / Colour				
	RGB – Memory – Pre-Programmed – 5v (Option 1)				
0927-G03734	This option consists of a memory chip located on the halo PCBA itself. This chip contains a pre-determined, pre-programmed LED sequence uploaded at the time of manufacture so that when voltage is applied, the 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	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.

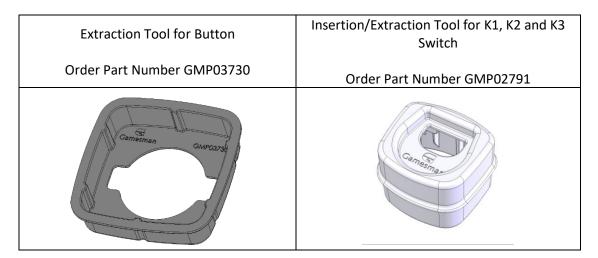


# **Sleeve and Screws Only**

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.

# **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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