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

INSERT THICKNESS:
MAX: 0.30 [0.012]

BUTTONS VIEWED FROM TOP

ORIENTATION OF TEXT ON INSERT

ORIENTATION IN PANEL WITH SYSTEM K1

ORIENTATION IN PANEL WITH SYSTEM K2

PANEL CUT OUT

LEGEND INSERT

CABLES DIRECTION

TOP VIEW

DIMS SCALE 1:1

TOURANCES UNLESS OTHERWISE SPECIFIED:

TOLERANCES:
+0.008, -0.008
+0.025, -0.025
+0.080, -0.080

PER SIDE
CORNER

TOP V ORIENTATION IN PANEL WITH SYSTEM K1

BOTTOM LEFT ORIENTATION IN PANEL WITH SYSTEM K2

This part must be RoHS compliant

GPB1210 SPECIFICATION

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DESIGN COPYRIGHT RESERVED. DO NOT SCALE. THIRD ANGLE PROJECTION. DIMS TO APPLY AFTER PLATING.

DRAWING No. GDD02400

V. PORTILLO

DRAWN

DATE

APPROVED

DESIGN COPYRIGHT RESERVED.

DO NOT SCALE.

THIRD ANGLE PROJECTION.

DIMS TO APPLY AFTER PLATING.

THIS PART MUST BE ROHS COMPLIANT

SEE PART DRAWING

SEE PART DRAWING

http://www.gamesman.co.uk
1. **SYSTEM K1** (SMALL SWITCH)
   - **LED**: 1 NC 2 +ve 3 NO 4 -ve 5 C

2. **SYSTEM K2** (LARGE SWITCH)
   - **LED**: 6 2 7

3. **SYSTEM K3** (LARGE SWITCH)
   - **LED**: 1 3 5

---

**TOP SHOT IN ANY COLOUR**
- Chroming available

**CONTROLLABLE RGB HALO**
- Clear, for a hot-spot style halo
- Opal, for a diffused halo

**BOTTOM SHOT IN ANY TRANSLUCENT COLOUR**
- (Or opaque if halo is not desired)

**STANDARD HALO**

---

**BEZEL AND LENS HEIGHT DIMENSION**
- Common on all 1200 buttons

**FOR STANDARD HALO, GAMESMAN RECOMMENDS 5 LEDS CENTRAL ILLUMINATION**

**ALL CONNECTION SYSTEMS**
- Fit in the same button and can be used with any button configuration

---

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

---

**1200 SERIES SPECIFICATION**

---

**THIS PART MUST BE ROHs COMPLIANT**

**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 2 DB MAX
- DENOTES INSPECTION DIMENSION

---

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**http://www.gamesman.co.uk**

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**Unit 6, Crompton Fields, Crompton Way, Crawley, West Sussex, RH10 9QB, UK**
- **Tel:** +44(0)1293 418888
- **Fax:** +44(0)1293 418880

---

**THIS PART MUST BE RoHS COMPLIANT**
<table>
<thead>
<tr>
<th>No.</th>
<th>Part Number</th>
<th>Description</th>
<th>Material</th>
<th>UL94 Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>GMP02368</td>
<td>Lens</td>
<td>PC</td>
<td>UL94-V2</td>
</tr>
<tr>
<td>2</td>
<td>GMP02367</td>
<td>Legend Plate</td>
<td>PC</td>
<td>UL94-V2</td>
</tr>
<tr>
<td>3</td>
<td>GMP02366</td>
<td>Plunger</td>
<td>POM</td>
<td>HB</td>
</tr>
<tr>
<td>4</td>
<td>G4-950</td>
<td>Spring</td>
<td>N/A</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>GMP02365</td>
<td>Bezel</td>
<td>PC and ABS</td>
<td>HB and UL94-V2</td>
</tr>
</tbody>
</table>

Note:
Item 5 is a 2 shot moulding and therefore available in various colours/colour combinations see specification sheet for the options. *Minimum Order Quantities may apply*
Product Compatibility

a) Switch System –

<table>
<thead>
<tr>
<th>System K1</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>System K2</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>System K3</th>
</tr>
</thead>
</table>

b) LED Solutions

<table>
<thead>
<tr>
<th>LED Part Number</th>
<th>Type / Colour</th>
</tr>
</thead>
<tbody>
<tr>
<td>0927-G02208</td>
<td>12v Single Axial White LED – K1</td>
</tr>
<tr>
<td>0927-G01981</td>
<td>12v 5 Radial x White LED – K1</td>
</tr>
<tr>
<td>0927-G02207</td>
<td>12v Single Axial White LED – K2 and K3</td>
</tr>
<tr>
<td>0927-G01986</td>
<td>12v 5 Radial x White LED – K2 and K3</td>
</tr>
<tr>
<td>0927-G02841</td>
<td>12v Single Axial White LED – K1 Reverse</td>
</tr>
<tr>
<td>0927-G02842</td>
<td>12v 5 Radial x White LED – K1 Reverse</td>
</tr>
<tr>
<td>0927-G02843</td>
<td>12v Single Axial White LED – K2 and K3 Reverse</td>
</tr>
<tr>
<td>0927-G02844</td>
<td>12v 5 Radial x White LED – K2 and K3 Reverse</td>
</tr>
</tbody>
</table>

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. [GPB1210.xls](#), and details of various switch connection systems.
c) Controllable Halo PCBA Options

<table>
<thead>
<tr>
<th>Part Number</th>
<th>Type / Colour</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0927-G02370</td>
<td>RGB – Memory - Pre Programmed – 5v (Option 1)</td>
<td></td>
</tr>
<tr>
<td>0927-G02373</td>
<td>RGB – Without Memory – Controllable from External Source - 5v (Option 2)</td>
<td></td>
</tr>
</tbody>
</table>

Details of Securing the Sleeve, PCBA and Screw to Button
1) Snap Button into panel from the front of the machine
2) Lining up the fixing holes up in the Bezel, Sleeve and PCB, use the 2 x screws provided to secure the RGB PCBA from the rear of the panel.
3) Snap switch holder into bezel.

<table>
<thead>
<tr>
<th>No.</th>
<th>Part Number</th>
<th>Description</th>
<th>Material</th>
<th>UL94 Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>GMP02369</td>
<td>Sleeve</td>
<td>ABS</td>
<td>HB</td>
</tr>
<tr>
<td>2</td>
<td>Various see above</td>
<td>PCBA</td>
<td>Various</td>
<td>UL94-V0</td>
</tr>
<tr>
<td>3</td>
<td>A168/GPP2024</td>
<td>No.4 Screw</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
d) Accessories

**Tools**

<table>
<thead>
<tr>
<th>Extraction Tool for Button</th>
<th><img src="image1.png" alt="Extraction Tool for Button" /></th>
</tr>
</thead>
<tbody>
<tr>
<td>Order Part Number GMP02372</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Insertion/Extraction Tool for Switch</th>
<th><img src="image2.png" alt="Insertion/Extraction Tool for Switch" /></th>
</tr>
</thead>
<tbody>
<tr>
<td>Order Part Number GMP02791</td>
<td></td>
</tr>
</tbody>
</table>
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.

**GPB1210.xlsx**

Packaging

Standard Packaging format for these buttons:

For NON CONTROLLABLE HALO

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

For CONTROLLABLE HALO

- Lens & Legend Packed Separately in Bulk
- Switch Connection System to be Bulk Packed Separately
- Button 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 are available on request, please contact our Sales team.