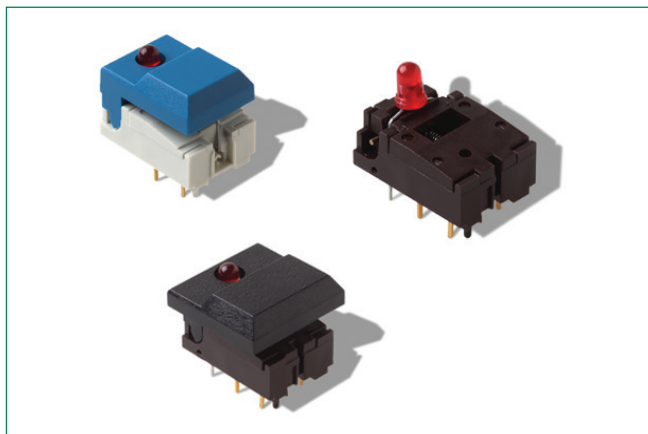


DIGITAST Series

Microminiature SPDT, Keyswitches



Specifications

Function	Momentary or push-push
Contact Arrangement	1 change over contact SPDT, NO
Mode of Switching	Non-shorting
Distance Between Button Centers	Horizontal Min.: 12.7 (0.500) or 17.78 (0.700) Vertical Min. 17.78 (0.700)
Terminals	PC pins
Mounting	Soldering, centering pins
Total Travel	≤ 3 (0.0018)
Switching Travel	1.5 (0.0591)
Latching Travel	1.8 (0.0709)
Operating Force	1.5 +/- 0.5 N (150 +/- 50 grams)
Solderability	Wave soldering, compatible with lead free soldering profile Hand soldering, 350°C for 3 seconds

Description

With Digitast Micro-miniature SPDT keyswitches from C&K, designers gain a reliable, low-level switching solution for their audio and lighting consoles, instrumentation and industrial electronics applications that comes ready to implement on a PCB. Available in momentary or push-push formats, Digitast keyswitches can also be delivered in a variety of different button options or with an optional latching function.

Features & Benefits

- High reliability/long life
- Designed for low level switching
- Ready to implement on PCB
- Latching function available
- Several button options
- RoHS compliant and compatible

Applications

- Medical
- Instrumentation
- Industrial electronics
- Audio electronics

Electrical Characteristics

Switching Power Max.	240 mW DC
Switching Voltage Max.	24 V DC
Switching Current Max.	10 mA DC
Carrying Current at 20°C (push-push version)	100 mA
Dielectric Strength (50 Hz, 1 min)	500 V
Operating Life with or Without Max. Switching Power	Momentary: ≥ 5 x 10 ⁶ operations Push-push: ≥ 5 x 10 ⁵ operations
Contact Resistance	Initial ≤ 50 mΩ After 5 x 10 ⁶ operations: ≤ 100 mΩ
Insulation Resistance	≥ 10 ¹⁰ Ω
Capacitance	At f = 10 kHz: ≤ 0.8 pF
Bounce Time	≤ 2.5 ms Operating speed 400 mm/s (15.75/s)
Operating Temperature	-25°C to 85°C

Ordering Number

Our easy build-a-switch concept allows you to mix and match options to create the switch you need. To order, select desired option from each category and place it in the appropriate box.

Switch

Reference
SER BK AU OA



XX - X - X - X - X - X - X - X - X - X									
Series		LED		Button Color²		1st LED Color³		LED Spacing¹	
SER: Narrow button		None: No LED		BK: Black		None: No LED		None: Narrow LED Spacing (TYP Europe)	
SET: Wide button		L: 1 LED		GY: Gray		RD: Red		7.62: Wide LED Spacing (TYP No. America)	
SERU: Switch body only (no button)		2L: 2 LEDs		WH: White		YE: Yellow			
				RD: Red		GN: Green			
				BU: Blue					

DIGITAST Series

Microminiature SPDT, Keyswitches



Button

Reference
SRK BK



xx - K - x - x - x

Button Style
SR: Narrow
ST: Wide

LED Holes
None: No LED holes
L: 1 LED hole
2L: 2 LED holes

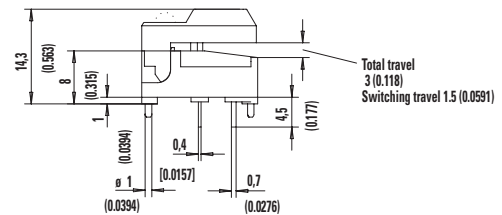
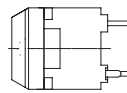
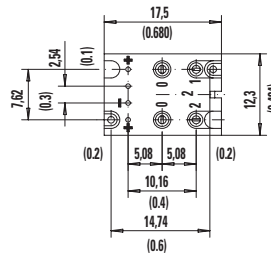
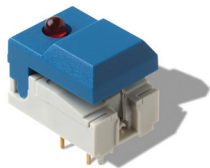
Latching
None: For use with momentary switch
EE: Latching

Button Color²
BK: Black
GY: Gray
WH: White
RD: Red
BU: Blue

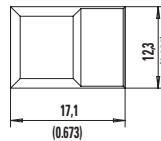
1. LED spacing only applies when 1 LED requested
2. Additional button colors available by request
3. Additional LED colors available by request including Bi color configurations

Designation

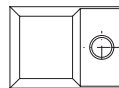
SER Narrow Button



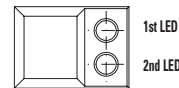
SER



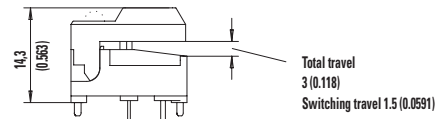
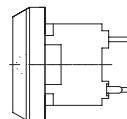
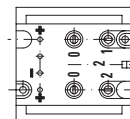
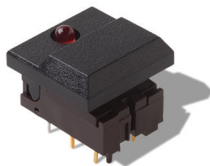
SERL



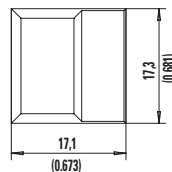
SER2L



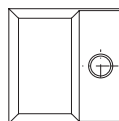
SET Wide Button



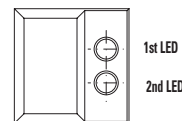
SET



SETL



SET2L

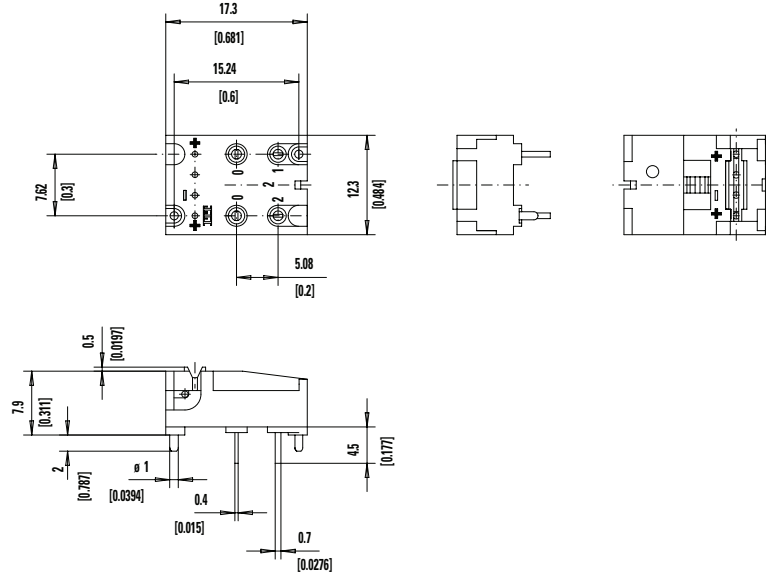


DIGITAST Series

Microminiature SPDT, Keyswitches

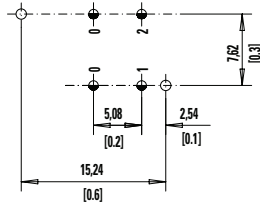


SERU No Button

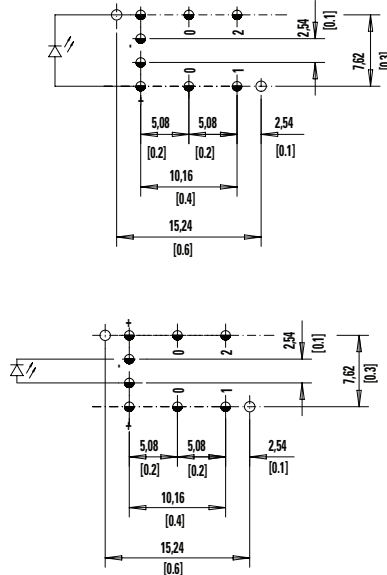


LED

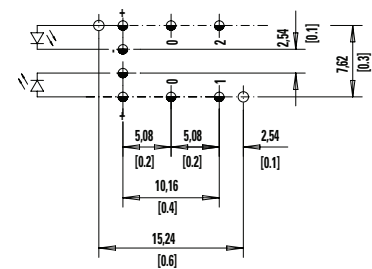
None No LED



L 1 LEDs



2L 2 LEDs



$$\phi 1.0 \pm 0.1 \text{ (0.0394} \pm 0.00349 \text{)}$$

$$\phi 1.1 \pm 0.05 \text{ (0.0433} \pm 0.00197 \text{)}$$

Button Color

BK Black

GY Gray

Other button colors available by request [red (RD), green (GN), white (WH), yellow (YE), blue (BU), orange (OG)].

DIGITAST Series

Microminiature SPDT, Keyswitches



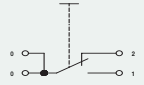
LED Color

Option Code	Color
None	Models without LED
RD	Red
GN	Green
YE	Yellow

Contact Material

Option Code	Material
Au	Gold

Function

Option Code	Color	Schematic
OA	Momentary	
EE	Push-Push	