

MUSB, MUSBR, UUSB SERIES

MINI & MICRO USB 2.0 INTERFACES

SPECIFICATIONS

For complete specifications and recommended PCB layouts see www.samtec.com?MUSB, www.samtec.com?MUSBR-A or www.samtec.com?MUSBR-B

Insulator Material:

High Temperature

Thermoplastic

Contact Material:

Phosphor Bronze

Shell Material:

Brass

Plating:

Gold on Mating Area, Nickel on Shell, Tin on Tails

Operating Temp Range:

-50°C to +85°C

Voltage Rating:

30 VRMS

Contact Resistance:

50 mΩ

Minimum Cycles:

1500

Packaging:

Packaged and shipped in Bulk Packaging Trays; Trays suitable for automation are available upon request.

RoHS Compliant:

Yes

Lead-Free Solderable:

Yes

TYPE

MUSB
= Mini
USB 2.0

MUSBR
= High
Retention
Mini USB 2.0

NO. OF CONTACTS

-05

PLATING

-F
= Gold Flash on
Mating Area,
Tin on Tails

-S
= 30μ" (0.76 μm)
Gold on
Mating Area,
Tin on Tails

COLOR

 Leave blank
for MUSB
-O
= Orange

TYPE

-B
= B Type
(MUSB & MUSBR)

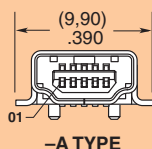
-AB
= AB Type
(MUSB only)

-A
= A Type
(MUSBR only)

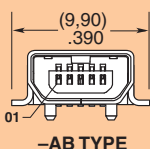
OTHER SOLUTIONS

- Mini USB-A Type.

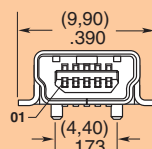
Contact Samtec.



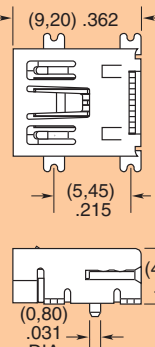
-A TYPE



-AB TYPE



-B TYPE



SPECIFICATIONS

For complete specifications and recommended PCB layouts see www.samtec.com?UUSB-AB or www.samtec.com?UUSB-B

Insulator Material:

Black LCP

Contact Material:

Copper Alloy

Plating:

Au over 50μ" (1.27 μm) Ni

Shield Plating:

Sn over 50μ" (1.27 μm) Ni

Operating Temp Range:

-30°C to +80°C

Voltage Rating:

100 VAC

Contact Resistance:

50 mΩ

Cycles:

10,000

RoHS Compliant:

Yes

TID Numbers:

UUSB-AB-S-S-SM-TR

(61001772)

UUSB-B-S-S/F-SM

(61001571)

UUSB

UUSB
= Micro USB 2.0

TYPE

-AB
= Micro AB

-B
= Micro B

PLATING

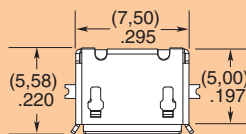
-F
= Gold Flash on
Mating Area and Tails

-S
= 30μ" (0.76 μm)
Gold on Mating Area,
Gold Flash on Tails

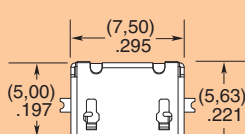
TERMINATION

-SM
= Surface Mount

TR

-TR
= Tape &
Reel


-AB TYPE



-B TYPE

Due to technical progress, all designs, specifications and components are subject to change without notice.

WWW.SAMTEC.COM