

LB Series — Miniature Switches and Pilot Devices

Flush bezel projects only 2mm from front of panel. Standard bezel has a panel depth of only 27.9mm! Removable contact blocks are ideal for single board mounting.

Key features:

- Pushbuttons, selector switches, and key selector switches with up to 3PDT contacts.
- Key selectors with keys that are difficult to duplicate. Seven different key numbers to choose from.
- Black or metallic flush bezels available.
- Bright and clear LED illuminated face.
- Choice of either gold-clad or silver contacts.
- Degree of protection: IP65 (from the front of the panel)



Applicable Standards	Mark	File No. or Organization
UL508		UL Recognition No.E55996
CSA 22.2 No.14		CSA File No. LR 21451
EN60947-5-1		TÜV Rheinland
		EU Low Voltage Directive
GB14048.5		

Specifications

Operating Temperature		−25 to +60°C (no freezing) Illuminated units: −25 to +55°C
Storage Temperature		−30 to +80°C (no freezing)
Operating Humidity		45 to 85% RH (no condensation)
Contact Resistance		50 mW maximum (initial value)
Insulation Resistance		100 MW minimum (500V DC megger)
Dielectric Strength	Switch	Between live part and ground: 2,000V AC, 1 minute Between terminals of different pole: 2,000V AC, 1 minute Between terminals of the same poles: 1,000V AC, 1 minute
	Illumination	Between live part and ground: 2,000V AC, 1 minute
Vibration Resistance		Operating extremes/Damage limits: 5 to 55 Hz, amplitude 0.5 mm
Shock Resistance		Operating extremes: 100 m/s ² Damage limits: 1,000 m/s ²
Mechanical Life (minimum operations)		Momentary: 2,000,000 Maintained: 250,000 Selector switches: 250,000 Key selector switches: 250,000

Electrical Life (minimum operations)	Momentary: 50,000 / 100,000 ¹ Maintained: 50,000 / 100,000 ² Selector switches: 50,000 / 100,000 ² Key selector switches: 50,000 / 100,000 ²
Degree of Protection	IP65 (IEC 60529)
Terminal Style	Solder/tab terminal #110 PC board terminal
Bezel	Black plastic or metallic
Weight (approx.)	14g (illuminated pushbutton) 13g (pilot light) 13g (pushbutton) 15g (selector switch) 27g (key selector switch) 15g (illuminated pushbutton with guard) 14g (pushbutton with guard)



1. Switching frequency 1,800 operations/h.
2. Switching frequency 1,200 operations/h.

Contact Ratings

Gold Contact (switch base color: blue)

Rated Insulation Voltage	250V	
Rated Thermal Current	3A	
Rated Operating Voltage	30V DC	125V AC
Rated Operating Current (resistive load)	0.1A	0.1A
Contact Material	Gold-clad silver	



Minimum applicable load (reference value): 5V AC/DC, 1 mA

Silver Contact (switch base color: gray)

Rated Insulation Voltage			250V		
Rated Operating Voltage			30V	125V	250V
Rated Operating Current	AC 50/60Hz	Resistive load	—	5A	5A
		Inductive load	—	3A	1.5A
	DC	Resistive load	5A	1.1A	—
		Inductive load	2.5A	0.55A	—
	AC 50/60Hz	Resistive load	—	5A	3A
		Inductive load	—	3A	1.5A
	DC	Resistive load	3A	0.6A	—
		Inductive load	1A	0.22A	—
Rated Thermal Current			5A		
Contact Material			Silver		



AC inductive load: PF=0.6 to 0.7 DC inductive load: L/R=7 ms max.

LED Ratings

Rated Voltage	5V DC	12V AC/DC	24V AC/DC
Voltage Range	5V DC±5%	12V AC/DC±10%	24V AC/DC ±10%
LED Part No.	LB9Z-LED5②	LB9Z-LED1②	LB9Z-LED2②
Rated Current	A, R: 22 mA G, PW, S: 16 mA		
Voltage Rating	Marked on the side of the LED unit		
LED Life (reference value)	Approx. 30,000 hours (until the brightness reduces to 50% of the initial value)		
Internal Circuit	A, PW, R		A, PW, R
	G, S		G, S



- For ② (color code): A (amber), G (green), PW (white), R (red), S (blue)
- Use the white LED for yellow illumination.
- LED lamp contains a current-limiting resistor.

Illuminated Pushbuttons (Assembled)

Style	Operation	Operating Voltage	Contact	Standard Bezel		Flush Bezel		Color Code ②
				Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	
Standard Bezel (black)   	Momentary	5V DC	SPDT	LB①L-M1T51②	LB①L-M1T11V②	LB③④L-M1T51②	LB③④L-M1T11V②	Specify the color code in place of ② in the Part Number: A: amber G: green R: red S: blue PW: white Y: yellow
			DPDT	LB①L-M1T61②	LB①L-M1T21V②	LB③④L-M1T61②	LB③④L-M1T21V②	
		12V AC/DC	SPDT	LB①L-M1T53②	LB①L-M1T13V②	LB③④L-M1T53②	LB③④L-M1T13V②	
			DPDT	LB①L-M1T63②	LB①L-M1T23V②	LB③④L-M1T63②	LB③④L-M1T23V②	
		24V AC/DC	SPDT	LB①L-M1T54②	LB①L-M1T14V②	LB③④L-M1T54②	LB③④L-M1T14V②	
			DPDT	LB①L-M1T64②	LB①L-M1T24V②	LB③④L-M1T64②	LB③④L-M1T24V②	
Flush Bezel (metallic or black)   	Maintained	5V DC	SPDT	LB①L-A1T51②	LB①L-A1T11V②	LB③④L-A1T51②	LB③④L-A1T11V②	
			DPDT	LB①L-A1T61②	LB①L-A1T21V②	LB③④L-A1T61②	LB③④L-A1T21V②	
		12V AC/DC	SPDT	LB①L-A1T53②	LB①L-A1T13V②	LB③④L-A1T53②	LB③④L-A1T13V②	
			DPDT	LB①L-A1T63②	LB①L-A1T23V②	LB③④L-A1T63②	LB③④L-A1T23V②	
		24V AC/DC	SPDT	LB①L-A1T54②	LB①L-A1T14V②	LB③④L-A1T54②	LB③④L-A1T14V②	
			DPDT	LB①L-A1T64②	LB①L-A1T24V②	LB③④L-A1T64②	LB③④L-A1T24V②	
Black Bezel with Guard 								



- For Standard Bezel part numbers specify:
 - Bezel shape in place of ①. 1 (round), 2 (square), 3 (rectangular)
 - Lens/LED color in place of ②. A (amber), G (green), PW (white), R (red), S (blue), Y (yellow)
- For Flush Bezel part numbers specify:
 - Bezel shape in place of ③. 6 (round), 7 (square), 8 (rectangular)
 - Lens/LED color in place of ②. A (amber), G (green), PW (white), R (red), S (blue), Y (yellow)
 - Bezel material in place of ④. M (metallic), Blank (black), G (black with guard)
- Solder/Tab terminals have silver contacts and PC Board Terminals have gold contacts.
- Illuminated pushbuttons contain an LED unit.
- See page 483 for dimensions.
- See page 496 for replacement LED units.
- Illuminated pushbuttons can be used with legend markings. Engraving can be done on a marking plate which is placed in the lens, or a clear film can be printed and placed in the lens. See page 498 for details on the marking plate and film.

Illuminated Pushbuttons (Sub-Assembled)

Contact	+	Operator	+	LED Module	+	Lens	=	Complete Part
---------	---	----------	---	------------	---	------	---	---------------



Operators

Style		Style	Momentary	Maintained
	Standard (Plastic)	Round	LB1L-M0	LB1L-A0
		Square	LB2L-M0	LB2L-A0
		Rectangular	LB3L-M0	LB3L-A0
	Flush Mount (Plastic)	Round	LB6L-M0	LB6L-A0
		Square	LB7L-M0	LB7L-A0
		Rectangular	LB8L-M0	LB8L-A0
	Flush Mount (Metallic)	Round	LB6ML-M0	LB6ML-A0
		Square	LB7ML-M0	LB7ML-A0
		Rectangular	LB8ML-M0	LB8ML-A0
	Flush Mount (Built-in switch guard)	Round	LB6GL-M0	LB6GL-A0
		Square	LB7GL-M0	LB7GL-A0
		Rectangular	LB8GL-M0	LB8GL-A0

Lenses

Style	Color	Part Number
Round 	Amber	LB1A-L1A
	Green	LB1A-L1G
	Red	LB1A-L1R
	Blue	LB1A-L1S
	White	LB1A-L1W
Square 	Yellow	LB1A-L1Y
	Amber	LB2A-L1A
	Green	LB2A-L1G
	Red	LB2A-L1R
	Blue	LB2A-L1S
Rectangular 	White	LB2A-L1W
	Yellow	LB2A-L1Y
	Amber	LB3A-L1A
	Green	LB3A-L1G
	Red	LB3A-L1R
	Blue	LB3A-L1S
	White	LB3A-L1W
	Yellow	LB3A-L1Y

Contact Blocks

Terminal Style		Material	Contact	Part Number
	Solder/Tab	Silver	SPDT	LB-T50
			DPDT	LB-T60
	PCB	Gold	SPDT	LB-T10V
			DPDT	LB-T20V

LED Module

Style	Color	Voltage	Part Number
	Amber	5V	LB9Z-LED5A
		12V	LB9Z-LED1A
		24V	LB9Z-LED2A
	Green	5V	LB9Z-LED5G
		12V	LB9Z-LED1G
		24V	LB9Z-LED2G
	Red	5V	LB9Z-LED5R
		12V	LB9Z-LED1R
		24V	LB9Z-LED2R
	Blue	5V	LB9Z-LED5S
		12V	LB9Z-LED1S
		24V	LB9Z-LED2S
	White	5V	LB9Z-LED5PW
		12V	LB9Z-LED1PW
		24V	LB9Z-LED2PW



For yellow illumination, use white LED's.

Pilot Lights (Assembled)

Style	Operating Voltage	Standard Bezel		Flush Bezel		Color Code ②
		Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	
Standard Bezel (black)   	5V DC	LB①P-1T01②	LB①P-1T01V②	LB③④P-1T01②	LB③④P-1T01V②	Specify the color code in place of ② in the Part Number.: A: amber G: green PW: white R: red S: blue Y: yellow
	12V AC/DC	LB①P-1T03②	LB①P-1T03V②	LB③④P-1T03②	LB③④P-1T03V②	
Flush Bezel (metallic or black)   	24V AC/DC	LB①P-1T04②	LB①P-1T04V②	LB③④P-1T04②	LB③④P-1T04V②	



- For Standard Bezel part numbers specify:
 - Bezel shape in place of ①. 1 (round), 2 (square), 3 (rectangular)
 - Lens/LED color in place of ②. A (amber), G (green), PW (white), R (red), S (blue), Y (yellow)
- For Flush Bezel part numbers specify:
 - Bezel shape in place of ③. 6 (round), 7 (square), 8 (rectangular)
 - Lens/LED color in place of ②. A (amber), G (green), PW (white), R (red), S (blue), Y (yellow)
 - Bezel material in place of ④. M (metallic), Blank (black)
- Pilot lights contain an LED unit.
- See page 484 for dimensions.
- See page 496 for replacement LED unit.

Pilot Lights (Sub-Assembled)

Contact	+	Operator	+	LED Module	+	Lens	=	Complete Part
---------	---	----------	---	------------	---	------	---	---------------



Operators

Style	Mounting Style	Style	Part Number
	Standard (Plastic)	Round	LB1P-0
		Square	LB2P-0
		Rectangular	LB3P-0
	Flush Mount (Plastic)	Round	LB6P-0
		Square	LB7P-0
		Rectangular	LB8P-0
	Flush Mount (Metallic)	Round	LB6MP-0
		Square	LB7MP-0
		Rectangular	LB8MP-0

Lenses

Style	Color	Part Number
	Amber	LB1A-P1A
	Green	LB1A-P1G
	Red	LB1A-P1R
	Blue	LB1A-P1S
	White	LB1A-P1W
	Yellow	LB1A-P1Y
	Amber	LB2A-P1A
	Green	LB2A-P1G
	Red	LB2A-P1R
	Blue	LB2A-P1S
	White	LB2A-P1W
	Yellow	LB2A-P1Y
	Amber	LB3A-P1A
	Green	LB3A-P1G
	Red	LB3A-P1R
	Blue	LB3A-P1S
	White	LB3A-P1W
	Yellow	LB3A-P1Y

Contact Blocks

Terminal Style	Part Number
Solder Tab	LB-T00
PCB	LB-T00V

LED Module

Style	Color	Voltage	Part Number
	Amber	5V	LB9Z-LED5A
		12V	LB9Z-LED1A
		24V	LB9Z-LED2A
	Green	5V	LB9Z-LED5G
		12V	LB9Z-LED1G
		24V	LB9Z-LED2G
	Red	5V	LB9Z-LED5R
		12V	LB9Z-LED1R
		24V	LB9Z-LED2R
	Blue	5V	LB9Z-LED5S
		12V	LB9Z-LED1S
		24V	LB9Z-LED2S
	White	5V	LB9Z-LED5PW
		12V	LB9Z-LED1PW
		24V	LB9Z-LED2PW



For yellow illumination, use white LED's.

Non-Illuminated Pushbuttons (Assembled)

Style	Operation	Contact Material	Contact	Standard Bezel		Flush Bezel		Color Code ②
				Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	
Standard Bezel (black)	Momentary	Gold	SPDT	LB①B-M1T5②	LB①B-M1T1V②	LB③④B-M1T5②	LB③④B-M1T1V②	Specify the color code in place of ② in the Part Number: B: black G: green R: red S: blue W: white Y: yellow
			DPDT	LB①B-M1T6②	LB①B-M1T2V②	LB③④B-M1T6②	LB③④B-M1T2V②	
			3PDT	LB①B-M1T7②	LB①B-M1T3V②	LB③④B-M1T7②	LB③④B-M1T3V②	
Flush Bezel (metallic or black)	Maintained	Gold	SPDT	LB①B-A1T5②	LB①B-A1T1V②	LB③④B-A1T5②	LB③④B-A1T1V②	
			DPDT	LB①B-A1T6②	LB①B-A1T2V②	LB③④B-A1T6②	LB③④B-A1T2V②	
			3PDT	LB①B-A1T7②	LB①B-A1T3V②	LB③④B-A1T7②	LB③④B-A1T3V②	
Black Bezel with Guard								
								



- For Standard Bezel part numbers specify:
 - Bezel shape in place of ①. 1 (round), 2 (square), 3 (rectangular)
 - Lens/LED color in place of ②. B (black), G (green), R (red), S (blue), W (white), Y (yellow)
- For Flush Bezel part numbers specify:
 - Bezel shape in place of ③. 6 (round), 7 (square), 8 (rectangular)
 - Lens/LED color in place of ②. B (black), G (green), R (red), S (blue), W (white), Y (yellow)
 - Bezel material in place of ④. M (metallic), Blank (black)
- See page 487 for dimensions.
- Lens can be used with legend markings. Engraving can be done on a marking plate which is placed into the lens, or a clear film can be printed and placed under the lens. For details on the marking plate and film, see page 498.

Non-Illuminated Pushbuttons (Sub-Assembled)

Contact	+	Operator	+	Button	=	Complete Part
---------	---	----------	---	--------	---	---------------



Operators

Style		Style	Momentary	Maintained
	Standard (Plastic)	Round	LB1L-M0	LB1L-A0
		Square	LB2L-M0	LB2L-A0
		Rectangular	LB3L-M0	LB3L-A0
	Flush Mount (Plastic)	Round	LB6L-M0	LB6L-A0
		Square	LB7L-M0	LB7L-A0
		Rectangular	LB8L-M0	LB8L-A0
	Flush Mount (Metallic)	Round	LB6ML-M0	LB6ML-A0
		Square	LB7ML-M0	LB7ML-A0
		Rectangular	LB8ML-M0	LB8ML-A0
	Flush Mount (Built-in switch guard)	Round	LB6GL-M0	LB6GL-A0
		Square	LB7GL-M0	LB7GL-A0
		Rectangular	LB8GL-M0	LB8GL-A0

Buttons

Style		Color	Part Number
	Round	Black	LB1A-B1B
		Green	LB1A-B1G
		Red	LB1A-B1R
		Blue	LB1A-B1S
		White	LB1A-B1W
	Square	Yellow	LB1A-B1Y
		Black	LB2A-B1B
		Green	LB2A-B1G
		Red	LB2A-B1R
		Blue	LB2A-B1S
	Rectangular	White	LB2A-B1W
		Yellow	LB2A-B1Y
		Black	LB3A-B1B
		Green	LB3A-B1G
		Red	LB3A-B1R
		Blue	LB3A-B1S
		White	LB3A-B1W
		Yellow	LB3A-B1Y

Contact Blocks

Terminal Style	Material	Contact	Part Number
	Solder/Tab	Silver	SPDT LB-T5
			DPDT LB-T6
			3PDT LB-T7
	PCB	Gold	SPDT LB-T1V
			DPDT LB-T2V
			3PDT LB-T3V

Selector Switches (Assembled)

Style	Operator Position	Contact	Standard Bezel		Flush Bezel	
			Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)
   Standard Bezel (black)	90° 2-position	Maintained 	SPDT	LB⊙S-2T5	LB⊙S-2T1V	LB⊙⊙S-2T5
			DPDT	LB⊙S-2T6	LB⊙S-2T2V	LB⊙⊙S-2T6
			3PDT	LB⊙S-2T7	LB⊙S-2T3V	LB⊙⊙S-2T7
		Spring return from right 	SPDT	LB⊙S-21T5	LB⊙S-21T1V	LB⊙⊙S-21T5
			DPDT	LB⊙S-21T6	LB⊙S-21T2V	LB⊙⊙S-21T6
			3PDT	LB⊙S-21T7	LB⊙S-21T3V	LB⊙⊙S-21T7
   Flush Bezel (metallic or black)	45° 3-position	Maintained 	DPDT	LB⊙S-3T6	LB⊙S-3T2V	LB⊙⊙S-3T6
			3PDT	LB⊙S-3T7	LB⊙S-3T3V	LB⊙⊙S-3T7
		Spring return from right 	DPDT	LB⊙S-31T6	LB⊙S-31T2V	LB⊙⊙S-31T6
			3PDT	LB⊙S-31T7	LB⊙S-31T3V	LB⊙⊙S-31T7
		Spring return from left 	DPDT	LB⊙S-32T6	LB⊙S-32T2V	LB⊙⊙S-32T6
			3PDT	LB⊙S-32T7	LB⊙S-32T3V	LB⊙⊙S-32T7
		Spring return two-way 	DPDT	LB⊙S-33T6	LB⊙S-33T2V	LB⊙⊙S-33T6
			3PDT	LB⊙S-33T7	LB⊙S-33T3V	LB⊙⊙S-33T7

1. For Standard Bezel part numbers specify bezel shape in place of ⊙. 1 (round), 2 (square), 3 (rectangular)
2. For Flush Bezel part numbers specify:
 - Bezel shape in place of ⊙. 6 (round), 7 (square), 8 (rectangular)
 - Bezel material in place of ⊙. M (metallic), Blank (black)
3. For Contact Operation, see page 481.
4. For dimensions, see page 488.

Selector Switches (Sub-Assembled)

Contact	+	Operator	=	Complete Part
---------	---	----------	---	---------------



Operators

Style	Shape	Position	Function	Part Number
Standard (Plastic)	Round	2	Maintained	LB1S-2Y
			Spring from right	LB1S-21Y
		3	Maintained	LB1S-3Y
			Spring from right	LB1S-31Y
			Spring from left	LB1S-32Y
			Spring from both	LB1S-33Y
	Square	2	Maintained	LB2S-2Y
			Spring from right	LB2S-21Y
		3	Maintained	LB2S-3Y
			Spring from right	LB2S-31Y
			Spring from left	LB2S-32Y
			Spring from both	LB2S-33Y
Flush Mount (Plastic)	Round	2	Maintained	LB6S-2Y
			Spring from right	LB6S-21Y
		3	Maintained	LB6S-3Y
			Spring from right	LB6S-31Y
			Spring from left	LB6S-32Y
			Spring from both	LB6S-33Y
	Square	2	Maintained	LB7S-2Y
			Spring from right	LB7S-21Y
		3	Maintained	LB7S-3Y
			Spring from right	LB7S-31Y
			Spring from left	LB7S-32Y
			Spring from both	LB7S-33Y
Flush Mount (Metallic)	Round	2	Maintained	LB8S-2Y
			Spring from right	LB8S-21Y
		3	Maintained	LB8S-3Y
			Spring from right	LB8S-31Y
			Spring from left	LB8S-32Y
			Spring from both	LB8S-33Y
	Rectangular	2	Maintained	LB8S-2Y
			Spring from right	LB8S-21Y
		3	Maintained	LB8S-3Y
			Spring from right	LB8S-31Y
			Spring from left	LB8S-32Y
			Spring from both	LB8S-33Y

Style	Shape	Position	Function	Part Number
Flush Mount (Metallic)	Round	2	Maintained	LB6MS-2Y
			Spring from right	LB6MS-21Y
		3	Maintained	LB6MS-3Y
			Spring from right	LB6MS-31Y
			Spring from left	LB6MS-32Y
			Spring from both	LB6MS-33Y
	Square	2	Maintained	LB7MS-2Y
			Spring from right	LB7MS-21Y
		3	Maintained	LB7MS-3Y
			Spring from right	LB7MS-31Y
			Spring from left	LB7MS-32Y
			Spring from both	LB7MS-33Y
Flush Mount (Metallic)	Rectangular	2	Maintained	LB8MS-2Y
			Spring from right	LB8MS-21Y
		3	Maintained	LB8MS-3Y
			Spring from right	LB8MS-31Y
			Spring from left	LB8MS-32Y
			Spring from both	LB8MS-33Y

Contacts

Terminal Style		Material	Contact	Part Number
	Solder/Tab	Silver	SPDT	LB-T5
			DPDT	LB-T6
			3PDT	LB-T7
	PCB	Gold	SPDT	LB-T1V
			DPDT	LB-T2V
			3PDT	LB-T3V



Note: SPDT contacts applicable for 2-position switches only.

Key Selector Switches (Assembled)

Style	Operator Position	Key retained at ●	Contact	Standard Bezel		Flush Bezel			
				Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)		
Standard Bezel (black) 	90° 2-position	Maintained	A		SPDT	LB⓪K-2T5A	LB⓪K-2T1VA	LB⓷⓪K-2T5A	LB⓷⓪K-2T1VA
					DPDT	LB⓪K-2T6A	LB⓪K-2T2VA	LB⓷⓪K-2T6A	LB⓷⓪K-2T2VA
					3PDT	LB⓪K-2T7A	LB⓪K-2T3VA	LB⓷⓪K-2T7A	LB⓷⓪K-2T3VA
			B		SPDT	LB⓪K-2T5B	LB⓪K-2T1VB	LB⓷⓪K-2T5B	LB⓷⓪K-2T1VB
					DPDT	LB⓪K-2T6B	LB⓪K-2T2VB	LB⓷⓪K-2T6B	LB⓷⓪K-2T2VB
					3PDT	LB⓪K-2T7B	LB⓪K-2T3VB	LB⓷⓪K-2T7B	LB⓷⓪K-2T3VB
		Spring return from right	C		SPDT	LB⓪K-2T5C	LB⓪K-2T1VC	LB⓷⓪K-2T5C	LB⓷⓪K-2T1VC
					DPDT	LB⓪K-2T6C	LB⓪K-2T2VC	LB⓷⓪K-2T6C	LB⓷⓪K-2T2VC
					3PDT	LB⓪K-2T7C	LB⓪K-2T3VC	LB⓷⓪K-2T7C	LB⓷⓪K-2T3VC
			B		SPDT	LB⓪K-21T5B	LB⓪K-21T1VB	LB⓷⓪K-21T5B	LB⓷⓪K-21T1VB
					DPDT	LB⓪K-21T6B	LB⓪K-21T2VB	LB⓷⓪K-21T6B	LB⓷⓪K-21T2VB
					3PDT	LB⓪K-21T7B	LB⓪K-21T3VB	LB⓷⓪K-21T7B	LB⓷⓪K-21T3VB
Flush Bezel (metallic or black) 	45° 3-position	Maintained	A		DPDT	LB⓪K-3T6A	LB⓪K-3T2VA	LB⓷⓪K-3T6A	LB⓷⓪K-3T2VA
					3PDT	LB⓪K-3T7A	LB⓪K-3T3VA	LB⓷⓪K-3T7A	LB⓷⓪K-3T3VA
			B		DPDT	LB⓪K-3T6B	LB⓪K-3T2VB	LB⓷⓪K-3T6B	LB⓷⓪K-3T2VB
					3PDT	LB⓪K-3T7B	LB⓪K-3T3VB	LB⓷⓪K-3T7B	LB⓷⓪K-3T3VB
			C		DPDT	LB⓪K-3T6C	LB⓪K-3T2VC	LB⓷⓪K-3T6C	LB⓷⓪K-3T2VC
					3PDT	LB⓪K-3T7C	LB⓪K-3T3VC	LB⓷⓪K-3T7C	LB⓷⓪K-3T3VC
			D		DPDT	LB⓪K-3T6D	LB⓪K-3T2VD	LB⓷⓪K-3T6D	LB⓷⓪K-3T2VD
					3PDT	LB⓪K-3T7D	LB⓪K-3T3VD	LB⓷⓪K-3T7D	LB⓷⓪K-3T3VD
			E		DPDT	LB⓪K-3T6E	LB⓪K-3T2VE	LB⓷⓪K-3T6E	LB⓷⓪K-3T2VE
					3PDT	LB⓪K-3T7E	LB⓪K-3T3VE	LB⓷⓪K-3T7E	LB⓷⓪K-3T3VE
			G		DPDT	LB⓪K-3T6G	LB⓪K-3T2VG	LB⓷⓪K-3T6G	LB⓷⓪K-3T2VG
					3PDT	LB⓪K-3T7G	LB⓪K-3T3VG	LB⓷⓪K-3T7G	LB⓷⓪K-3T3VG
			H		DPDT	LB⓪K-3T6H	LB⓪K-3T2VH	LB⓷⓪K-3T6H	LB⓷⓪K-3T2VH
					3PDT	LB⓪K-3T7H	LB⓪K-3T3VH	LB⓷⓪K-3T7H	LB⓷⓪K-3T3VH

Assembled Key Selector Switches can't on next page.

Key Selector Switches con't

Style	Operator Position	Key retained at ●	Contact	Standard Bezel		Flush Bezel	
				Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)	Solder/Tab Terminal (silver contacts)	PC Board Terminal (gold contacts)
Standard Bezel (black) 	Spring return from right	B	DPDT	LB⓪K-31T6B	LB⓪K-31T2VB	LB⓪K-31T6B	LB⓪K-31T2VB
			3PDT	LB⓪K-31T7B	LB⓪K-31T3VB	LB⓪K-31T7B	LB⓪K-31T3VB
		D	DPDT	LB⓪K-31T6D	LB⓪K-31T2VD	LB⓪K-31T6D	LB⓪K-31T2VD
			3PDT	LB⓪K-31T7D	LB⓪K-31T3VD	LB⓪K-31T7D	LB⓪K-31T3VD
		G	DPDT	LB⓪K-31T6G	LB⓪K-31T2VG	LB⓪K-31T6G	LB⓪K-31T2VG
			3PDT	LB⓪K-31T7G	LB⓪K-31T3VG	LB⓪K-31T7G	LB⓪K-31T3VG
Flush Bezel (metallic or black) 	Spring return from left	C	DPDT	LB⓪K-32T6C	LB⓪K-32T2VC	LB⓪K-32T6C	LB⓪K-32T2VC
			3PDT	LB⓪K-32T7C	LB⓪K-32T3VC	LB⓪K-32T7C	LB⓪K-32T3VC
		D	DPDT	LB⓪K-32T6D	LB⓪K-32T2VD	LB⓪K-32T6D	LB⓪K-32T2VD
			3PDT	LB⓪K-32T7D	LB⓪K-32T3VD	LB⓪K-32T7D	LB⓪K-32T3VD
		H	DPDT	LB⓪K-32T6H	LB⓪K-32T2VH	LB⓪K-32T6H	LB⓪K-32T2VH
			3PDT	LB⓪K-32T7H	LB⓪K-32T3VH	LB⓪K-32T7H	LB⓪K-32T3VH
	Spring return two-way	D	DPDT	LB⓪K-33T6D	LB⓪K-33T2VD	LB⓪K-33T6D	LB⓪K-33T2VD
			3PDT	LB⓪K-33T7D	LB⓪K-33T3VD	LB⓪K-33T7D	LB⓪K-33T3VD



1. Key is retained at ● and removable at ○ positions.
2. Two keys are supplied.
3. For Standard Bezel part numbers specify bezel shape in place of ⓪. 1 (round), 2 (square), 3 (rectangular)
4. For Flush Bezel part numbers specify:
 - Bezel shape in place of ⓪. 6 (round), 7 (square), 8 (rectangular)
 - Bezel material in place of ⓪. M (metallic), Blank (black)
5. For Contact Operation, see page 481.
6. For dimensions, see page 490.
7. For additional security, wave keys also available.
 Add the letter "S" before the "T" in the part no. Example: LB1K-31ST1A
 Besides the standard wave key (key number 0H), six other keys are available.
 To order other keys, specify the key number as shown below:
 Example: LB1K-31ST2B-1H (Key number is indicated on the key cylinder. Standard keys do not have a key number indication.)
 - (blank): Standard wave key (0H)
 - 1H to 2H: Reversible wave key
 - 3H to 6H: Non-reversible wave key
8. If ordering standard wave key (0H), subcomponents are available, see next page.
9. If ordering other than standard wave key (for example, key number 6H), only completed switches are available.

Key Selector Switches (Sub-Assembled)



Operators

Style	Shape	Position	Function	Part Number
Standard (plastic)	Round	2	Maintained	LB1K-2Ⓢ
			Spring from right	LB1K-21B
		3	Maintained	LB1K-3Ⓢ
			Spring from right	LB1K-31Ⓢ
			Spring from left	LB1K-32Ⓢ
			Spring from both	LB1K-33D
	Square	2	Maintained	LB2K-2Ⓢ
			Spring from right	LB2K-21B
		3	Maintained	LB2K-3Ⓢ
			Spring from right	LB2K-31Ⓢ
			Spring from left	LB2K-32Ⓢ
			Spring from both	LB2K-33D
Flush Mount (metallic)	Round	2	Maintained	LB3K-2Ⓢ
			Spring from right	LB3K-21B
		3	Maintained	LB3K-3Ⓢ
			Spring from right	LB3K-31Ⓢ
			Spring from left	LB3K-32Ⓢ
			Spring from both	LB3K-33D
Flush Mount (plastic)	Round	2	Maintained	LB6K-2Ⓢ
			Spring from right	LB6K-21B
		3	Maintained	LB6K-3Ⓢ
			Spring from right	LB6K-31Ⓢ
			Spring from left	LB6K-32Ⓢ
			Spring from both	LB6K-33D
Flush Mount (metallic)	Square	2	Maintained	LB7K-2Ⓢ
			Spring from right	LB7K-21B
		3	Maintained	LB7K-3Ⓢ
			Spring from right	LB7K-31Ⓢ
			Spring from left	LB7K-32Ⓢ
			Spring from both	LB7K-33D
Flush Mount (plastic)	Rectangular	2	Maintained	LB8K-2Ⓢ
			Spring from right	LB8K-21B
		3	Maintained	LB8K-3Ⓢ
			Spring from right	LB8K-31Ⓢ
			Spring from left	LB8K-32Ⓢ
			Spring from both	LB8K-33D

Style	Shape	Position	Function	Part Number
Standard (plastic)	Round	2	Maintained	LB6MK-2Ⓢ
			Spring from right	LB6MK-21B
		3	Maintained	LB6MK-3Ⓢ
			Spring from right	LB6MK-31Ⓢ
			Spring from left	LB6MK-32Ⓢ
			Spring from both	LB6MK-33D
Flush Mount (metallic)	Square	2	Maintained	LB7MK-2Ⓢ
			Spring from right	LB7MK-21B
		3	Maintained	LB7MK-3Ⓢ
			Spring from right	LB7MK-31Ⓢ
			Spring from left	LB7MK-32Ⓢ
			Spring from both	LB7MK-33D
Flush Mount (plastic)	Rectangular	2	Maintained	LB8MK-2Ⓢ
			Spring from right	LB8MK-21B
		3	Maintained	LB8MK-3Ⓢ
			Spring from right	LB8MK-31Ⓢ
			Spring from left	LB8MK-32Ⓢ
			Spring from both	LB8MK-33D

1. In place of Ⓢ specify retention option code from table below.
2. For standard wave key operators, add "S" to part number before the key retention code from table below. (For example, LB6K-2B with wave key would be LB6K-2SB.)

Contacts

Terminal Style	Material	Contact	Part Number
	Solder/Tab	Silver	SPDT LB-T5
			DPDT LB-T6
			3PDT LB-T7
	PCB	Gold	SPDT LB-T1V
			DPDT LB-T2V
			3PDT LB-T3V

Ⓢ Retention Option Code

Code	Description
A	Key not retained in any position (Removable in all positions)
B	Key retained in right position only
C	Key retained in left position only
D	Key retained in left and right (3 position only)

Code	Description
E	Key retained in center only (3 position only)
G	Key retained in right and center (3 position only)
H	Key retained in left and center (3 position only)

Contact Operation

Operator Position & Contact Operation (Top View)							
Position				Contact	Left	Center	Right
90° 2-position	 Maintained			SPDT			
				DPDT			
				3PDT			
45° 3-position	 Maintained				DPDT		
					3PDT		

Mounting Hole Layout

Standard Bezels	Flush Bezels		
	Round	Square	Rectangular
*1 Rectangular: 24 mm 3PDT: 23.2 mm *2 3PDT: 21 mm			*1 3PDT: 23.2 mm *2 Switches with Guard: 45 mm

When using the LB series with a rubber boot or terminal cover, make sure to note the dimensions on pages 492 and 493.

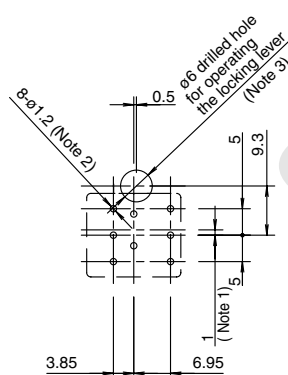
Notes for Designing PC Board and Circuit

1. Use 1.6-mm-thick glass epoxy PC board with drilled holes.
2. Design a circuit so that the LB series can operate within the rated voltage and current range. Make sure that inrush current and voltage do not exceed the rating.
3. Minimum applicable load is 5V AC/DC, 1mA on gold contacts.
4. Since the *2.8-mm-wide terminal touches the PC board as shown below , short circuit may occur with pattern lines. Design a circuit that prevents short circuits.

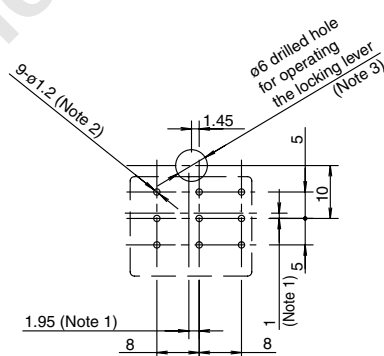
Figure 1-10: Dimensions of the LED Lamp Module. The diagram shows three views of the module: a top view, a side view, and a bottom view. The top view shows a rectangular module with dimensions 3.85 (0.5) and 6.95 (0.5) in inches. It features a central square area with four terminals labeled .NC Terminal, .NO Terminal, and .COM Terminal. The side view shows a height of 4.0 (0.8) inches and a width of 1.6 (PC Board) inches. The bottom view shows a width of 1.6 (PC Board) inches and a height of 6.0 inches. The module is labeled 'Soldered Side' and 'Mounting Side'.

Figure 1: Dimensions of the PCB. The diagram shows a top-down view of a square PCB with a grid of 3x3 terminals. The overall dimensions are 1.6 inches by 1.6 inches. The terminal grid is 0.8 inches wide and 0.8 inches high. The distance between the terminals is 0.5 inches. The terminals are labeled: SW Terminal, NO Terminal, and COM Terminal. The PCB is mounted on a 1.6 inch square base. The dimensions are given in inches.

SPDT/DPDT Contacts

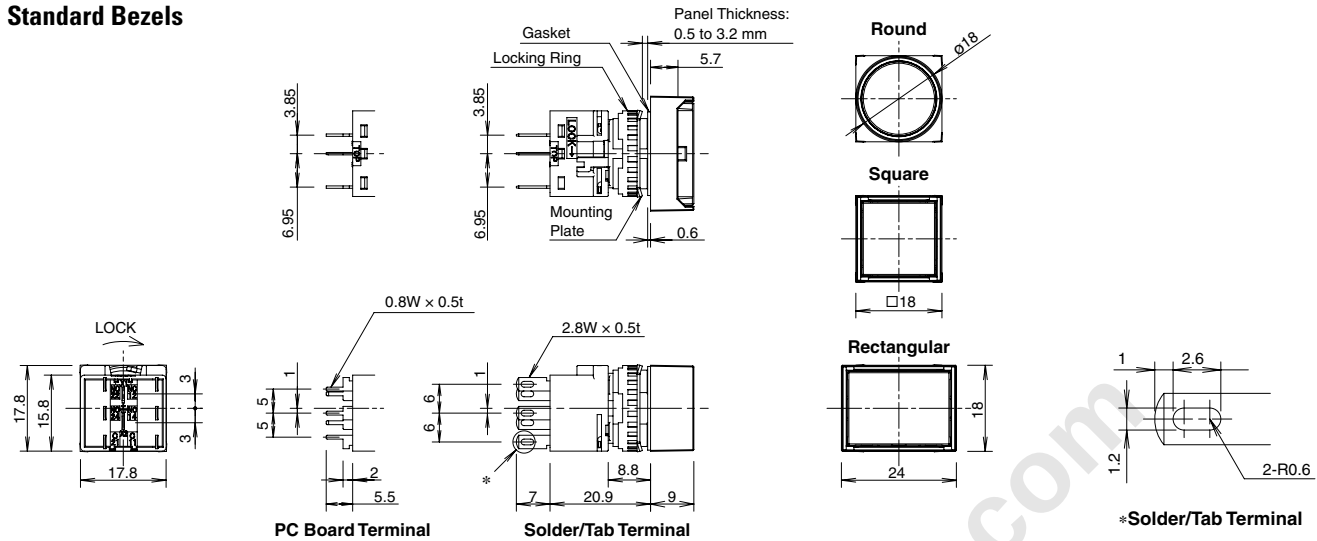
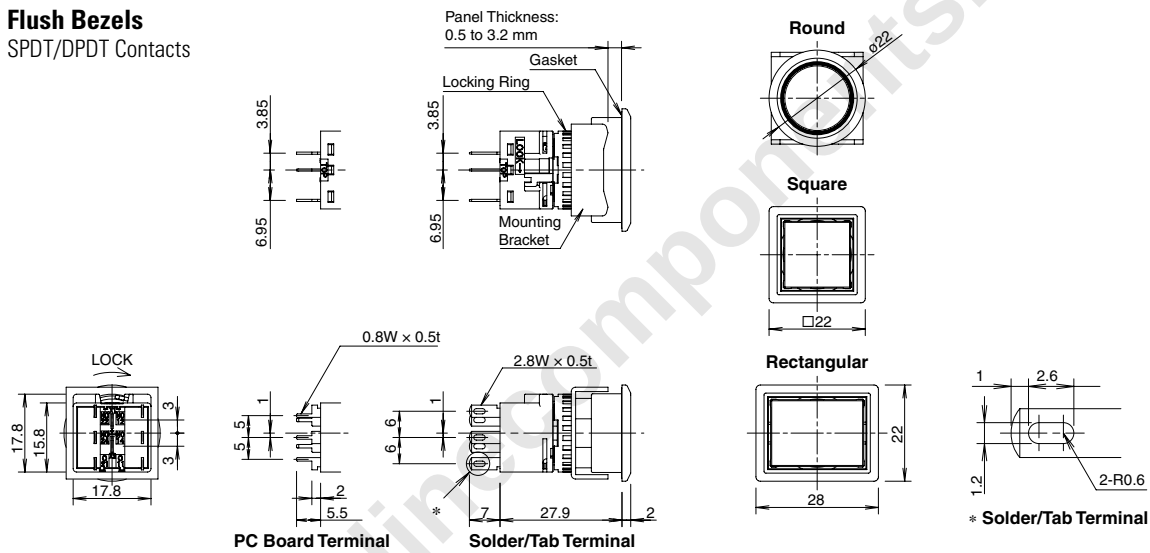


3PDT Contacts

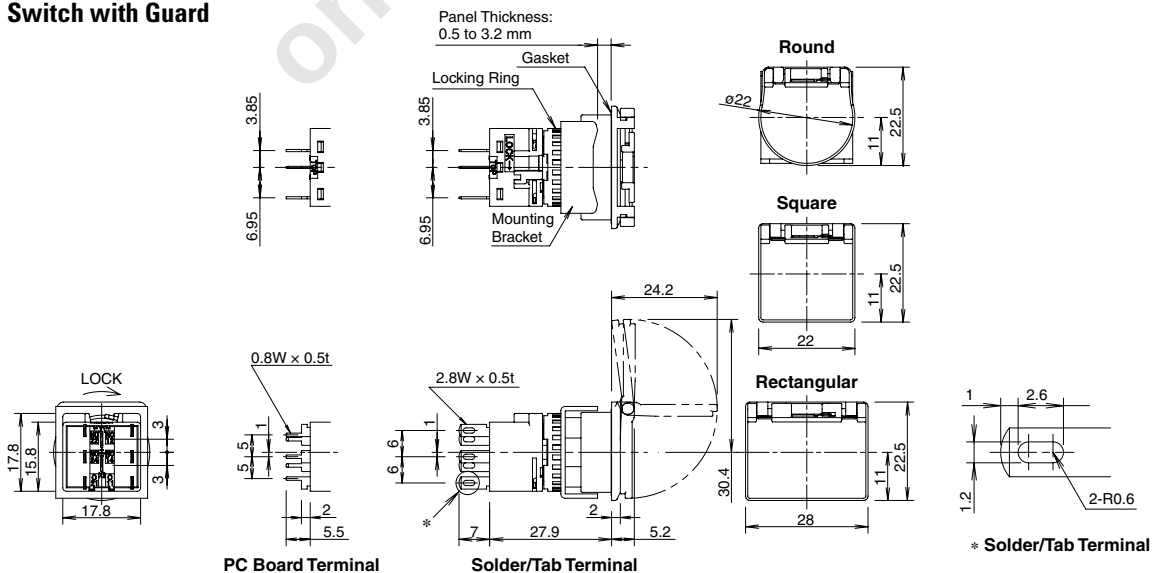


- 
1. When designing, note the alignment of the center lines of the contact blocks and operators.
 2. The diameter of the terminal hole is $\varnothing 1.2$.
 3. Hole diameter may vary to meet installation requirements. Determine the location and the size of the hole so that the locking lever can be operated.

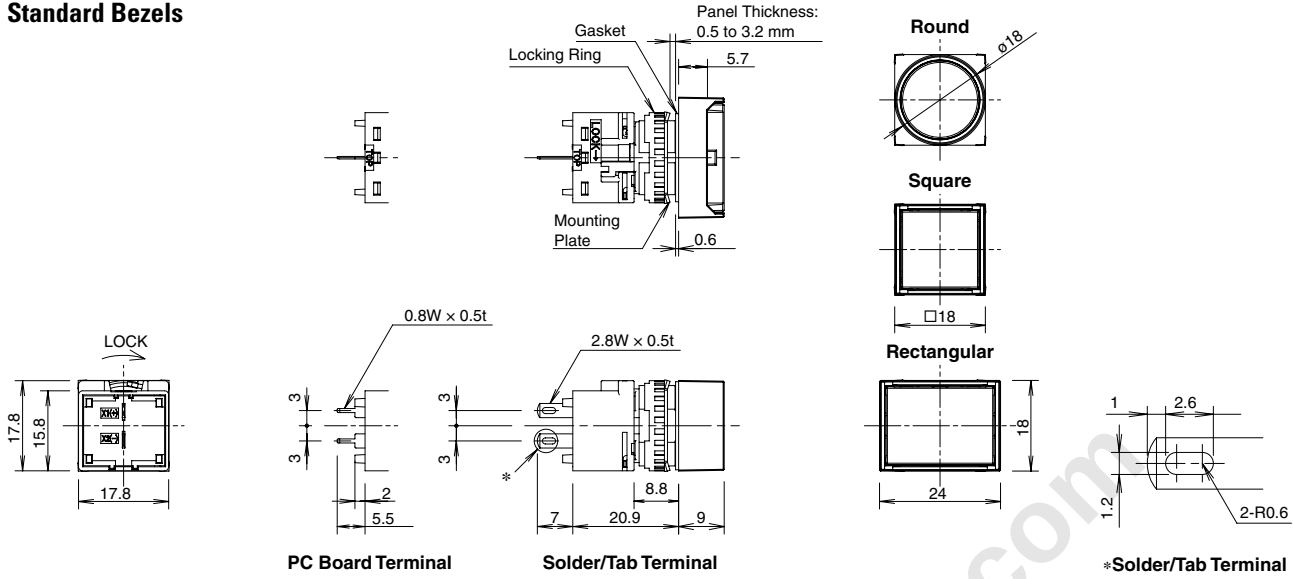
Dimensions (mm)

Illuminated Pushbutton
Standard BezelsFlush Bezels
SPDT/DPDT Contacts

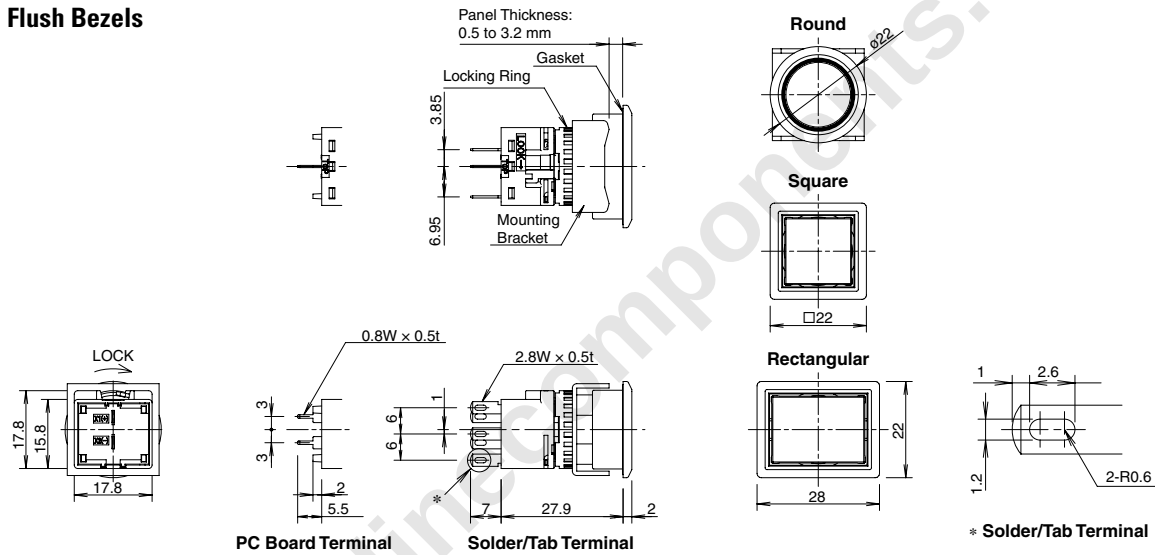
Switch with Guard



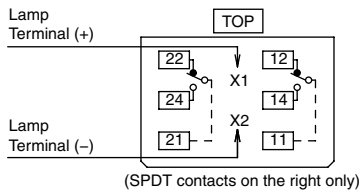
Pilot Lights Standard Bezels



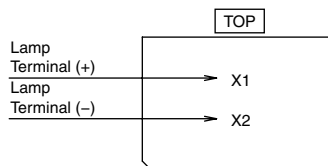
Flush Bezels



Terminal Arrangement (Bottom View) Illuminated Pushbuttons



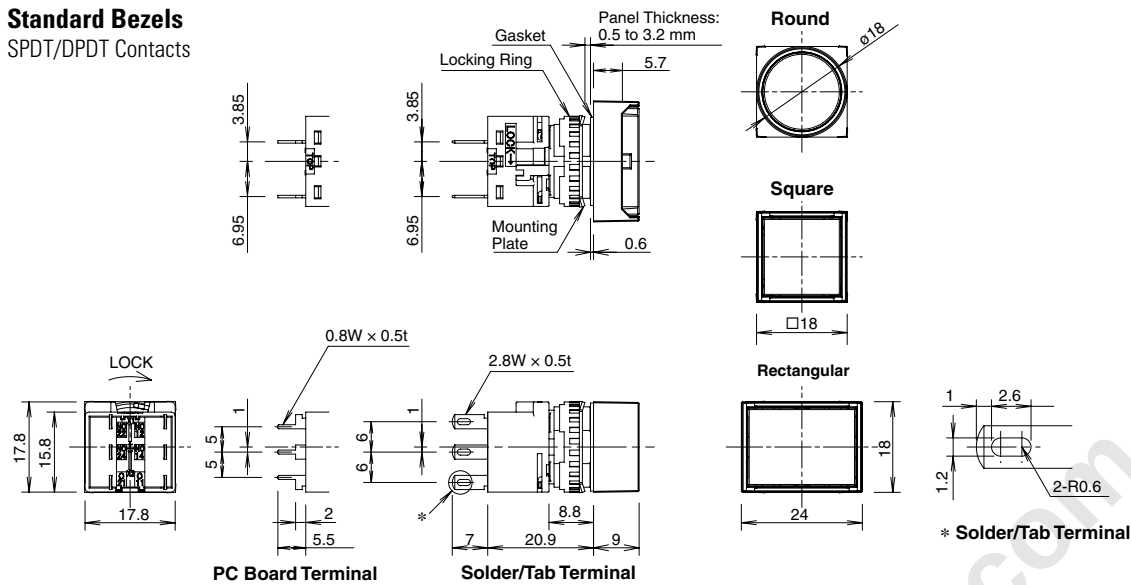
Pilot Lights



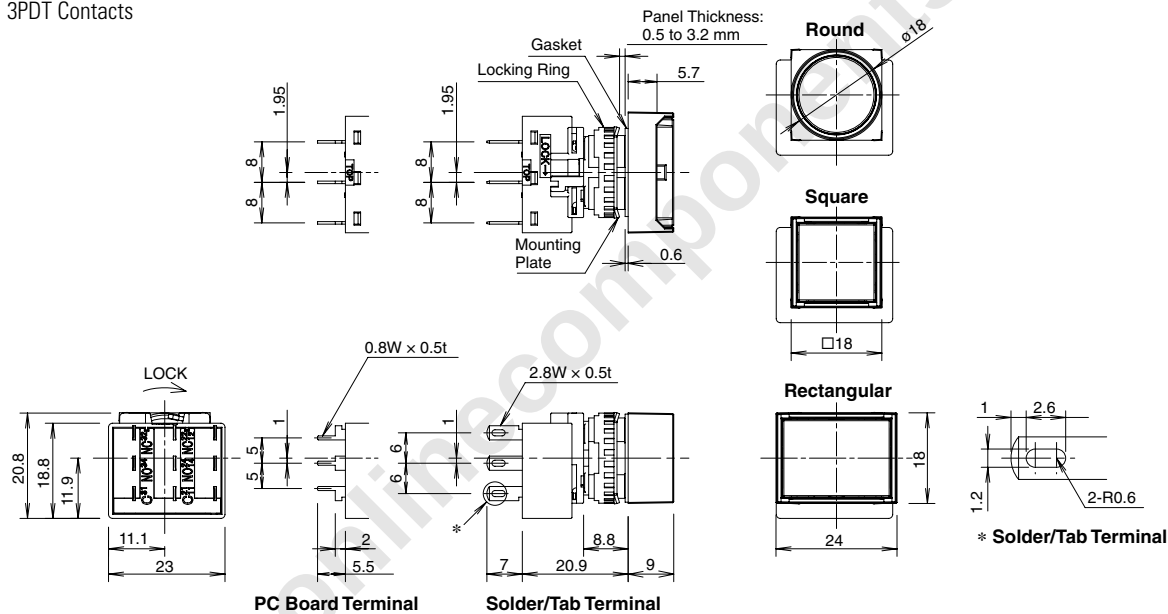
Non-Illuminated Pushbuttons

Standard Bezels

SPDT/DPDT Contacts



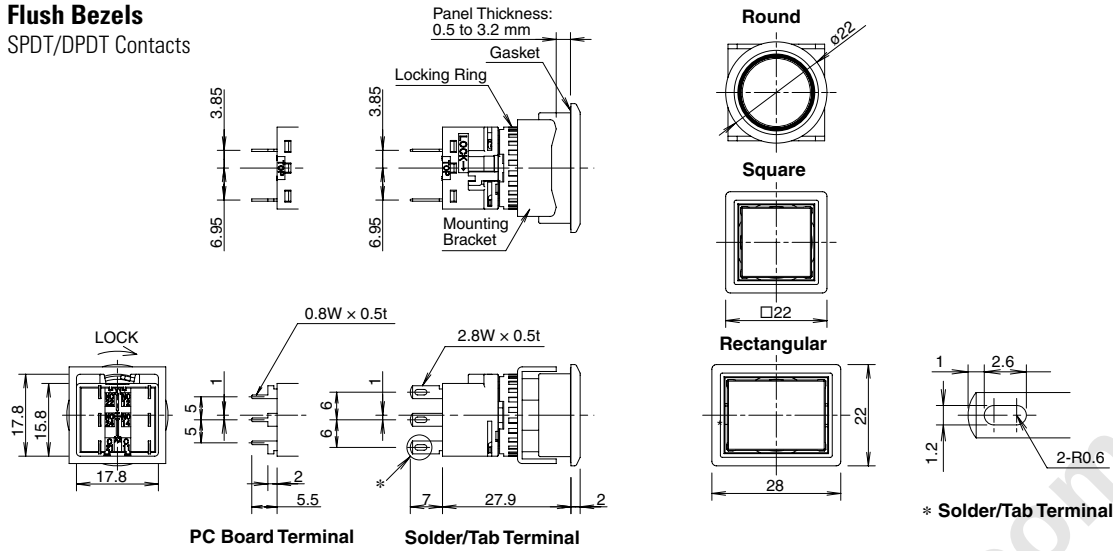
3PDT Contacts



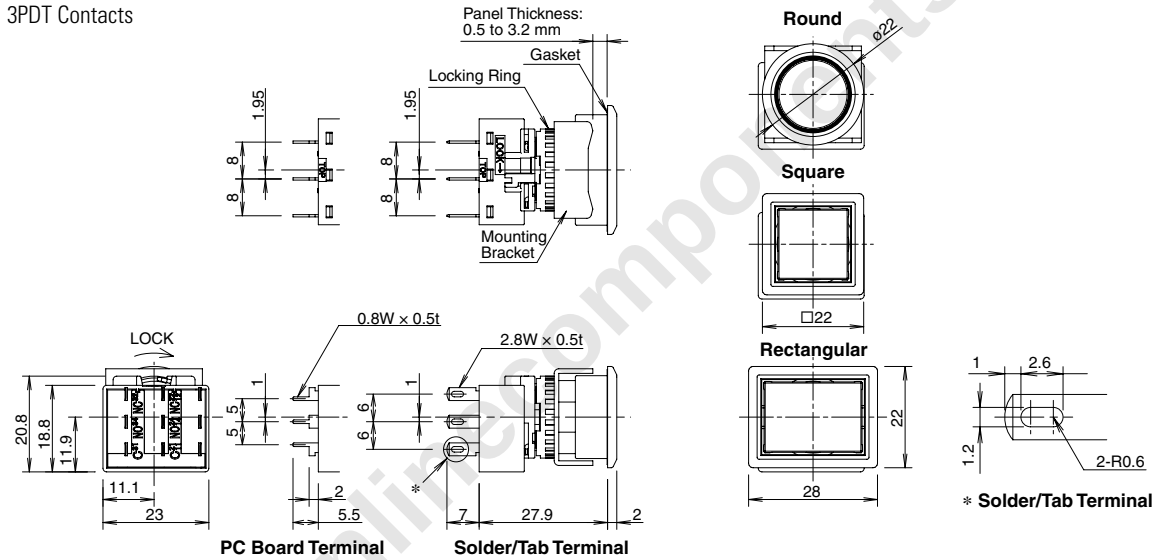
Non-Illuminated Pushbuttons

Flush Bezels

SPDT/DPDT Contacts



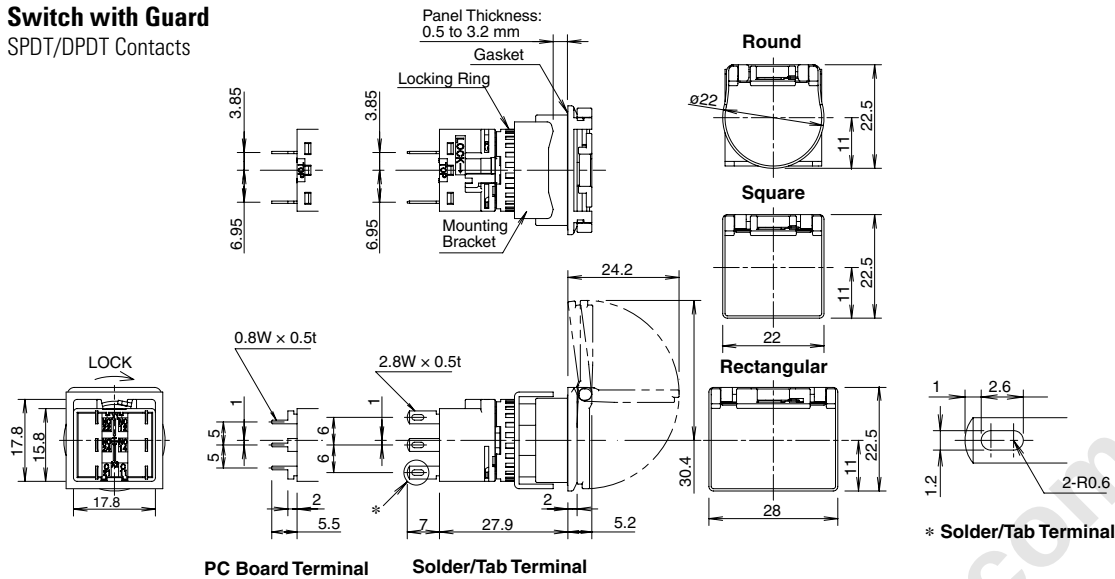
3PDT Contacts



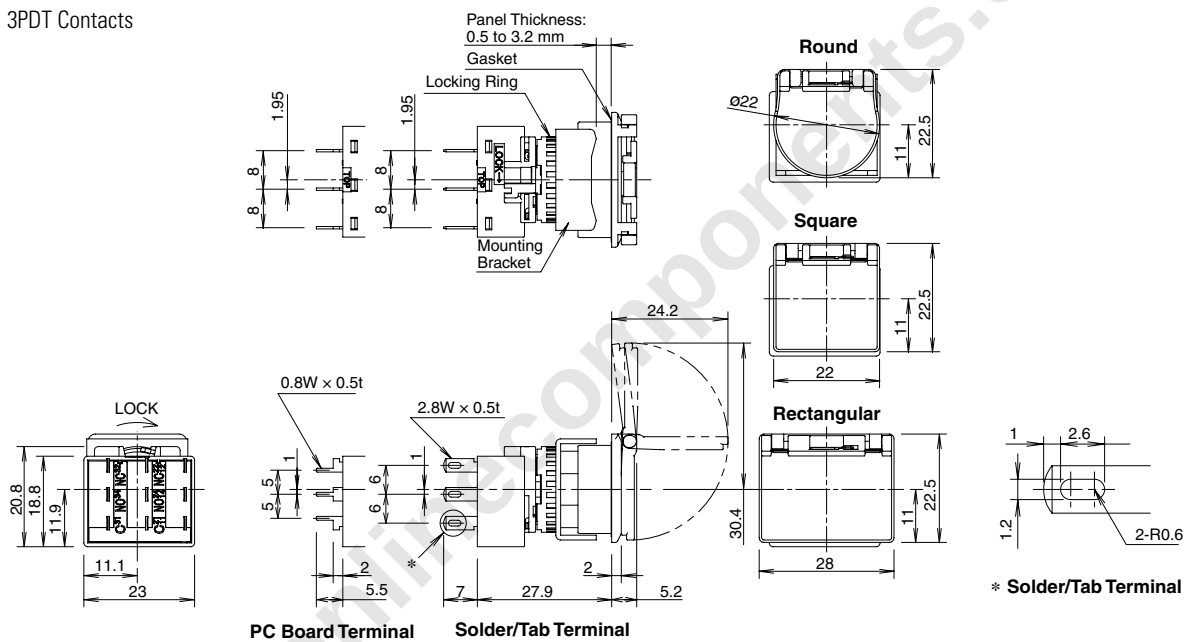
Non-Illuminated Pushbuttons

Switch with Guard

SPDT/DPDT Contacts

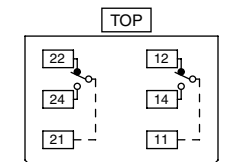


3PDT Contacts



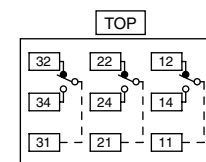
Terminal Arrangement (Bottom View)

SPDT/DPDT Contacts

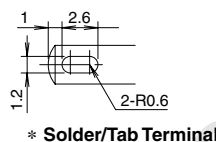


(SPDT contacts on the right only)

3PDT Contacts



SPDT/DPDT Contacts



Technical drawings of four door handle types, arranged in a 2x2 grid. Each drawing shows a front view with dimensions.

- Top Left: Round Knob Operator**
 - Label: Round
 - Dimension: $\phi 18$
- Top Right: Round Lever Operator**
 - Label: Round
 - Dimension: $\phi 18$
- Bottom Left: Square Knob Operator**
 - Label: Square
 - Dimension: $\square 18$
- Bottom Right: Square Lever Operator**
 - Label: Square
 - Dimension: $\square 18$

Below the grid, two additional drawings are shown, each with a label and dimensions:

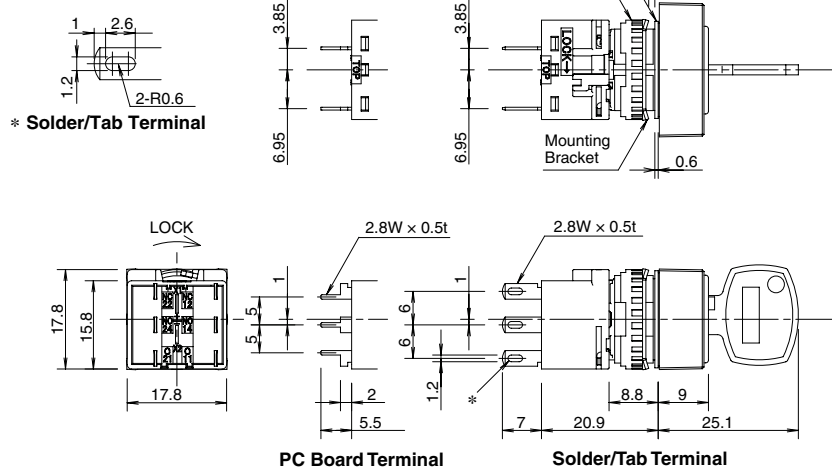
- Knob Operator** (Left):
 - Label: Knob Operator
 - Width: 24
 - Height: 18
- Lever Operator** (Right):
 - Label: Lever Operator
 - Width: 24
 - Height: 18

* **Solder/Tab Terminal**

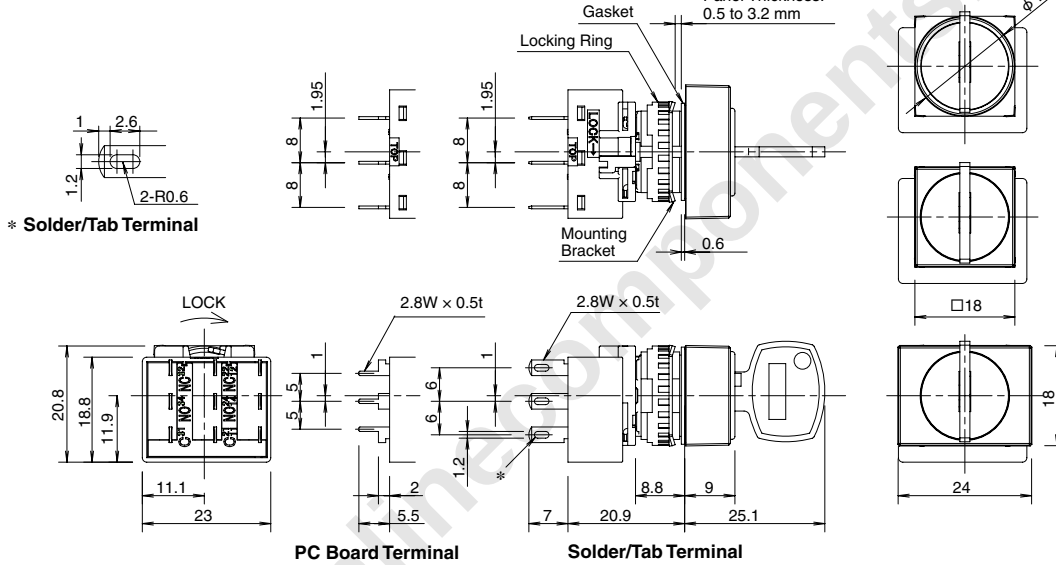
Key Selector Switches

Standard Bezels

SPDT/DPDT Contacts



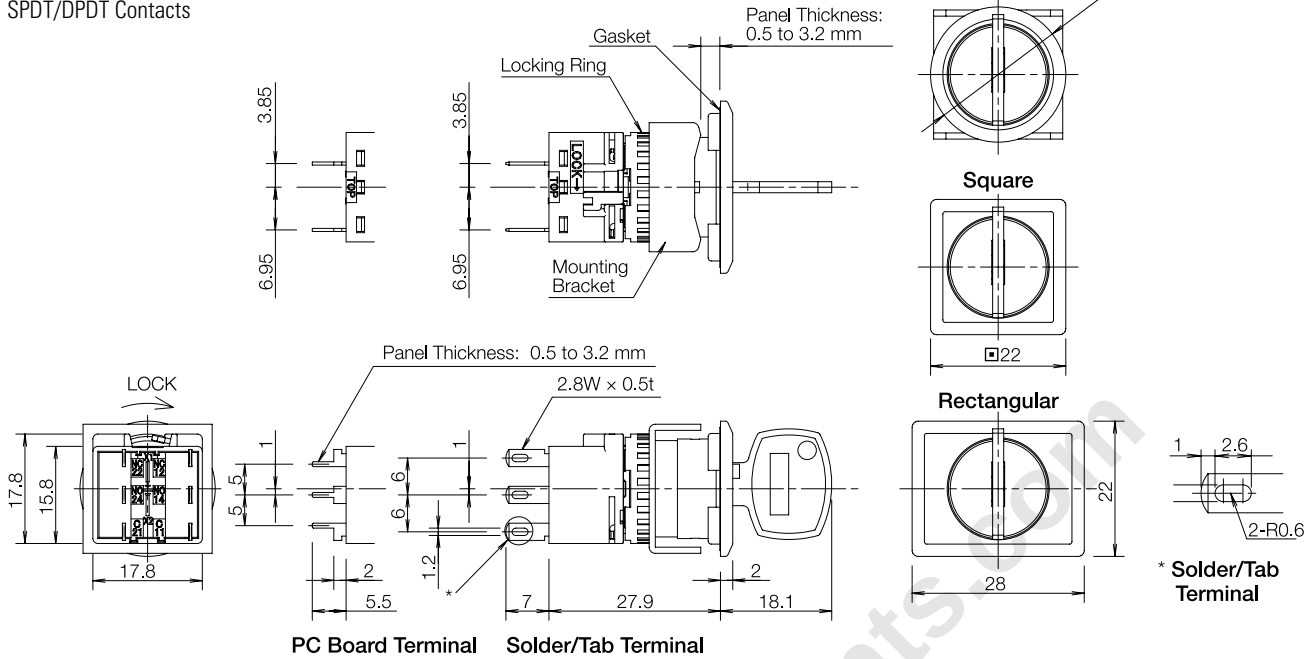
3PDT Contacts



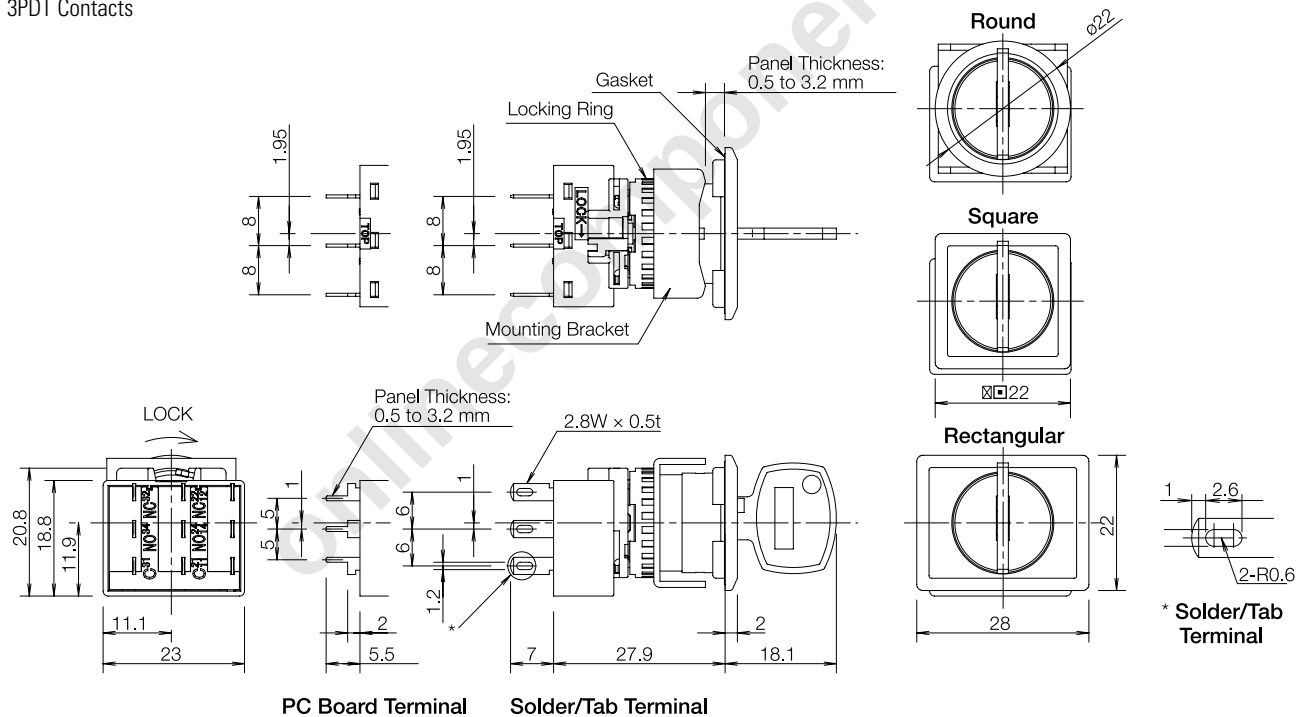
Key Selector Switches

Flush Bezels

SPDT/DPDT Contacts

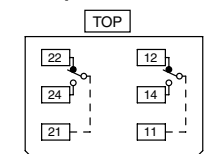


3PDT Contacts



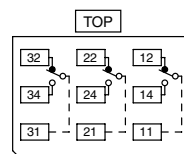
Terminal Arrangement (Bottom View)

SPDT/DPDT Contacts

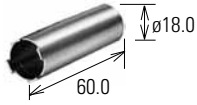
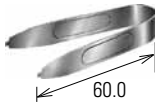
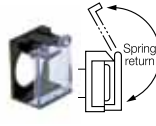


(SPDT contacts on the right only)

3PDT Contacts



Accessories

Item	Material	Part Number	Remarks
Locking Ring Wrench 	Metal: Nickel-plated brass	MT-001	Used to tighten the locking ring when installing the units on to the panel.
Lens Removal Tool 	Stainless Steel	MT-101	Used to remove the lens or button.
Switch Guard (180° Spring return) 	For round / square standard units	AL-K6SP	Degree of protection: IP65 Used to protect standard pushbuttons and illuminated pushbuttons from inadvertent operation. See page 495 for dimensions. With the gasket mounted on the switch, attach the switch guard and mount on the panel. Note: not applicable for flush mounted units. Select operator with built-in switch guard.
	For rectangular standard units	AL-KH6SP	
Switch Guard for Single Board Mounting 	For rectangular units	LA9Z-K3	Degree of protection: IP65 With the gasket mounted on the switch, attach the switch guard and mount on the panel. See page 495 for dimensions.
Rubber Boot for Standard Bezels 1  2  3 	1. For round units	LB9Z-D1	Degree of protection: IP65 See page 494 for dimensions. See page 499 for mounting.
	2. For square units	LB9Z-D2	
	3. For rectangular units	LB9Z-D3	
Mounting Hole Plug 	Plug: Metal (Zinc diecast) Locking nut: Polyacetal Gasket: Nitrile rubber	AL-BM6	Degree of protection: IP65 Tightening torque: 0.1 to 0.29 N•m See page 494 for dimensions.
Mounting Hole Plug 	Rubber	AL-B6	Degree of protection: IP65 See page 494 for dimensions.

Accessories can't on next page.

Accessories, con't

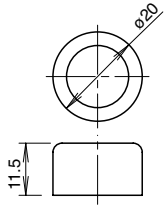
Item		Material	Part Number	Remarks
For Flush Bezels	Rubber Boot for Flush Bezels 1 	Silicon Rubber	LB9Z-D6	Degree of protection: IP65 See page 494 for dimensions. See page 499 for mounting.
	2 		LB9Z-D7	
	3 		LB9Z-D8	
	Mounting Hole Plug 1 	Plug: Polyamide (Black) Gasket: Nitrile rubber Mounting Plate: Stainless Steel	LB9Z-BS6	Degree of protection: IP65 Panel thickness: 0.5 to 3.2 mm See page 494 for dimensions.
	2 		LB9Z-BS7	
	3 		LB9Z-BS8	
Terminal Cover 1 2 	1. For SPDT/DPDT contacts		LB9Z-VL2	See page 495 for dimensions.
	2. For 3PDT contacts		LB9Z-VL3	

Accessory Dimensions (mm)

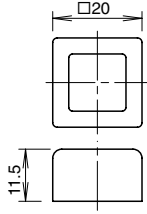
Rubber Boot

Standard Bezel

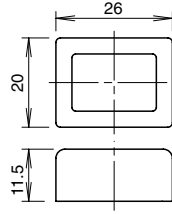
For round units (LB9Z-D1)



For square units (LB9Z-D2)

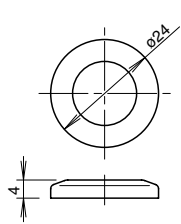


For rectangular units (LB9Z-D3)

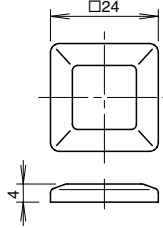


Flush Bezel

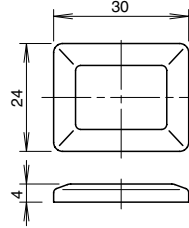
For round units (LB9Z-D6)



For square units (LB9Z-D7)



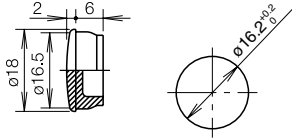
For rectangular units (LB9Z-D8)



Mounting Hole Plug

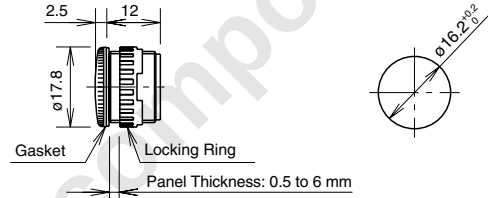
Standard Bezels

AL-B6



Mounting Hole Layout

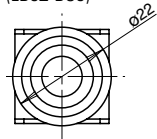
AL-BM6



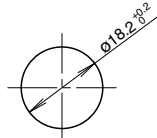
Mounting Hole Layout

Flush Bezels

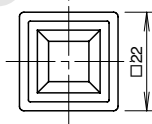
For round units (LB9Z-BS6)



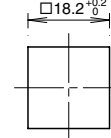
Mounting Hole Layout



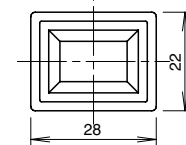
For square units (LB9Z-BS7)



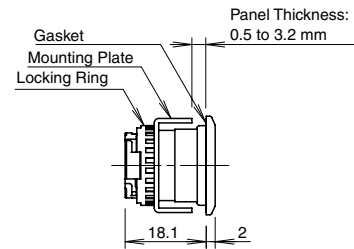
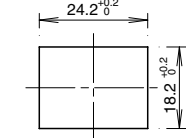
Mounting Hole Layout



For rectangular units (LB9Z-BS8)



Mounting Hole Layout

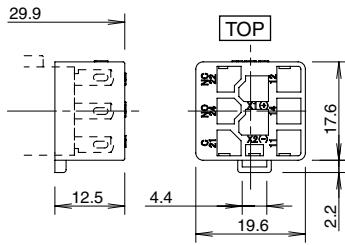


Accessory Dimensions (mm), con't

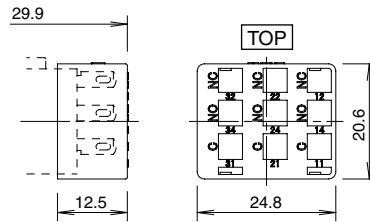
Terminal Cover

Standard Bezel

For SPDT/DPDT contacts (LB9Z-VL2)

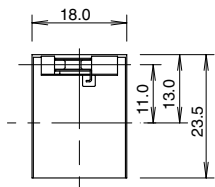


For 3PDT contacts (LB9Z-VL3)



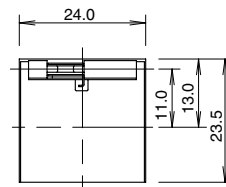
Switch Guard for Standard Bezel Models

For round / square units (AL-K6SP)



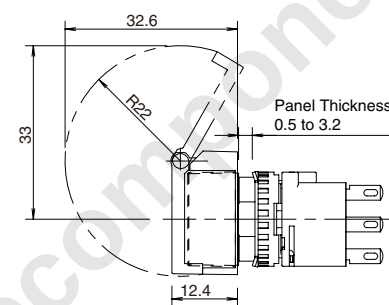
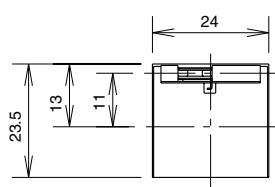
[For round / square units]

For rectangular units (AL-KH6SP)



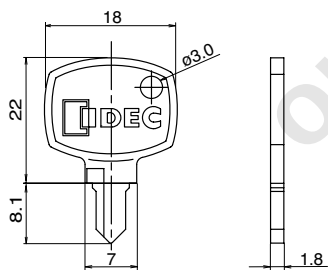
[For rectangular units]

For Single Board Mounting (LA9Z-K3)

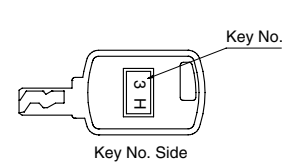
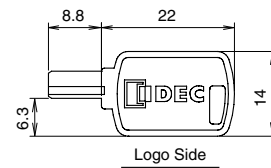
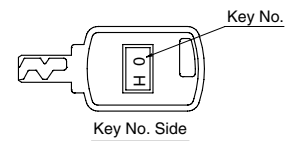
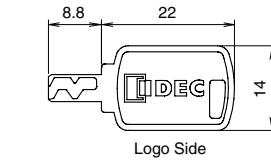


Note: The panel depth is the same for switches with or without switch guards. Both models can be installed on the same PC board.

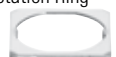
Standard Key



Wave Key



Replacement Parts

Item		Material	Part Number	Remarks
	For round units	Polyarylate ø15.4 H4mm	AL6M-L②	Specify the color code in place of ② in the part number. A: Amber, C: Clear, G: Green, R: Red, S: Blue, Y: Yellow Note: Use a clear lens for or white (PW) illumination.
	For square units	Polyarylate □15.4, H4mm	AL6Q-L②	
	For rectangular units	Polyarylate W21.4 x H4 x D15.4mm	AL6H-L②	
	For round units	Polyarylate □15.4, H4mm	AB6M-B②	Specify the color code in place of ② in the part number. B: Black, G: Green, R: Red, S: Blue W: White, Y: Yellow
	For square units	Polyarylate □15.4, H4mm	AB6Q-B②	
	For rectangular units	Polyarylate W21.4 x H4 x D15.4	AB6H-B②	
	For round units	Acrylic ø13.7 H0.8	AL6M-②	Specify the color code in place of ② in the part number. B: Black, W: White See page 498 for dimensions and engraving area.
	For square units	Acrylic □13.7, H0.8mm	AL6Q-②	
	For rectangular units	Acrylic W19.7 x H0.8 (0.4) x D13.7mm	AL6H-②	
	For all units	Polyamide ø17.9, H3.9mm	LB9Z-LNP	
	For standard bezel	Metal (Stainless steel) □17.9, t0.6mm	LB9Z-LP1	
	For flush bezel	Metal (Stainless steel) W21 x H8.2 x D20.6 t0.8mm	LB9Z-LP6	
	For key selector switches	Nickel-plated Brass	AS6-SK	See page 495 for dimensions.
	For Wave key selector switches	Diecast zinc alloy (nickel plated) W14 x H2 x D30.8mm	LA9Z-SK-⑤	Specify Wave key number in place of ⑤ in the part number. 0H: Standard wave key (reversible) 1H to 2H: Reversible wave key 3H to 6H: Non-reversible wave key See page 495 for dimensions.

LB Series Replacement LED Unit

Item	Rated Operating Voltage	Part Number	② Color Code	
	DC5V	LB9Z-LED5②	A G PW R S Specify color code in place of the ② in the part number. R: Red, G: Green, A: Amber, S: Blue, PW: White All illuminated LB series contain an LED unit. Use a white (PW) LED unit for yellow (Y) illumination.	
	AC/DC12V	LB9Z-LED1②		
	AC/DC24V	LB9Z-LED2②		

Safety Precautions

- Turn off the power to the LB series control units before installation, removal, wiring, maintenance, and inspection. Failure to turn power off may cause electrical shocks or fire hazard.
- To avoid burning your hand, use the lamp holder tool when replacing the lamps.
- For wiring, use wires of a proper size to meet voltage and current requirements. Solder correctly according to the instructions in "Wiring" and "Notes on Terminal Cover." Improper soldering may cause overheating and create a fire hazard. Also, when using tab terminals, use receptacles of appropriate size.

Instructions

Wiring

1. Solder the terminals at 350°C within 3 seconds using a 60W soldering iron. Sn-Ag-Cu type is recommended. When soldering, do not touch the LB series with the soldering iron. Also ensure that no tensile force is applied to the terminals. Do not bend the terminal or apply excessive force to the terminal.
2. Use non-corrosive liquid flux.

Terminal Cover

Solder/tab terminal

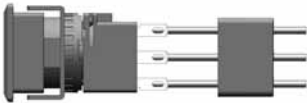
Insert the terminal cover into the contact block with the TOP markings on the contact block and the terminal cover in the same direction.

Note: When wiring, insert the lead wires into the terminal cover holes before soldering. After wiring, terminal covers cannot be installed.

Standard Bezel



Flush Bezel



Operating Environment

- Do not use the LB series where corrosive gases exist or under an environment exceeding the operating temperature and humidity ranges. Otherwise, damages due to contact failure or change of surface color may occur.
- Major parts of the switch are plastic. Scratches or damages may occur when scraped with a sharp object or applied with excessive load or shock. Note that this may cause operation and appearance failure of the operator and bezel.
- Adherence of detergent, cutting oil, or special chemicals to the switch may result in operation failures and appearance failures such as change of surface color.

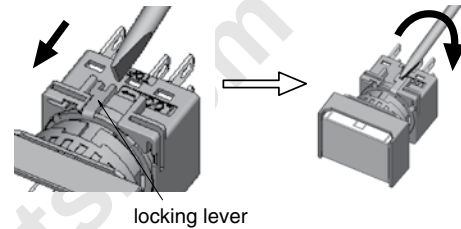
Handling

Contacts (micro switch)

When using NC (normally closed) and NO (normally open) contacts of the same microswitch, avoid connections of different voltages, or connections of different types of power supplies. Failure to observe this instruction may cause a short-circuit.

Removing and Installing the Contact Block

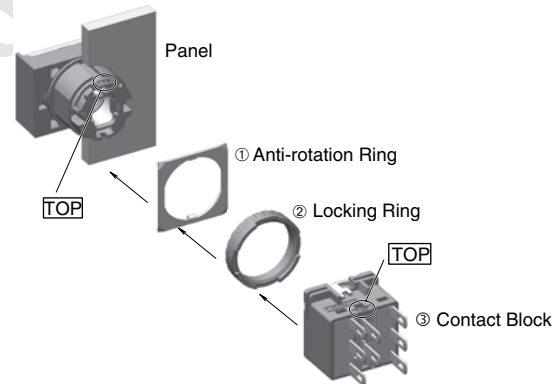
1. Turn the locking lever on the contact block in the direction opposite to the arrow on the housing. Then the contact block can be removed.
2. Insert the contact block with the TOP markings on the contact block and the operator placed in the same direction. Then lock the units, turning the locking lever in the direction of the arrow.



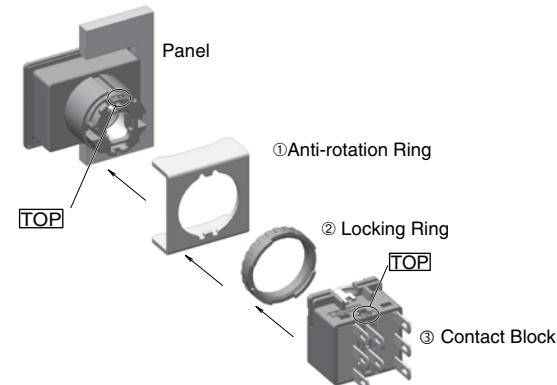
Panel Mounting

Remove the contact block from the operator. Insert the operator into the panel cut-out from the front, then install the contact block to the operator.

Standard Bezel



Flush Bezel



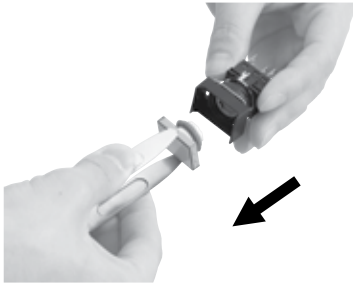
Notes on Mounting

Use the optional ring wrench (MT-001) to mount the operator onto the panel. Tightening torque should not exceed 0.7 N·m. Do not use pliers. Excessive tightening will damage the locking ring.

Replacing the Lens

Standard Bezel

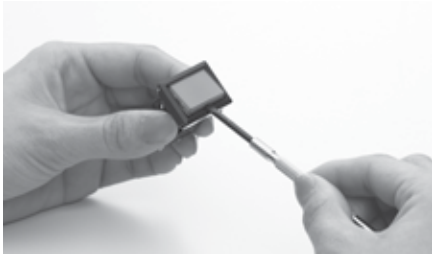
From the opposite side of the TOP marking, remove the operator (lens, marking plate, and lens holder) using the optional lens removal tool (MT-101) by gripping the recesses of the color lens. Removing from the TOP side may damage the metallic bezel.



Removing the Operator (standard bezel)

Flush Bezel

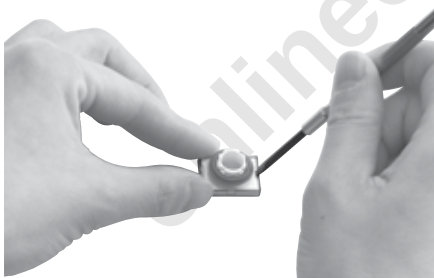
From the opposite side of the TOP marking, push the tip of the flat screwdriver to the groove of the color lens and pull out the operator (lens, marking plate, lens holder). Removing from the TOP side may damage the metallic bezel.



Removing the Operator (flush bezel)

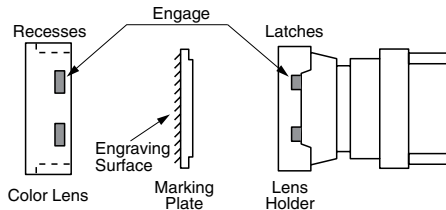
Replacing the Marking Plate

Remove the marking plate by pushing the lens from the rear to disengage the latches between the lens and holder, using the screwdriver as shown below.



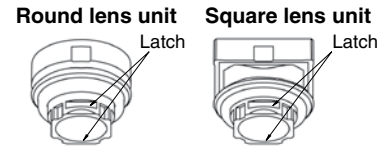
Note: A transparent film inside the lens holder is attached to the unit to make it waterproof and cannot be removed.

2. Insert a marking plate into the color lens, and press the lens onto the lens holder to engage the latches. Pay attention to the orientation of the marking plate.

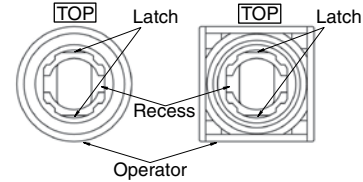


Lens Unit and Contact Block Installation

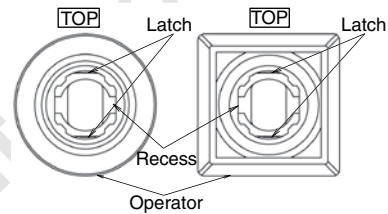
To insert the lens unit into the operator, press in the lens unit by making sure that the latch on the operator is aligned with the latch on the lens unit.



Standard Bezel



Flush Bezel



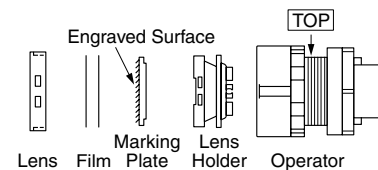
Marking Plates and Films

For illuminated pushbuttons and pushbuttons with illuminated lens, legends and symbols can be engraved on the marking plates, or printed film can be inserted under the lens for labelling purposes.

Marking Plate and Marking Film Size

Lens	Round	Square	Rectangular
Built-in Marking Plate			
Applicable Marking Film			
	- Engraving must be made on the engraving area within 0.5 mm deep. - The marking plate is made of white acrylic resin.		
	- Film thickness: 0.1 mm per film - Marking film is not included. - Recommended marking film: Polyester film		

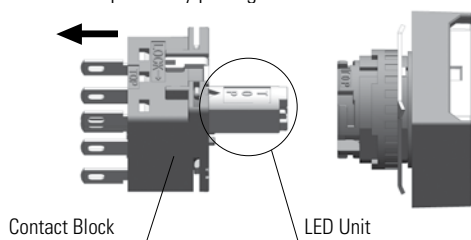
Marking Plate and Film Insertion Order



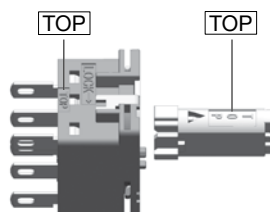
The marking plate must be engraved on the specified side as shown above. Pay attention to the orientation of the marking plate.

Replacing the LED Unit

The LED unit can be replaced by pulling the lens unit out of the contact block.

**Orientation of the LED unit**

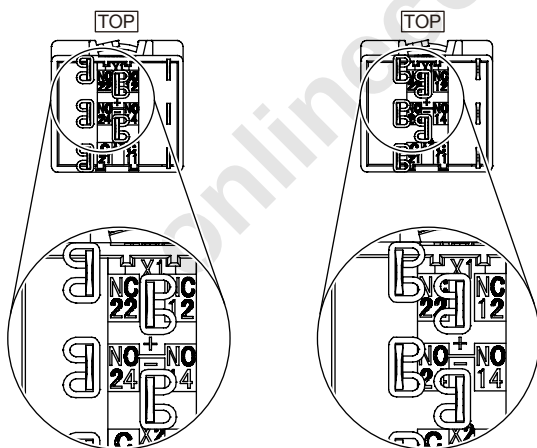
Insert the LED unit into the contact block with the TOP markings on the contact block and LED unit in the same orientation.

**Notes on replacing the LED Unit**

- When replacing the LED unit, make sure that static electricity is not applied.
- Make sure that the LB series has cooled down before replacing the LED unit.
- To avoid getting burned, be careful not to touch the unit while it is still hot.

Notes on Using Quick Connect Terminals

1. Use #110 tab quick connects, 0.5 mm-thick.
2. When connecting the terminals on the left and center, make sure that surfaces of the quick connects face each other. Otherwise, a short-circuit may occur.

**Correct****Incorrect**

3. Apply only horizontal force against the panel to the tab. The switch may be damaged if a force other than a horizontal force is applied.

Installing Rubber Boots

When using the switches in environments subject to splashing water or an excessive amount of dust, make sure to use an optional rubber boot.

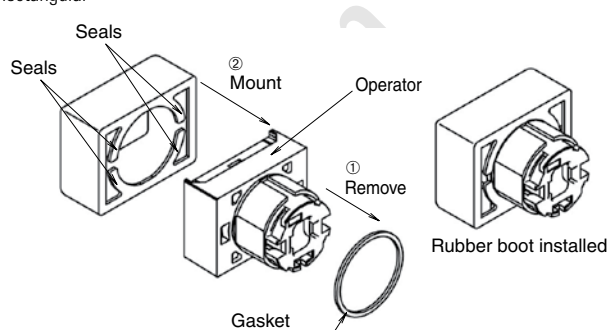
As shown in the drawing below, ① remove the gasket from the operator, and ② attach the rubber boot from the front (button side).

Standard Bezels

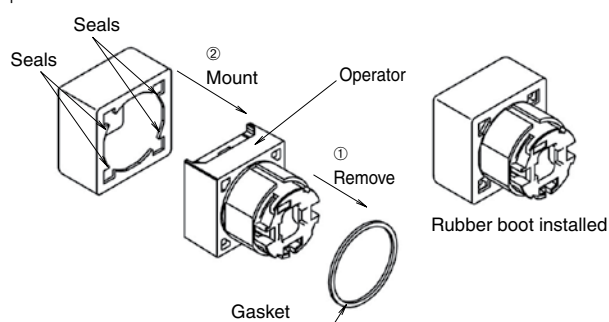
For rectangular and square units, pull out the seals of the rubber boot and place them around the operator sleeve as shown below. Make sure that the seals are not twisted or tucked inside and that the gasket is removed, otherwise water-proof and dustproof characteristics are not ensured.

How to Install the Rubber Boot

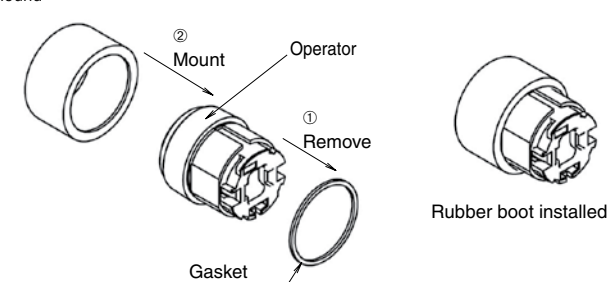
Rectangular



Square



Round

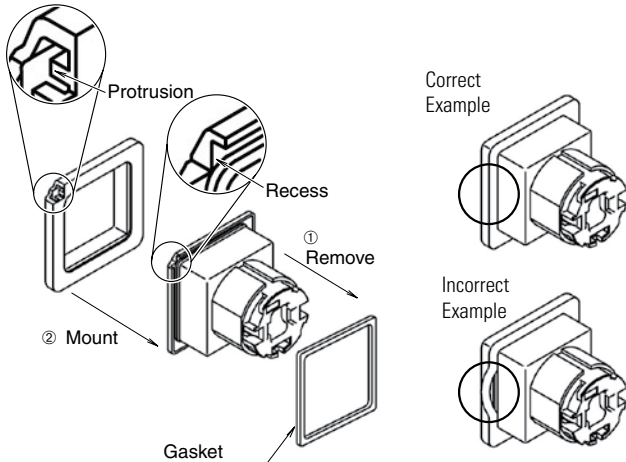


Flush Bezels

Mount the rubber boot so that the protrusion at the bottom surface of the operator fits with the recess on the operator, placing the rubber boot all around the operator sleeve.

Make sure that the protrusion on the rubber boot and the recess on the operator fits correctly, otherwise, the waterproof and dustproof characteristics are not ensured.

How to Install the Rubber Boot



Note: Install the rubber boot before mounting the unit to the panel.

Maintained Pushbuttons

Do not replace the buttons when the pushbutton is in the maintained position. Replacing the button in the maintained position may damage the internal mechanism. Also, do not remove the contact block with the button in the maintained position. The contact may not operate properly when the contact block is remounted.

Pushbuttons and Illuminated Pushbuttons with Switch Guard

Do not apply force to the switch guard when the switch guard is not attached to a panel. When opening the switch guard, do not open more than 180°. The hinge may break.

Selector Switches

When turning the operator or key, make sure that they are turned to the correct position.

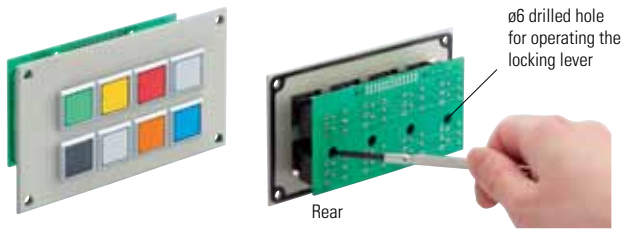
Selector Switches with Key

Observe the following instructions to prevent malfunction or damage.

- Do not remove the key from any key retained position.
- In addition to the standard key (key number 0H), six other key numbers are available. Use a key of the matching number with the key cylinder. The standard key does not have a key number indication.
- Keys are available in two types.
Key numbers 0H (standard), 1H, and 2H are reversible keys which can be inserted in two ways.
Key numbers 3H, 4H, 5H, and 6H are non-reversible keys. Make sure of correct insertion direction.

Single Board Mounting

The IDEC LB series is available for single board mounting.



Installing and Removing Contact Blocks

Turn the locking lever to install and remove contact blocks on a PC board using a screwdriver from a hole in the PC board.

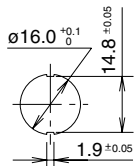
Determine the location of the switches so that the locking lever can be operated.

Mounting Holes and Assembly Procedure

Drill mounting holes in the panel as shown below. When the units are mounted collectively, provide adequate clearance.

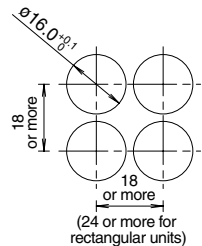
Panel Cut-out

Standard Bezels

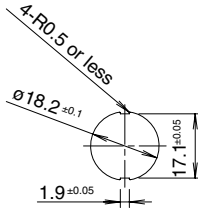


Standard Bezels

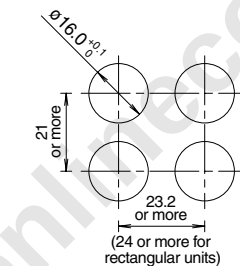
SPDT/DPDT Contactsv



Flush Bezels



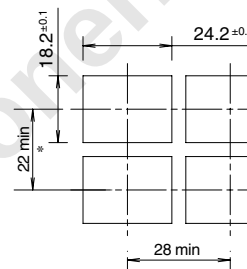
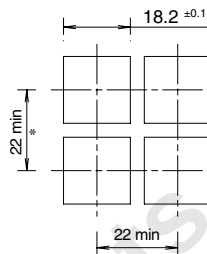
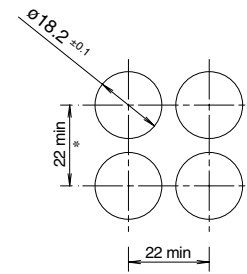
3PDT Contacts



Flush Bezels

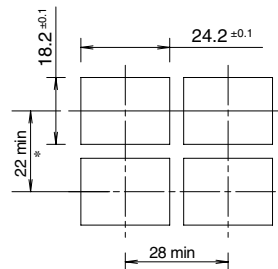
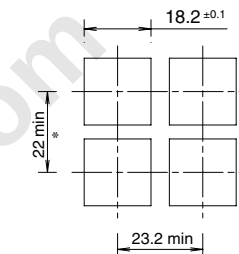
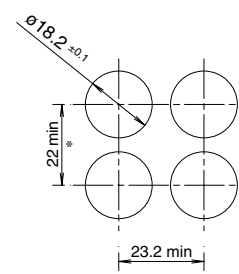
SPDT/DPDT Contacts

45 mm minimum for switches with guard



3PDT Contacts

45 mm minimum for switches with guard



Assembly Procedure

1. Install the operator to the panel.
2. Mount the contact block to the operator from the back of the panel.
3. Turn the locking lever to lock the contact block.
4. Insert a PC board and solder.



Notes:

1. Make sure that each terminal is inserted into the PC board correctly.
2. Do not apply tensile force to the connector cable for an extended period of time.
3. Do not expose the contact block to water.
4. Ensure to lock contact blocks when the contact blocks are installed on the operators.