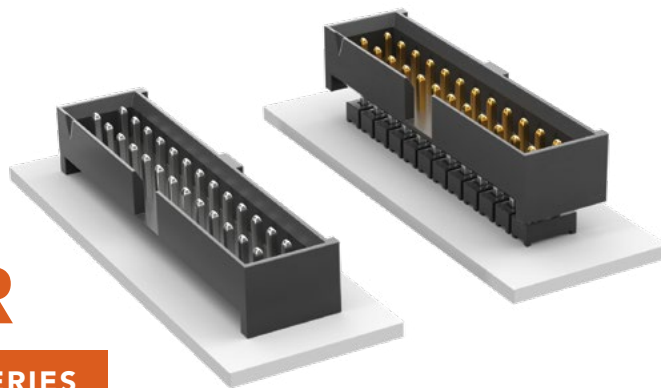


FLEX STACK

SHROUDED HEADER & STACKER

(2.00 mm) .0787" PITCH • LTMM/ZLTM SERIES



LTMM/ZLTM

Mates:

SQT, SQW, ESQT, SMM

SPECIFICATIONS

Insulator Material:

Black Liquid Crystal Polymer

Terminal Material:

Phosphor Bronze

Plating:

Sn or Au over

50 μ " (1.27 μ m) Ni

Operating Temp Range:

-55 °C to +105 °C with Tin;

-55 °C to +125 °C with Gold

PROCESSING

Lead-Free Solderable:

Yes

SMT Lead Coplanarity:

(0.10 mm) .004" max

LTMM	1	NO. PINS PER ROW	02	PLATING OPTION	D	TAIL OPTION	OTHER OPTION
		04, 05, 06, 07, 08, 10, 12, 13, 15, 17, 20, 22, 25 (Standard sizes)		-F = Gold flash on post, Matte Tin on tail -L = 10 μ " (0.25 μ m) Gold on post, Matte Tin on tail -T = Matte Tin		Leave blank for Through-hole -RA = Right-angle -SM = Surface Mount	- "XX" = Polarized Position -LC = Locking Clip (-SM only) (Manual placement required) -K = (7.50 mm) .295" DIA Film Pick & Place Pad (-SM only) -TR = Tape & Reel (-SM only) -FR = Full Reel Tape & Reel (must order max. quantity per reel; contact Samtec for quantity breaks) (-SM only)

ZLTM	1	NO. PINS PER ROW	LEAD STYLE	PLATING OPTION	D	BODY HEIGHT	OTHER OPTION
		04, 05, 06, 07, 08, 10, 12, 13, 15, 17, 20, 22, 25 (Standard sizes)	Specify LEAD STYLE from chart	-F = Gold flash on post, Matte Tin on tail -L = 10 μ " (0.25 μ m) Gold on post, Matte Tin on tail -T = Matte Tin		- "XXX" = Body Height	- "XX" = Polarized Position

LEAD STYLE	B (OAL)	MAX BODY HEIGHT
-75	(9.58) 0.377	(7.42) 0.292
-62	(10.08) 0.397	(7.92) 0.312
-65	(10.49) 0.413	(8.33) 0.328
-73	(12.09) 0.476	(9.93) 0.391
-63	(14.10) 0.555	(11.94) 0.470
-66	(15.09) 0.594	(12.93) 0.509
-69	(15.60) 0.614	(13.44) 0.529
-74	(17.09) 0.673	(14.94) 0.588
-70	(17.60) 0.693	(15.44) 0.608
-71	(21.08) 0.830	(18.92) 0.745
-72	(21.62) 0.851	(19.46) 0.766

Note:

This Series is non-standard,
non-returnable.

Note:

For added mechanical stability, Samtec recommends mechanical board spacers be used in applications with gold or selective gold plated connectors. Contact ipg@samtec.com for more information.