

Pushwheel Switches, Front Mount

DPS9 and DPS10 dual pushbutton code switches have identical heights but differ in width. These switches provide silent, reliable state-of-the-art bi-directional operation and can directly retrofit common thumbwheel switches. The readout characters are up to 60% larger than those of comparable thumbwheels. DPS9 models have the popular .315" per section width, and DPS10 types are .395" wide.

A simple reliable dual pushbutton mechanism permits rapid change to a higher or a lower numerical setting. Gold clad wiping contacts provide dependable low-level operation and extended life expectancy. Snap-together modular design enables fast assembly hardware. Wheel markings are protected by a dust-sealed window.

MATERIAL SPECIFICATIONS:

PC BoardGlass epoxy type, FR4
PC Terminal Spacing100" Centers on integral multiples
Character Height/ColorSee below
HousingNoryl-SE1, Black, matte finish

TYPICAL PERFORMANCE CHARACTERISTICS:

Contact Rating0.4 VA @ 20 VDC or Peak AC
Contact Circuit Resistance ...0.20 Ohm max.
Mechanical LifeMore than 10⁶ operations
Operating ForceApprox. 16 oz.

ENVIRONMENTAL SPECIFICATIONS

Operating Temperature(-20°C to +80°C)

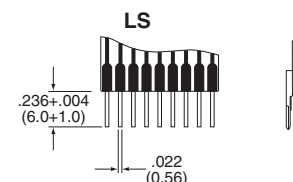
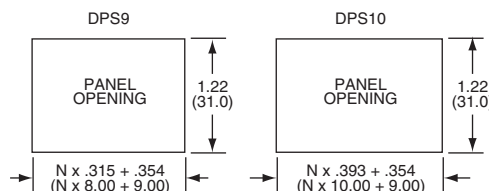
ACCESSORIES

DPS9 Model	DPS10 Model	Description
DPS910A	DPS910A	Spacer, 0.1 inch
	DPS10	*Dummy switch (no electrical function)
DPS9L	DPS10L	Spacer, same width as switch
**DPS910P	**DPS910P	End mounting plate pair
B12L	B12L	Connector, 12 contacts, solder lugs
B12LS	B12LS	Connector, 12 contacts, PC terminals
SP1.5	SP1.5	Limit stop pin for 10 position switch

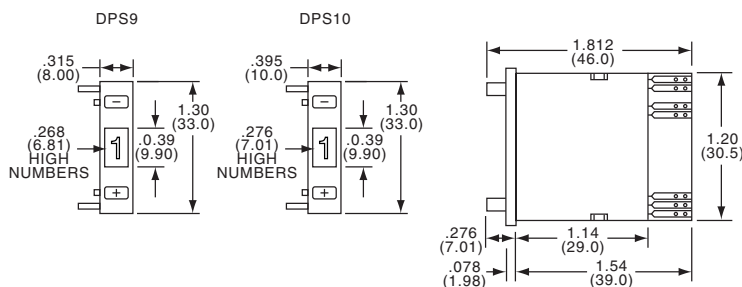
* Indicates switch mechanically operable, optionally available with wheel in fixed position.; ** Indicates sold in pairs only.

DPS9 - 131 - AK

Series/types	Codes	Connections
DPS9	111 = Decimal	AK = pcb short
DPS10	131 = BCD	AL = pcb long
	137 = BCD Complement	LS = solder pin
	301 = Hexadecimal	



See Code Tables on Page J3



Character height . . .	Model DPS9	10 digit .268
		16 digit .169
	Model DPS10	10 digit .276
		16 digit .169

