Non-Illuminated Pushbuttons (Assembled) 🆄 🆂 △ C∈ ⌖

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

1. For Standard Bezel part numbers specify:
   - bezel shape in place of ①. 1 (round), 2 (square), 3 (rectangular)
   - lens/LED in place of ②. B (black), G (green), R (red), S (blue), W (white), Y (yellow)
2. For Flush Bezel part numbers specify:
   - lens/LED in place of ②. B (black), G (green), R (red), S (blue), W (white), Y (yellow)
   - bezel shape in place of ③. 6 (round), 7 (square), 8 (rectangular)
   - bezel material in place of ④. M (metallic), Blank (black)
3. See page 26 for dimensions.
4. 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 41.