

Non-Illuminated Pushbuttons (Assembled)

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	
		3PDT	LB①B-M1T7②	LB①B-M1T3V②	LB③④B-M1T7②	LB③④B-M1T3V②	
Flush Bezel (metallic or black)   	Maintained	SPDT	LB①B-A1T5②	LB①B-A1T1V②	LB③④B-A1T5②	LB③④B-A1T1V②	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-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 in place of ②. B (black), G (green), R (red), S (blue), W (white), Y (yellow)
- 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)
- See page 26 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 41.