

# Membrane & Rubber Keypads



## Membrane Keypads

- Graphic overlay only or full switching membrane
- Metal or polydome contacts
- Tactile or non-tactile feel
- Integral SMD LEDs
- LCD windows
- ESD/RFI shielding
- Insertable legend options

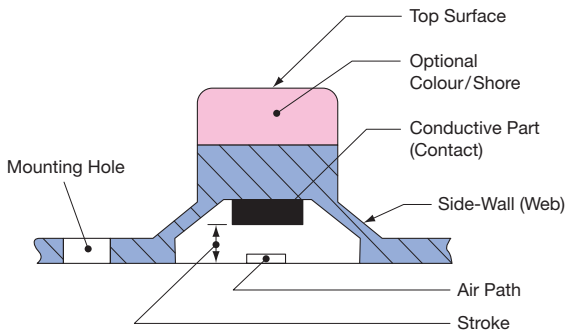
## Rubber Keypads

- Backlighting options
- Various coatings eg epoxy, polyurethane
- Harder rubber options to give 'plastic' feel
- Various travel/operating force options
- Combination with tactile switches
- Wide variation of colours and designs
- Plastic key tops available

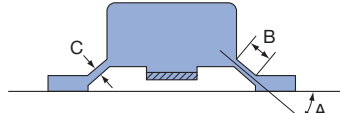


# Rubber Keypad Design

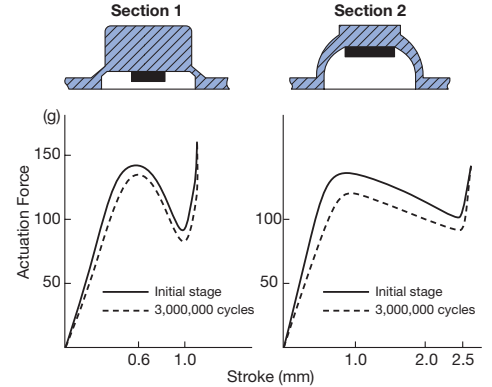
## Basic Construction Illustration



## Life Test



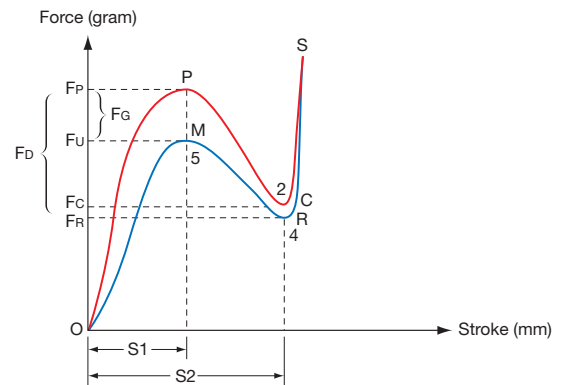
- Operating life depends on:**
- **Soft Material** ... 50 Shore is preferred.
  - **Low Stroke** ... less than 1mm.
  - **Angle** (as part A illustrated above) ... 40-degree is recommended.
  - **Length of side-wall** (as part B illustrated above)
  - **Thickness of side-wall** (as part C illustrated above) ... determined by key structure. The thicker the web, the higher the operating force.



## Tolerance Requirement of Silicone Rubber Key

Dimensions:		Actuation Force:	
0 ~ 10mm	± 0.10mm	50 ~ 60 grams	± 15 grams
10 ~ 20mm	± 0.15mm	61 ~ 80 grams	± 20 grams
20 ~ 30mm	± 0.20mm	81 ~ 100 grams	± 25 grams
30 ~ 40mm	± 0.25mm	101 ~ 120 grams	± 30 grams
40 ~ 50mm	± 0.30mm	121 ~ 150 grams	± 35 grams
50 ~ 60mm	± 0.35mm	151 ~ 200 grams	± 40 grams
60 and above	± 0.6%	201 and above	± 25%

## Force-Stroke Curve of Rubber Keypad



Force	
FP	Peak Force (Fmax)
FU	Max. Return Force
FC	Contact Force
FR	Min. Return Force (Fmin)
FM	Max. Return Force
FD	Drop Force (FD = FP - FC)
FG	Gap Force (FG = FP - FM)

Stroke	
S1	Peak Stroke
S2	Contact Stroke

Location	
O	Original Point
P	Peak Point
C	Contact Point
R	Return Point
M	Max. Return Point

Travel	
O-P	Peak Force (FMAX)
P-C	Contact Force
C-S	Min. Return Force (FMIN)
S-R-M-O	Gap Force (FG = FP - FM)

## Mechanical and Electrical Properties of Silicone Rubber

Non-Conductive Silicone	
Temperature for use	-55°C ~ +250°C
Specific Gravity	1.15
Tensile Strength	90Kg/cm <sup>2</sup>
Tear Strength	13Kgf/cm
Compression Set	10% (180°C x 22hrs.)
Elongation at Break	350%
Volume Resistivity	8 x 10 <sup>14</sup> ohm cm
Contact Resistance	-
Contact Rating (DC)	-
Contact Bounce	-
Chattering	-
Insulation Breakdown	24 Kv/mm
Colour	Colouring possible
Dielectric Constant	4.2 (50Hz)
Dielectric Tangent	13% (50Hz)

Depending on the size of contacts and keyboard layout.

## Typical Key Sections and Characteristics

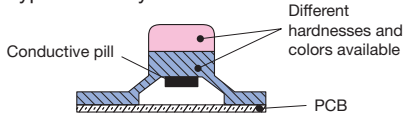
		Force Range 30 ~ 350 grams Stroke Range 0.5 ~ 3.0mm Cycle Life (x10 <sup>3</sup> ) 500 ~ 2000 Typical uses Telephone, Remote Control, Automotive, Radio, Toys, Calculator, etc.
		Force Range 30 ~ 250 grams Stroke Range 0.7 ~ 2.5mm Cycle Life (x10 <sup>3</sup> ) 500 ~ 2000 Typical uses Telephone, Remote Control, Toys, Games, Calculator, etc.
		Force Range 30 ~ 150 grams Stroke Range 0.5 ~ 3.0mm Cycle Life (x10 <sup>3</sup> ) 1000 ~ 3000 Typical uses Telephone, Remote Control, Toys, Measuring Instruments, Office Machine

		Force Range 30 ~ 80 grams Stroke Range 2.0 ~ 4.0mm Cycle Life (x10 <sup>3</sup> ) 5000 ~ 20000 Typical uses Computer, Typewriter etc.
		Force Range 30 ~ 200 grams Stroke Range 1.0 ~ 2.5mm Cycle Life (x10 <sup>3</sup> ) 500 ~ 3000 Typical uses Telephone, Typewriter, Test Instruments, etc.
		Force Range 20 ~ 80 grams Stroke Range 0.2 ~ 1.0mm Cycle Life (x10 <sup>3</sup> ) 500 ~ 10000 Typical uses Typewriter, Household Appliances, Computer, etc.

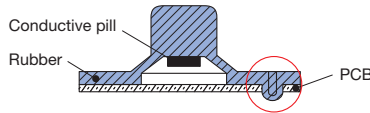
# Rubber Keypad Design

## Some Special Design Illustrations

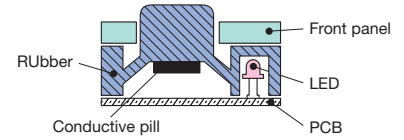
1. Different shorehardnesses in the basic keypad and key



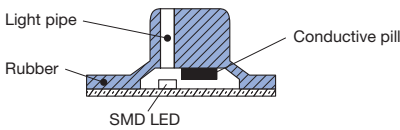
2. Push or pull thru to anchor keypad to PCB



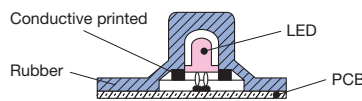
3. Back lighting – option 1



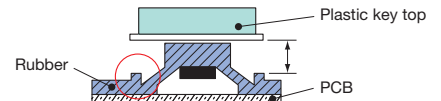
4. Squared key top design with LED light pipe



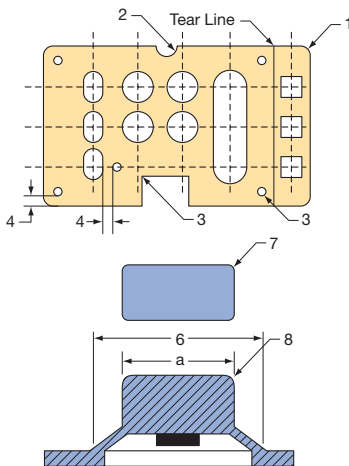
5. Back lighting – option 2



6. Control of travel distance

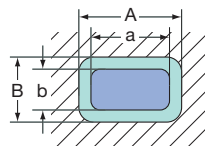


## Special Design for Construction Ideas

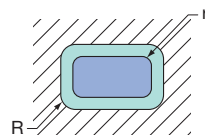


1. Typical outside radius is 1.0 to 1.5mm.
2. Minimum radius is 0.3mm.
3. Minimum inside radius is 0.2mm.
4. Spacing between the edges of a rubber dome and a guide hole is 1.0mm or more.
5. Guide holes are min. 1.0mm in diameter.
6. The width of a rubber dome base is typically 2.0mm more than a.
7. The minimum radius for the side edges of key top is 0.25mm.
8. The minimum radius for the top edges of key top is 0.2mm.

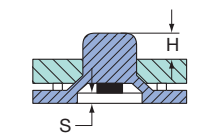
## Guideline for Assembly Design



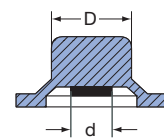
A & B : dimensions of plastic  
a & b : dimension rubber  
 $A-a \geq 0.5\text{mm}$ ,  $B-b > 0.5\text{mm}$



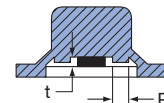
R : the corner radius of plastic  
r : the corner radius of rubber  
 $1\text{mm} \leq R \leq 1.25\text{mm}$ ,  $0.75\text{mm} \leq r \leq 1\text{mm}$  is better



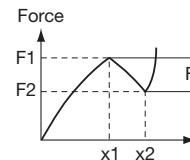
H : the dimension of key tops & plastic  
S : the stroke of key pad  
 $H-S \geq 1.5\text{mm}$



$D-d = 1.5 \sim 2.0\text{mm}$



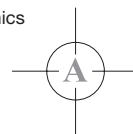
P : diameter of post  
t : the gap between post & conductive pill  
 $P = 1.0\text{mm}$  is better  
 $t = 0.1-0.15\text{mm}$  is better



$F_c$  : click force  
 $F_c : F_1 - F_2 > 25\text{g}$  is better

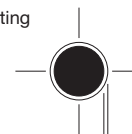
## Guideline for Printing Artwork Design

Button Graphics



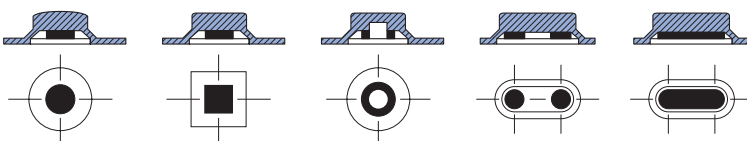
Graphics Off Center  $\pm 0.3\text{mm}$

Full Surface Printing



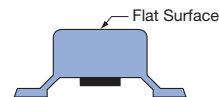
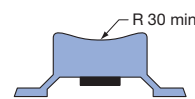
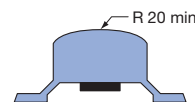
$\pm 0.5\text{mm}$   
 $0.5\text{mm}$

## Patterns of Conductive Designs



Items	Standard Sizes of Conductive Pill	Conductive Pill Resistance	Less than 150 ohms, with 125 grams loading
Circle	$\varnothing 1.5, \varnothing 2, \varnothing 2.5, \varnothing 3, \varnothing 3.5, \varnothing 4, \varnothing 4.5, \varnothing 5, \varnothing 6, \varnothing 7, \varnothing 8, \varnothing 9, \varnothing 10$	Life	10 million (min.)
Square/ Ellipse	Recommended size of conductive ink printing contact is flexible.	Print Type Resistance	Less than 500 ohms, with 125 grams loading
		Life	$1 \times 10^9$ max.

## Colour / Printing



### Suitable Key Surface for Legend Printing:

The commonly used colour for the underlay is medium-grey. Customers should provide us with the Pantone code or a colour specimen for both the key button and the legend.