



Membrane Switch Construction Options

Customer-facing selection guide organized by functional construction instead of inconsistent legacy designation codes.

Selection note: Available combinations depend on the project drawing, materials, electrical interface and manufacturing DFM. Environmental performance is confirmed on the final assembly.

1. Overlay and Surface Options

Option	Description	Typical design intent
Flat overlay	Low-profile surface with printed graphics and windows.	Control panels, labels and non-tactile interfaces.
Pillow embossing	Raised key area with a smooth perimeter.	Improves key location and visual definition.
Dome embossing	Localized raised dome aligned to the switching element.	Tactile interfaces and guided finger placement.
Display window	Clear, tinted, textured or printed window by artwork requirement.	LCD, LED and indicator viewing areas.

2. Circuit and Tactile Options

Option	Description	Typical design intent
Non-tactile printed switch	Flexible printed contact without a snap element.	Quiet operation and low-profile integration.
Metal dome tactile switch	Metal snap dome located over the circuit contact.	Distinct tactile feedback and controlled actuation force.
Polydome tactile switch	Formed polymer dome integrated into the circuit construction.	Custom tactile response where the construction is validated.
Single or multilayer circuit	Circuit stack-up selected for routing, shielding and interface needs.	Project drawing and electrical review required.

3. Integration Options

Category	Available design direction
Termination	Flexible tail, connector housing, pins or wire harness
Rigid support	Aluminum, stainless steel, PCB or approved custom backer
Lighting	LED or light-guide integration selected through project review
Shielding	Optional EMI/RFI or ESD-control construction
Sealing	Edge sealing and gasket design to project environmental target
Hybrid assembly	Integration with rubber keypad, glass panel or electronics

4. Information Required for DFM Review

Mechanical and visual Dimensions, active area, mounting, artwork, windows and colors	Electrical and interface Schematic, pinout, load, connector, lighting and tactile target	Environment and validation Sealing, chemicals, expected life and required verification
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