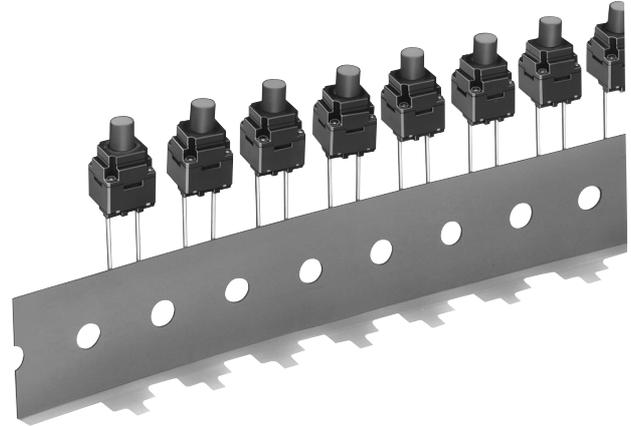


Double-sealed Construction Ensures Watertight and Dust-tight Performance

- Sealed construction conforming to IP67 (IEC-529) provides high reliability even in locations exposed to dust or water.
- As compact as 8 mm x 8 mm.
- Allows the use of radial-taping part insertion machines.

RoHS Compliant (Refer to page 8 for details.)



Ordering Information

■ List of Models

Model	Height	Operating force (OF)	Model without ground terminal	Minimum order unit
	13 mm	1.96 N {200 gf}	B3WN-6002(S)	1,000 Switches

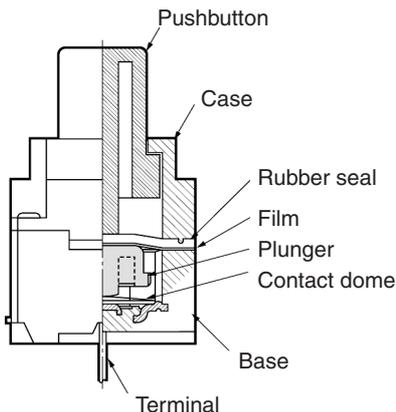
Note: Orders must be made in multiples of the minimum order unit (multiples of 1,000). Switches are not sold individually.

Specifications

■ Ratings/Characteristics

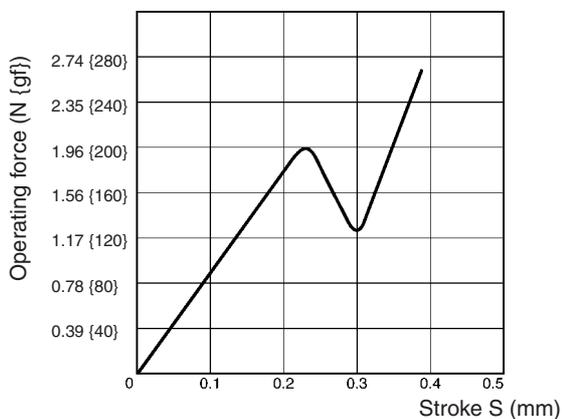
Switching capacity	50 mA, 12 VDC (resistive load)
Ambient temperature	Operating: -25°C to 85°C (with no icing)
Ambient humidity	Operating: 35% to 85%
Contact configuration	SPST-NO
Contact resistance	100 mΩ max. (initial value) (rated: 1 mA, 5 VDC)
Insulation resistance	100 MΩ min. (at 100 VDC)
Dielectric strength	250 VAC, 50/60Hz for 1 min
Bounce time	10 ms max.
Vibration resistance	Malfunction: 10 to 55 Hz, 1.5-mm double amplitude
Shock resistance	Destruction: 784 m/s ² {approx. 80G} max. Malfunction: 100 m/s ² {approx. 10G} max.
Life expectancy	100,000 operations min.
Weight	Approx. 0.7 g

Nomenclature



Engineering Data

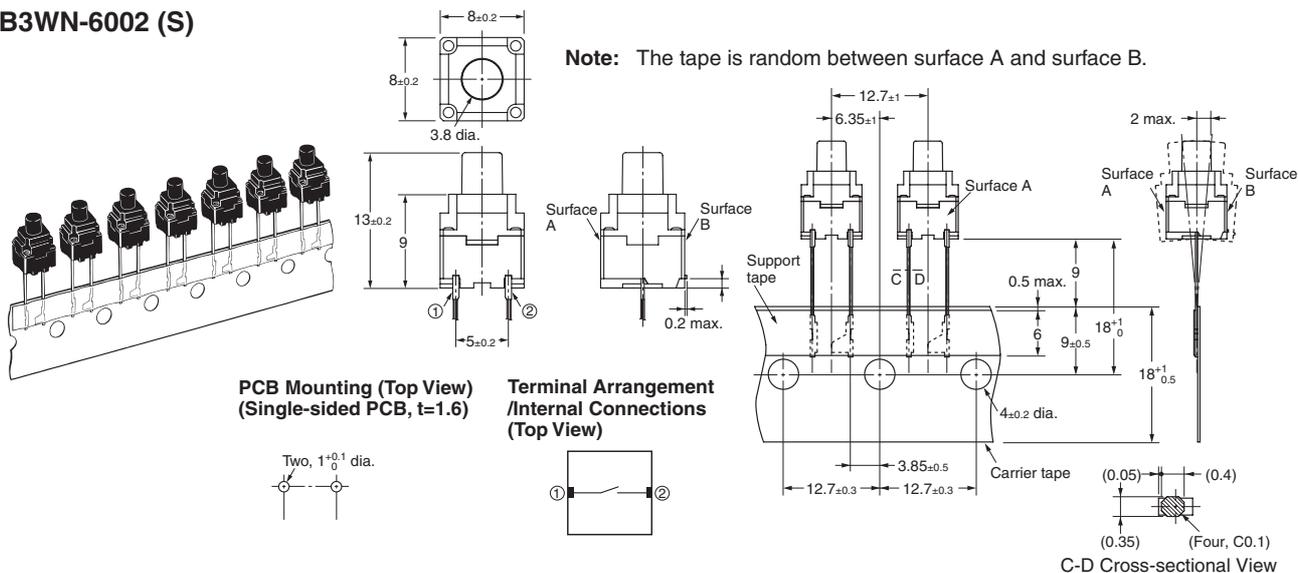
Operating Force vs. Stroke Characteristics B3WN-6002 (S)



Dimensions

Note: All units are in millimeters unless otherwise indicated. Unless otherwise specified, a tolerance of ± 0.4 mm applies to all dimensions.

B3WN-6002 (S)



Operating Characteristics

Item	B3WN-6002 (S)
Operating force (OF)	1.96±0.67 N {200±70 gf}
Releasing force (RF)	0.49 N {50 gf} min.
Pretravel (PT)	0.3 ^{+0.2} _{-0.1} mm

Precautions

Be sure to read the precautions common to all Tactile Switches on pages 5 to 7 for correct use.

ALL DIMENSIONS SHOWN ARE IN MILLIMETERS.

To convert millimeters into inches, multiply by 0.03937. To convert grams into ounces, multiply by 0.03527.