



Installation of a membrane keypad

Preparation of the surface:

A keypad should be installed on a flat surface without scratches or other defects. If you need to mount a membrane keypad on a surface which does not match these requirements or on a rough surface, please make sure to consult our engineers during the keypad design phase. The surface should be clean of dirt and grease.

It is recommended to prepare a cutting in the housing according to the keypad dimensions. Depth of the cutting is specified during the keypad design phase and usually makes around 0,7-1 mm. Standard industrial housings are often supplied with pre-cutting.

Steps of application of the keypad:

1) Partially remove the protective paper from the side situated farther from the flat cable and start attaching the keypad to the housing aligning it with a piece of soft cloth. Proceed attaching the keypad piece by piece: remove another part of the protective paper, attach the open part of the keypad and continue. In order to avoid air bubbles under the keys of keypads with metallic membranes, make sure to carefully press on the membrane when one edge of a key has been attached.

Air bubbles cannot be left under the keypad after attachment. If a bubble appears, immediately peel off the necessary part of the keypad and eliminate the bubble.

2) Pass the flat cable through a corresponding opening in the housing and then attach the remaining part of the keypad near the flat cable to the housing.

3) Insert the flat cable into its connector so that the conductive paths of the cable match the connector contacts. Repeated installation of the flat cable into the connector contact trails might damage the conductive paths. In such a case you can cut off the damaged part (by 3-4 cm).

Pressurization

If the keypad has to be used in harsh conditions (moisture, precipitation, aggressive environments, dust, fuels, etc), it is highly recommended to seal the gap between the housing and the keypad. This can be done with a superfluid silicone sealant.