File Requirements when Ordering Custom Legends

There are general guidelines that need to be followed when designing custom legends for 2-shot molding. Please keep in mind that despite our best efforts, some legends or images may be too complex for the molding process - even if they do fit these requirements.

*****Please also note that these are guidelines in order to make your image 'moldable'. What we are actually able to mold will most likely not look exactly like the picture/file you have provided.*****

- The legend area is smaller than the actual touch area of the keycap. Legendable areas for 1x1 keycaps are: DCS - 0.356" x 0.427" | DSA - 0.360" x 0.360"| SA - 0.380" x 0.380".
- On any 2-shot legend, there needs to be a minimum space of 0.020" to 0.035", depending on the cutter thickness (line thickness) between characters and lines and also on islands - i.e. the center of the B or P. Note that this does not mean there will be 0.020" of space between the characters when molded.
- Minimum line thickness must e 0.012".
- If non-standard font words or numbers are requested, the file submitted needs to have a single 'center line' drawn through each letter/number. A font simply submitted as a vector file will cut as a block character and not a single line character (Figure 1). This also applies to graphics or other images.
- Files submitted must be center line vector files saved in an svg format.
- svg files must be submitted with the desired actual size of the image as it should appear on the keycap - both height and width.
- In general, lines need to be a uniform thickness - i.e. the bottom and top of an 'O' cannot be thicker than the sides of the 'O'.
- Spacing between the letters and or numbers needs to take into consideration the width of the cutter (or the desired line thickness of the word).
- Location of the image on the keycap needs to be defined in inches relative to the horizontal and vertical center of the key (Figure 2).
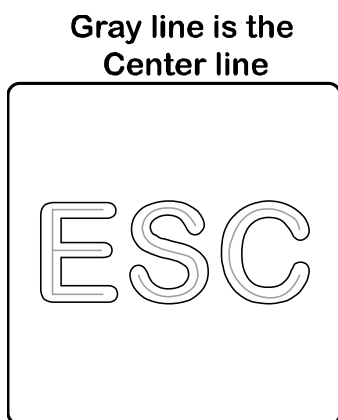

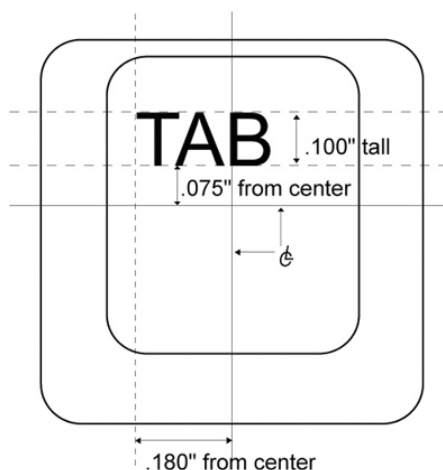Gray line is the
Center line

Figure 1

Figure 2