

Cherry Viola		
Switch Type: Linear		Cherry
27	/35	Push Feel
16	/25	Wobble
5	/10	Sound
12	/20	Context
7	/10	Other
67	/100	Total

# *Notes* Push Feel

Even with the increased contact area between the stems and the slider rails in the Cherry MV 'Viola' switches, these pack in a surprisingly smooth stroke for a Cherry switch and have only a small amount of small, very fine grain scratch. Without much physical material above and below where the stem moves, the Viola switches also don't really have housing collisions on their own, with the bottoming out especially being more airy and light than any other traditional, MX-style switch. As well, these feel a lot lighter in hand than what their springs are rated as.

#### Wobble

In spite of an entirely new mechanism, there is still a pretty noticeable amount of stem wobble in Cherry MV switches, more so in the E/W direction than the N/S direction. I really doubt this would bother many if any in the target audience for these switches, however.

### Sound

Outside of a board, its really hard to gauge the sound of these switches. Without any housing collisions or any sort of noise making mechanism, the Violas are almost entirely a light, feathery sounding scratch sound which is consistent between switches and throughout the stroke. Overall, these are incredibly quiet linears as well, just without much to give them any character.

### Context

Having been out for several years as of this point in time, Cherry's MV 'Viola' switches do not appear to have crashed the entry-level 'gaming keyboard' market, though they do seem fairly readily available pre-installed in keyboards and at pretty reasonable pricing. Their lack of widespread acknowledgement or catch on, all things considered, is likely due to a lack of branded partnerships with established gaming keyboard companies on Cherry's end.

## Other

These certainly have a unique mechanism and credit to Cherry for designing such. It seems like they could be better made, all things considered, but innovation in switches is always welcome.