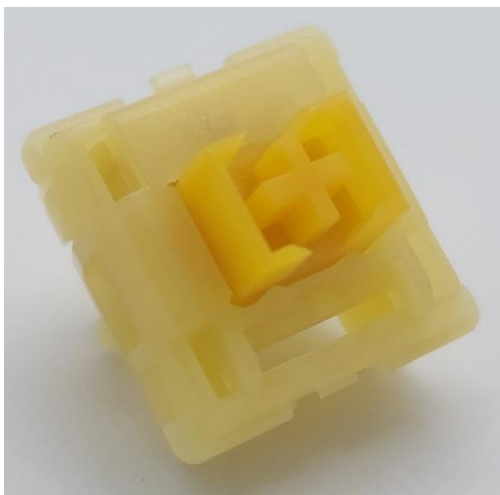




Tecsee Middle Switch Tactile

Last Update: 10/15/2023



Tecsee Middle Switch		
Switch Type: Tactile		Tecsee
26	/35	Push Feel
16	/25	Wobble
4	/10	Sound
14	/20	Context
7	/10	Other
67	/100	Total

Notes

Push Feel

Packing a start-of-downstroke tactile bump, these short throw switches start out with a small but punchy tactile bump that melts into a smooth linear post bump region capped off with a deep void of a bottom out. While the bottom out and linear region after the bump and smooth and subtle enough to be of note, these benefits are more or less lost behind a leathery and scratchy feeling tactile bump due to poor factory lube on the contact point between the stem legs and leaves. Additional batch-wide variability on these points do them no favors as well.

Wobble

Even with entirely redesigned molds to accommodate the shortened top housings and compacted stem structure in these medium height switches, there is still a bit of N/S and E/W direction stem wobble that could be bothersome to some users.

Sound

Given that the bottom out of the Tecsee Middle tactiles hardly provides any sound to them at all, the overall quiet and subdued sound of these switches is largely dominated by the aforementioned bump scratch in the 'Push Feel' section above. This doesn't appear to necessarily get any better in that switch to switch variability either, appearing slightly worse than average in a not insignificant amount of switches.

Context

Coming at the start of the 'new wave' of low profile switches in 2022, the Tecsee Middles have had surprising staying power over the first year and change of their existence. While not discussed all that much by the community, decent pricing with large vendor support and implied manufacturer support means these could stay around for quite some time more...

Other

While unlikely to be the single switch which busts open the low profile switch category, these are incredibly interestingly designed and executed pieces of switch history to remember.

————— GOAT —————