



## TTC Razer Dustproof Yellow

Last Update: 10/09/2022



TTC Razer Dustproof Yellow		
Switch Type: Linear		TTC
20	/35	Push Feel
14	/25	Wobble
3	/10	Sound
7	/20	Context
3	/10	Other
47	/100	<b>Total</b>

### Notes

#### Push Feel

Upon comparing these directly to the other TTC-made Dustproof Razer switches in the Greens and Oranges, there is a confusing mix of better and worse in the performance of the Yellows. On the upside, while these linears are very much entirely driven by scratch, it is at least smaller grain and more consistent than either the Oranges or Greens. On the other hand, though, the topping out feels very much like what you would imagine topping out onto paper-thin polycarbonate housings would feel like.

#### Wobble

Much like the other two switches released in this trio, these switches have a noticeable but not horrendously offensive amount of stem wobble. However, top housing wobble really does hold me back from giving these much if any of a compliment.

#### Sound

Whereas linear switches tend to normally have the biggest carry over issue from their push feeling section above with respect to stem wobble, the topping out is the entirety of the sound of these switches. It is so damn loud on its own and in comparison, to the TTC Razer Dustproof Greens and Oranges that I genuinely wonder what the hell happened in designing these.

#### Context

Arguably the least popular in terms of Razer's switch offerings, it's a pretty rough design when you know the argument could be made that *Greetech* made better Razer linear switches. Tack on not being able to buy any of these aftermarket for you to be able to modify and actually make somewhat useable, these are a joke representation of what mechanical keyboards have to offer.

#### Other

As has been said for Razer-branded switches dozens of times over throughout history, the fact that *this* is the level of performance they expect to win brand loyalty with is hilarious. At least this iteration of switch is more supportive of the RGB gamer aesthetic.

————— GOAT —————