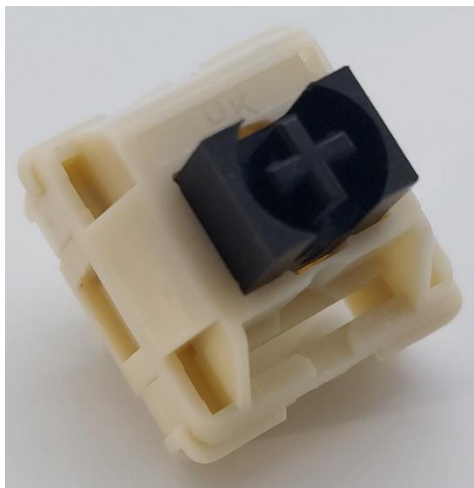




DK Creamery Cookie Dough

Last Update: 11/19/2023



DK Creamery Cookie Dough		
Type: Silent Linear		KTT
29	/35	Push Feel
19	/25	Wobble
7	/10	Sound
16	/20	Context
7	/10	Other
78	/100	Total

Notes

Push Feel

While there are very few other examples of KTT silent linear switches out there in the market today, these are the first that I've had a chance to try and I'm quite impressed. Even though they employ traditional stem silencing technology, these switches have none of the gumminess typically found in silent linears. Pair this up with firm, muted housing collisions and an excellent, cross batch-consistent factory lubing and they stack up quite as a first silent showing for KTT.

Wobble

The stem wobble on these switches is also quite impressive as well. While perhaps just a bit shy of the absolute best mold tolerances KTT has ever produced, which could be found in their KTT Strawberry switches, these have minimal E/W direction stem wobble and even less N/S wobble.

Sound

The DK Creamery Cookie Dough switches are technically excellent for silent linear switches in that they are (mostly) silent throughout their stroke, quiet at both sets of housing collisions, and don't increase in volume drastically at higher actuation speeds. However, some small sticky/scratchy tones towards the bottom out that provide a subtly leather undertone just take away the slightest bit from an otherwise impressive sounding silent linear.

Context

Priced at \$0.50 per switch, and often on sale for that matter, the Cookie Dough switches are yet another fantastic inclusion in a long running family of DK Creamery switches. Priced well with near guaranteed long term support from a vendor who is bringing new switch technology into the hobby at affordable prices, the DK Creamery Cookie Dough switches somehow haven't been talked about nearly as much as they deserve to be.

Other

Much like with KTT Golds from many years ago, I'm decently well impressed with one of KTT's first showings in this switch format and I am hoping that we see more of them in time...

————— GOAT —————