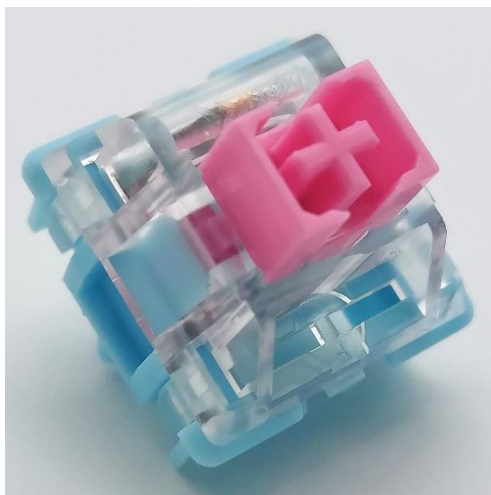




Monka V3 Cherry Powder

Last Update: 06/25/2023



Monka V3 Cherry Powder		
Switch Type: Linear		Haimu
22	/35	Push Feel
17	/25	Wobble
3	/10	Sound
11	/20	Context
5	/10	Other
58	/100	Total

Notes

Push Feel

There's nothing quite like the unpredictability of a bargain bin, random switch from a place like AliExpress. With no clue about the two versions of Monka before it, all we have to judge is an extremely thin, plasticky at both ends of the switch linear with subtle scratch and occasional spring ping that highlights those features from the background. While definitely fun to try, I would *not* want these questionably worse than average Haimu switches anywhere near a board of mine.

Wobble

For the otherwise cheap and tossed together nature of these switches, the Monka V3 have a surprisingly decent stem wobble. Equal in magnitude in both N/S and E/W directions, these are at least within the realm for acceptability of mechanical keyboard switches in 2023.

Sound

Again, I want to stress that while these are fun to mess around with, they would be hell in a keyboard build. All of the points about ping, scratch, and thin and plasticky housing collisions noted above in the push feeling section are not only present but magnified in the sound of these switches. If I didn't know any better, it almost sounds as if these switches are going to break themselves apart if they hit topping and bottoming out enough times.

Context

While we have the vaguest sense that these were manufactured by Haimu, we otherwise know very little about these switches nor their history. Even though these are categorically bad for an otherwise strong performing manufacturer like Haimu, they do earn *some* credit given their price to performance ratio when priced in the highly budget realm of \$0.40 per switch.

Other

Not all switches from every manufacturer necessarily have to be great. While there is a lot to not like about this switch, it's nice to have a cheap, poorly built one to provide broader perspective.

GOAT