



XDA keycap set

evils

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Summary

based on keycap_playground

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Tags: [keycap](#) [openscad](#) [xda](#)

based on my PR to keycap_playground https://github.com/riskable/keycap_playground/pull/7
includes a bit of everything XDA, but nowhere near what
keycap_playground is capable of
for best feel, use PETG and sand down the top
i've not found a definitive source for XDA sizes, so this is mostly based on
matching print results to a cheap XDA set

Model files

[xda_1u.stl](#)

[xda_1u_h.stl](#)

xda_125u.stl

xda_15u.stl

xda_175u.stl

xda_2u.stl

xda_2u_s.stl

xda_225u_s.stl

xda_25u_s.stl

xda_625u_s.stl

xda_7u_s.stl

xda_125u_2u_square-iso-enter.stl

xda_2u_spanning-2-switches.stl

xda_125u_fake-stepped-caps.stl

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