



## XDA keycap set

# **evils**

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## Summary

based on keycap\_playground

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

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based on my PR to keycap\_playground [https://github.com/riskable/keycap\\_playground/pull/7](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

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[xda\\_1u.stl](#)

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[xda\\_1u\\_h.stl](#)

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**xda\_125u.stl**

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**xda\_15u.stl**

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**xda\_175u.stl**

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**xda\_2u.stl**

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**xda\_2u\_s.stl**

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**xda\_225u\_s.stl**

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**xda\_25u\_s.stl**

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**xda\_625u\_s.stl**

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**xda\_7u\_s.stl**

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**xda\_125u\_2u\_square-iso-enter.stl**

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**xda\_2u\_spanning-2-switches.stl**

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**xda\_125u\_fake-stepped-caps.stl**

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