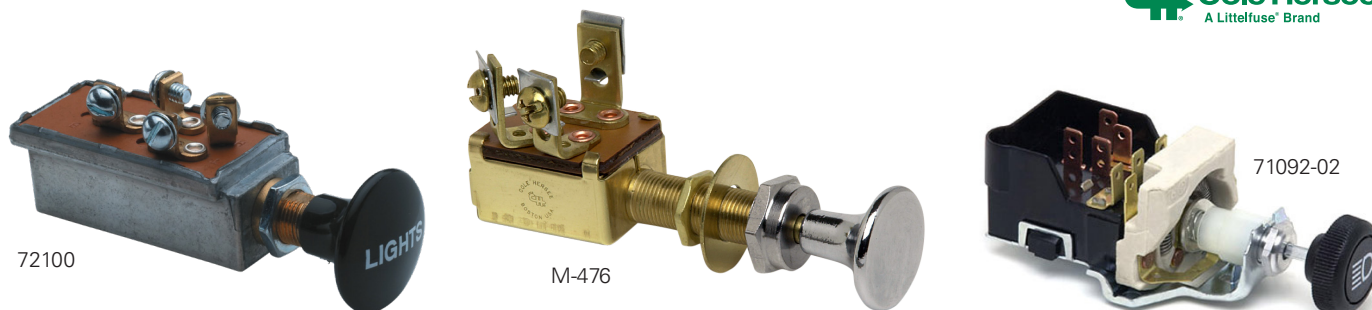


HEADLAMP PUSH PULL SWITCHES



Description

Littelfuse Push Pull Switches are designed for universal applications within harsh environments. Their mounting, body, and actuator features are designed for ease-of-use and extended product lifecycle.

The Headlamp Push Pull Series provides discrete positions for pre-determined circuit closures. The circuits and indicators within this family are designed for repeated use.

Web Resources

Download 2D print and technical resources at:
littelfuse.com/HeadlampSwitches

Ordering Information

PART NUMBER	72100 *	71092-02 *	M-476 *
DESCRIPTION	Two Circuit Headlamp Push Pull Switch (Silver Contacts)	One Circuit Dimmable Headlamp Push Pull Switch	Two Circuit Marine Headlamp Push Pull Switch
CIRCUITRY	DPDT	SPST	DPTT
HOUSING	Diecast Steel	Plated Steel	Brass
MOUNTING	Actuator through 0.4375 (11.113mm) 28 Panel Hole	Actuator through 0.4375 (11.113mm) 28 Panel Hole	Actuator through 0.375 (9.525mm) 32 Panel Hole
VOLTAGE RATING	20A at 12V DC	15A at 12V DC (Embedded Breaker)	10A at 12V DC
SEALING	O-Ring in Mounting Stem, Gasket Seal at Terminal Insulator	—	—
ACTUATOR	Black Knob (Pushpull, 'LIGHTS' Imprint)	Black Knob (Dimmable and Rotatable, SAE Headlamp Imprint)	Chrome Brass Button (Pushpull)
POSITION	3: In (Off) - Mid (Parking and Tail On) - Out (Headlights and Tail On)	3: In (Off, Terminal A Dimmable) - Mid (Terminal 2, Terminal 3, Terminal 4, and Terminal 7 On) - Out (Terminal 2, Terminal 3, Terminal 4, Terminal 6, and Terminal A On)	3: In (Off) - Mid (On 1) - Out (On 1&2)
TERMINATION	4 Screws	8 Blade (Aptiv #2977645 or #2984169); Terminal 1 Battery Neg, Terminal 5 Battery Pos	3 Screws

* Box and Retail Blister Pack Available

Specifications Overview

Mounting:	Hex Nut through 7/16 (11.11mm) 28 Panel Hole
Housing:	Zinc Diecast
Circuitry:	Negative Ground Only
Ingress Protection:	O-Ring in Shaft See below for applicable part numbers

Applications

- Construction Equipment
- Agricultural Equipment
- Material Handling Equipment
- Transit and Commercial Vehicles
- Marine