



Magnetic Combo Fidget Toy



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Summary

Magnet based fidget toy with a button and rotating, snapping base.

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The button can be pressed and will return on its own. The base also rotates and snaps into 6 positions per rotation. This is a combination of my [Button Fidget](#) and my [Magnet Fidget](#).

Build Instructions

Two magnets are glued into the button, and six magnets are glued into the base. A total of 8 magnets are needed for the housing. Once assembled, the magnets hold the push button in the 'up' position. When the button is depressed and released, the magnets will pull the button back into the 'up' position. When the base and housing are placed together, the magnets will align. When the fidget is rotated, the magnets snap into the next position.

This is designed to use [8x3mm magnets](#), but smaller magnets should also work (tested successfully with [6x2mm magnets](#)). Be sure to pay attention

to polarity! The magnets in the base should be oriented so that they are attracted to the magnets in the housing. This also applies for the button/housing magnets.

Total magnets required: 16 (will work with 13)

Model files

base.stl



button.stl



housing.stl



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