



PopKeys - The Triple Toggle Fidget Toy



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Summary

Push any button, pop up the rest

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Tags: [toy](#) [springs](#) [fidget](#) [spring](#) [keyboard](#) [button](#) [keys](#)
[noise](#) [noisy](#) [toggle](#)

If you like this fidget toy, check out my improved [4-button Quad Toggle fidget!](#)

PopKeys is a “toggle” fidget with a mechanical twist... Pressing any key will release any/all other keys. Pressing the key down far enough will lock it down into place. Try pressing different combinations to lock down one, two, or all three keys, then press again to pop them back up. Good noisy fun for the key-pressing fidgeter.

This was inspired by old cassette tape players, where pressing one play control button would release another. I always enjoyed that mechanism, so I designed this fidget toy around that concept.

The mechanism is driven by all 3D-printed springs, one to keep keys locked down, and a larger spring under each key. The springs work best when printed in PETG as the material is naturally more “springy”. PLA can

work OK, but if pressed down too long they may not bounce back to their full height.

Assembly is simple and requires no tools or extra hardware (see video included in the post).

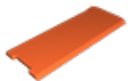
Model files



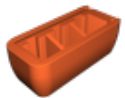
popkeys_catch_plate.3mf



popkeys_all_springs_petg.3mf



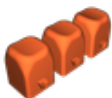
popkeys_bottom_cover.3mf



popkeys_frame.3mf



popkeys_1key.3mf



popkeys_3keys.3mf



catch_plate.stl



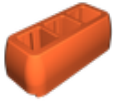
bottom_cover.stl



catch_plate_spring.stl



key_spring.stl



frame.stl



key.stl

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