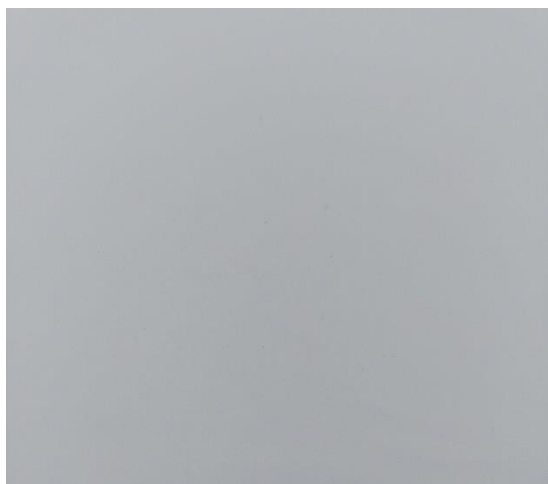




## Ultraclearine

Last Update: 04/01/2022



Ultraclearine		
Switch Type: Linear		Unknown
	/35	Push Feel
	/25	Wobble
	/10	Sound
	/20	Context
	/10	Other
	/100	<b>Total</b>

### Notes

#### Push Feel

Borderline indescribable. These switches are clearly the smoothest switches I've ever tried and probably will ever try. Pair that with their unique GP plastic which provides an unreal level of softness to their already firm and muted housing collisions and you've got a switch so good I don't even need to tell you the score. You can figure it out for yourself.

#### Wobble

The one notable point being held against the Ultraclearines, though, is their fairly noticeable amount of stem wobble in the N/S and E/W directions. Pair this with some cross-batch variability and many users may end up having problems with these when using taller profile caps. Winglatch style housings provide absolutely no top housing wobble though.

#### Sound

In their stock form, the Ultraclearine switches are basically silent throughout the stroke and are met at either end of the switch with an angelic, sub-human amount of bass that instills profound thockiness not only in me, as a reviewer, but in other switches surrounding it. Upon breaking them in, they also continue to produce this sound even when not in use and may or may not cause voices to appear in one's head warning them of the perils of searching endlessly for the perfect switches. Your mileage may vary.

#### Context

While certainly on the more obscure side given that their chief vendor in Moldav.te is releasing them officially on April 1<sup>st</sup> of 2022, I suspect that at their very accessible and beginner-friendly price point at \$0.45 per switch that these will rather quickly seize hold of the community collective consciousness and be the next new switch craze.

#### Other

Big props go there to Moldav.te and whoever the manufacturer is for the Ultraclearine switches for not only nailing the GP housing formulation but the clearly stellar colorway.