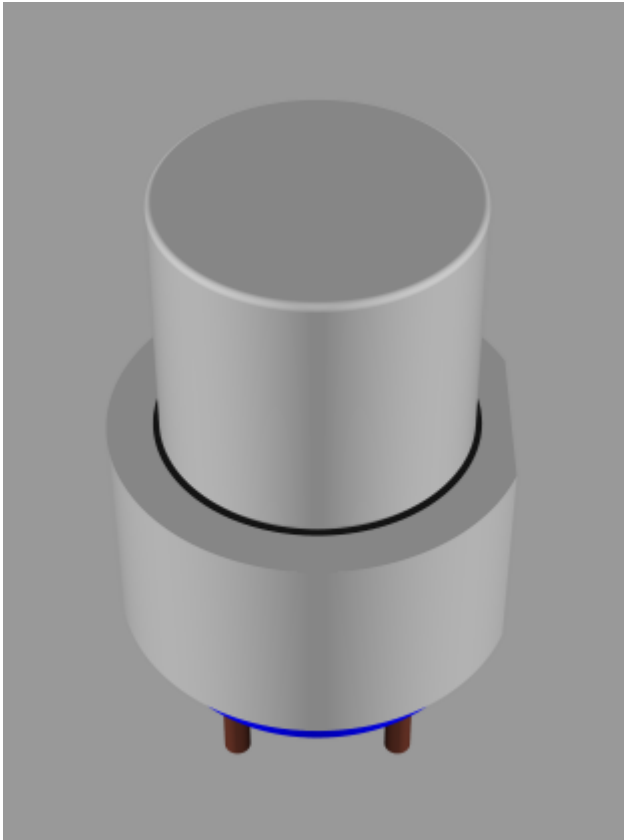


D_RING (:

user.inc

DT6



```
/*  
*****  
*****  
//DT6  
//Created from Jack(forum.midibox.org) on 16-Jan-2006  
//  
*****  
*****/  
  
#macro USER_DT6()  
union{  
//DT6  
union{  
//button cover pushed  
difference {  
cylinder { <, , 1.3>, <, , 7.2>, 6.0 }  
union{  
box { <5.5, -6, 1.2>, <7, 6, 7.3> }  
difference {  
cylinder { <, , >, <, , 5.6>, 5.1 }  
box { <4.4, -5.2, -0.1>, <7, 5.2, 5.7> }  
}}}}}
```

```

    }
  }
}

//button cover released
cylinder { <, , 7.2>, <, , 14.0>, 4.5 }
cylinder { <, , 7.2>, <, , 14.2>, 4.3 }
union{
  torus { 4.3, 0.2 }
  rotate <90, , >
  translate <, , 14.0>
}

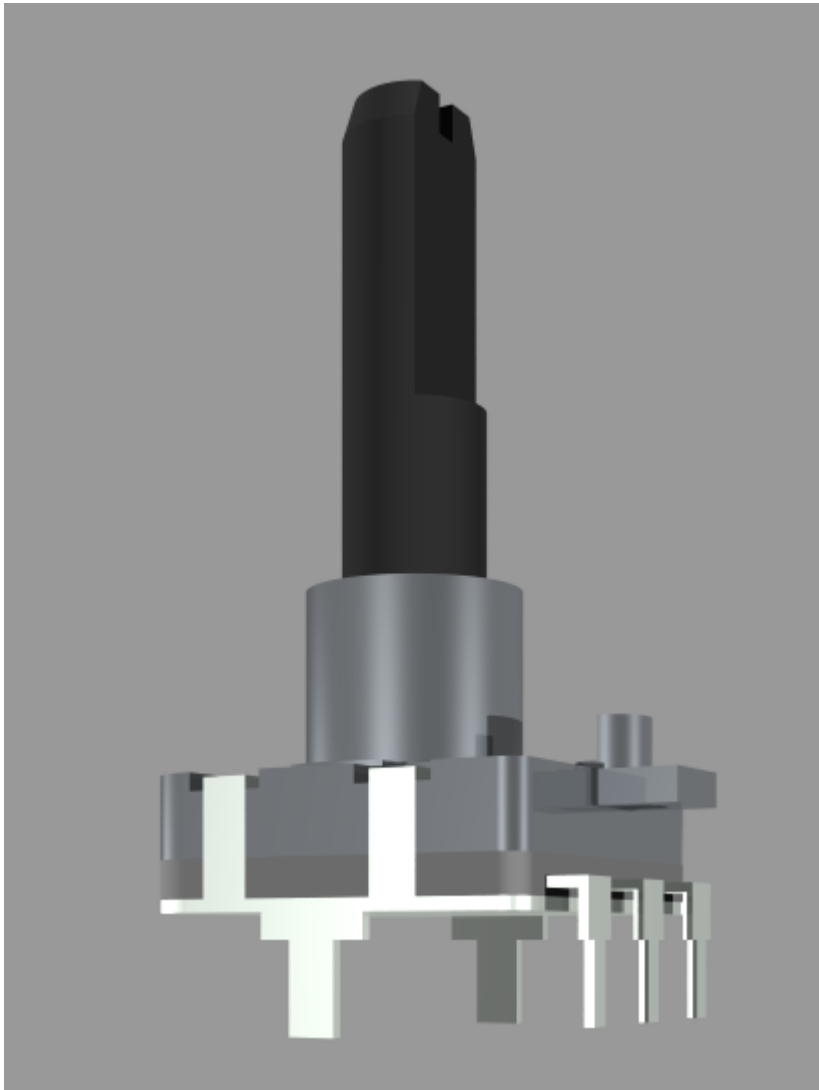
texture { pigment { color Grey } }
//translate <0, 0, -1.3> //clicked
}

//button body
difference {
  cylinder { <, , >, <, , 5.6>, 5.1 texture { pigment {
color Blue }}}
  box { <4.4, -5.2, -0.1>, <7, 5.2, 5.7> }
}

//pins
cylinder { <2.5, 2.5, -3.2>, <2.5, 2.5, 5.6>, 0.4 texture { pigment {
P_Copper1 }}}
cylinder { <2.5, -2.5, -3.2>, <2.5, -2.5, 5.6>, 0.4 texture { pigment {
P_Copper1 }}}
cylinder { <-2.5, 2.5, -3.2>, <-2.5, 2.5, 5.6>, 0.4 texture { pigment {
P_Copper1 }}}
cylinder { <-2.5, -2.5, -3.2>, <-2.5, -2.5, 5.6>, 0.4 texture { pigment {
P_Copper1 }}}
}
rotate<-90,180,> //correction
#end

```

ALPS STEC16B03-04



```
/*  
*****  
*****  
//ALPS STEC16B03-04  
//Created from Jack(forum.midibox.org) on 16-Jan-2006  
//  
*****  
*****/  
  
#macro USER_STEC16()  
union{  
  
    #declare L1 = 26;  
    #declare LB = 7;  
    #declare l1 = 12;  
    #declare X1 = 16/2;  
    #declare Y1 = 8.3;  
    #declare Y2 = 9;  
    #declare M9 = 4.5;  
    #declare R6 = 3;  
    #declare h2 = 0.5;  
    #declare h3 = 1.5;  
    #declare h4 = 3.2;
```

```

#declare H = 6.5;
#declare H1 = 1;
#declare H2 = H1 + h2;
#declare H3 = H2 + h3;
#declare H4 = H3 + h4;

difference{
    union{
        difference{
            union{
                box { <-X1, -Y2, H3>, <X1, Y1, H4>
                box { <-X1, -Y2, H2>, <X1, Y1, H3>
                box { <-X1, -Y2, H1>, <X1, Y1, H2>
                cylinder { <, , H4>, <, , H>, 6.25
                box { <-2, -(Y2+3.5), H-0.35>, <2, -
                cylinder { <, -Y2, H-0.35>, <, -Y2,
                H+1.65>, 1.5 texture { T_Chrome_2B }}
                }
            union{
                box { <X1-2.5, Y1-2.5, >, <X1+0.1,
                Y1+0.1, H> }
                box { <-(X1-2.5), Y1-2.5, >, <-
                (X1+0.1), Y1+0.1, H> }
                box { <X1-1, -(Y2-1), >, <X1+0.1, -
                (Y2+0.1), H> }
                box { <-(X1-1), -(Y2-1), >, <-
                (X1+0.1), -(Y2+0.1), H> }
                box { <3.1, -Y2, H>, <-3.1, -
                (Y2-1.6), H+2.1> texture { T_Chrome_2B }}
                }
            }
        union{
            cylinder { <X1-2.5, Y1-2.5, H3>, <X1-2.5,
            Y1-2.5, H4>, 2.5 texture { T_Chrome_2B }}
        }
    }
}

```

```
        cylinder { <X1-2.5, Y1-2.5, H2>, <X1-2.5,
Y1-2.5, H3>, 2.5 pigment { Gray60 }}
        cylinder { <X1-2.5, Y1-2.5, H1>, <X1-2.5,
Y1-2.5, H2>, 2.5 texture { T_Silver_5A }}

        cylinder { <-(X1-2.5), Y1-2.5, H3>, <-
(X1-2.5), Y1-2.5, H4>, 2.5 texture { T_Chrome_2B }}
        cylinder { <-(X1-2.5), Y1-2.5, H2>, <-
(X1-2.5), Y1-2.5, H3>, 2.5 pigment { Gray60 }}
        cylinder { <-(X1-2.5), Y1-2.5, H1>, <-
(X1-2.5), Y1-2.5, H2>, 2.5 texture { T_Silver_5A }}

        cylinder { <X1-1, -(Y2-1), H3>, <X1-1, -
(Y2-1), H4>, 1 texture { T_Chrome_2B }}
        cylinder { <X1-1, -(Y2-1), H2>, <X1-1, -
(Y2-1), H3>, 1 pigment { Gray60 }}
        cylinder { <X1-1, -(Y2-1), H1>, <X1-1, -
(Y2-1), H2>, 1 texture { T_Silver_5A }}

        cylinder { <-(X1-1), -(Y2-1), H3>, <-(X1-1),
-(Y2-1), H4>, 1 texture { T_Chrome_2B }}
        cylinder { <-(X1-1), -(Y2-1), H2>, <-(X1-1),
-(Y2-1), H3>, 1 pigment { Gray60 }}
        cylinder { <-(X1-1), -(Y2-1), H1>, <-(X1-1),
-(Y2-1), H2>, 1 texture { T_Silver_5A }}
    }
    union{
        box { <X1-3.75, Y1-2.7, H+0.1>, <X1+0.1, Y1-6, 5.5>
texture { T_Chrome_2B }}
        box { <X1-0.5, Y1-3.35, H+0.1>, <X1+0.1, Y1-5.35,
-0.5>
        texture { T_Chrome_2B }}

        box { <-(X1-3.75), Y1-2.7, H+0.1>, <-(X1+0.1), Y1-6,
5.5> texture { T_Chrome_2B }}
        box { <-(X1-0.5), Y1-3.35, H+0.1>, <-(X1+0.1),
Y1-5.35, -0.5> texture { T_Chrome_2B }}

        box { <X1-3.75, -(Y2-3.7), H+0.1>, <X1+0.1, -(Y2-7),
5.5> texture { T_Chrome_2B }}
        box { <X1-0.5, -(Y2-4.35), H+0.1>, <X1+0.1, -
(Y2-6.35), -0.5> texture { T_Chrome_2B }}

        box { <-(X1-3.75), -(Y2-3.7), H+0.1>, <-(X1+0.1), -
(Y2-7), 5.5> texture { T_Chrome_2B }}
        box { <-(X1-0.5), -(Y2-4.35), H+0.1>, <-(X1+0.1), -
(Y2-6.35), -0.5> texture { T_Chrome_2B }}
    }
}
```

```

        difference{
            union{
                cylinder { <, , H+LB>, <, , (H+L1)-1.5>, R6 pigment
{ Gray20 }}
                cone { <, , H+L1>, 2.5, <, , (H+L1)-1.5>, 3 pigment
{ Gray20 }}
            }
            union{
                box { <-3.1, -1.5, H+(L1-12)><3.1, -(R6+0.1),
H+L1+0.1> pigment { Gray20 }}
                box { < -0.55, -3, H+(L1-1.5)>< 0.55, 3, H+L1+0.1>
pigment { Gray20 }}
            }
        }

        cylinder { <, , H>, <, , H+LB>, M9 texture
{ T_Chrome_2B }}
        box { <X1-0.5, Y1-3.35, H1>, <X1, Y1-5.35, 6>
texture { T_Silver_5A }}
        box { <X1-2.3, Y1-3.35, 5.5>, <X1, Y1-5.35, 6>
texture { T_Silver_5A }}

        box { <-(X1-0.5), Y1-3.35, H1>, <-(X1), Y1-5.35, 6>
texture { T_Silver_5A }}
        box { <-(X1-2.3), Y1-3.35, 5.5>, <-(X1), Y1-5.35, 6>
texture { T_Silver_5A }}

        box { <X1-0.5, -(Y2-4.35), H1>, <X1, -(Y2-6.35), 6>
texture { T_Silver_5A }}
        box { <X1-2.3, -(Y2-4.35), 5.5>, <X1, -(Y2-6.35), 6>
texture { T_Silver_5A }}

        box { <-(X1-0.5), -(Y2-4.35), H1>, <-(X1), -(Y2-6.35), 6>
texture { T_Silver_5A }}
        box { <-(X1-2.3), -(Y2-4.35), 5.5>, <-(X1), -(Y2-6.35), 6>
texture { T_Silver_5A }}

        //encoder pins
        box { < -0.5, -10.3, -3>, < 0.5, -10.7, >
texture { T_Silver_5A }}
        box { < -5.5, -10.3, -3>, < -4.5, -10.7, >
texture { T_Silver_5A }}
        box { < 5.5, -10.3, -3>, < 4.5, -10.7, >
texture { T_Silver_5A }}

        box { < -1, -10.3, >, < 1, -10.7, 2> texture
{ T_Silver_5A }}
        box { < -6, -10.3, >, < -4, -10.7, 2> texture

```

```
{ T_Silver_5A }}
    box { < 6, -10.3, >, < 4, -10.7, 2> texture
{ T_Silver_5A }}

    box { < -1, , 1.8>, < 1, -10.7, 2.2>
texture { T_Silver_5A }}
    box { < -6, , 1.8>, < -4, -10.7, 2.2>
texture { T_Silver_5A }}
    box { < 6, , 1.8>, < 4, -10.7, 2.2>
texture { T_Silver_5A }}

    box { < 7.62-0.25, -2.3, >, < 7.62+0.25, 2.3, 1>
texture { T_Silver_5A }}
    box { < 7.62-0.25, -1, -3.5>, < 7.62+0.25, 1, >
texture { T_Silver_5A }}

    box { < -(7.62-0.25), -2.3, >, < -(7.62+0.25), 2.3, 1>
texture { T_Silver_5A }}
    box { < -(7.62-0.25), -1, -3.5>, < -(7.62+0.25), 1, >
texture { T_Silver_5A }}
}
rotate<-90,180,>
#end
```

Nokia 3310 LCD

```
/*
*****
//Nokia 3310 LCD
//Created from Jack(forum.midibox.org) on 16-Jan-2006
//
*****
*****/
#macro USER_3310LCD()
union{
    //body
    box { <-19, -14.5, -0.7>, <19.5, 21, > pigment { Col_Glass_General }
}
    box { <-19, -14.5, -1.45>, <19.5, 21, -0.7> pigment {
Col_Glass_General } }
    box { <-19, -14.5, -1.7>, <19.5, 21, -1.45> pigment { Gray10 }
finish {ambient 1 diffuse phong_size 250} }

    //screen
#declare PIXEL =
box {<-0.125, -0.2, -0.7>, <0.125, 0.2, -0.9>

    texture{pigment{Col_Glass_Bluish} finish {ambient 1 diffuse phong
```



```

1}}}}
#declare DistanceX = (119/332);
#declare DistanceY = (108/235);
#declare NrX = -14.875; // startX
#declare EndNrX = NrX + 83 * DistanceX; // endX
#while (NrX <= EndNrX) // <-loop X
  #declare NrY = -10.8; // start
  #declare EndNrY = NrY + 47 * DistanceY; // end
  #while (NrY <= EndNrY)//<- loop Z
  object{PIXEL translate<NrX,NrY,>}
  #declare NrY = NrY+(108/235);// next NrZ
  #end // ----- end of loop Z
  #declare NrX = NrX+(119/332); // next NrX
  #end // ----- end of loop X ---
}
rotate<-90,180,>
#end

```

LEDRING TEST

```

/*****
*****
//LED_RING_TEST
//Jack from forum.midibox.org
//
*****
*****/
#macro USER_LED_RING()
union{
  #declare X = 0.1; //littlemore
  #declare H0 = 0; //Body startpoint
  #declare H1 = 1.5; //Body Height
  #declare H20 = H1+X; //Glas startpoint
  #declare H2 = H20+0.5; //Glas Height
  #declare H10 = H1-0.25; //Glas Height
  #declare DF = 0.9; //Diffuse
  #declare P1 = 0.5; //Phong
  #declare C1 = Grey; //Color (Grey)
  #declare R1 = 17.78; //R.0700 outer radius
  #declare R2 = 10.16; //R0.400 inner radius
  #declare R3 = 13.97; //R.550 center radius
  #declare LW = 0.75; //LED hole width / 2 (1,27)
  #declare LL = 2.00; //LED hole length /2 (2,54)

  #declare AS = 15; //angle steps
  #declare A0 = 0; //angle 0
  #declare A1 = 75; //start angle 1
  #declare A2 = A1+AS; //angle 2
  #declare A3 = A2+AS; //angle 3
  #declare A4 = A3+AS; //angle 4
}

```

```
#declare A5 = A4+AS; //angle 5
#declare A6 = A5+AS; //angle 6
#declare A7 = A6+AS; //angle 7
#declare A8 = A7+AS; //angle 8
#declare A9 = A8+AS; //angle 9
#declare A10 = A9+AS; //angle 10
#declare A11 = A10+AS; //angle 11
#declare A12 = A11+AS; //angle 12
#declare A13 = A12+AS; //angle 13
#declare A14 = A13+AS; //angle 14
#declare A15 = A14+AS; //angle 15

difference{
  union{
    cylinder {<,H0,>,<,H1,>, R1 texture{pigment{color
Black}finish {diffuse DF phong P1}}}
  }
  union{
    cylinder {<,H0-X>,<,H1+X>, R2}
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A0,> //1
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A1,> //2
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A2,> //3
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A3,> //4
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A4,> //5
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A5,> //6
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A6,> //7
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A7,> //8
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A8,> //9
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A9,> //10
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A10,> //11
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A11,> //12
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A12,> //13
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A13,> //14
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
rotate<,A14,> //15
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< , ,R3>
```

```

rotate<,A15,>} //16
    }
}
/* difference{
    cylinder {<0,H20,0>,<0,H2,0>, R1 texture{pigment{color C1 transmit
0.5} finish {diffuse DF phong P1}}}
    cylinder {<0,H20-X,0>,<0,H2+X>, R2}
}
*/
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A0,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//1
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A1,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//2
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A2,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//3
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A3,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//4
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A4,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//5
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A5,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//6
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A6,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//7
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A7,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//8
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A8,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//9
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3> rotate<,A9,>
texture{pigment{color C1 transmit 0.5} finish {diffuse DF phong P1}}}
//10
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3>
rotate<,A10,> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}} //11
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3>
rotate<,A11,> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}} //12
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3>
rotate<,A12,> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}} //13
    box {<-LW,H10,-LL>,<+LW,H1,LL> translate< ,,R3>
rotate<,A13,> texture{pigment{color C1 transmit 0.5} finish {diffuse DF

```

```
phong P1}}}} //14
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate<,,R3>
rotate<,A14,> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}}} //15
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate<,,R3>
rotate<,A15,> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}}} //16
}
rotate<,180,>
#end
```

POV-Ray tweaks

For better image quality, change the file "quickres.ini" in "<POV-RAY directory>/renderer":

```
[1280x1024, AA 20x0.3]
Width=1280
Height=1024
Antialias=on
Antialias_Threshold=0.1
Antialias_Depth=20
```

Wish List

- MEC_SWITCH_3FTL6
- MEC_CAP_1U
- EA_DOG-M
- EA_DOGL128-6
- EA_DOGM128-6
- EA_DOGM132-5
- EA_LED55X31
- EA_LED55X46
- EA_LED68X51
- EA_TOUCH128-1
- EA_TOUCH128-2
- EA_WF100-04S

From:
<http://www.midibox.org/dokuwiki/> - **MIDIbox**

Permanent link:
http://www.midibox.org/dokuwiki/doku.php?id=eagle3d_midibox_user_pack&rev=1235344988

Last update: **2009/02/22 23:23**

