



```
    }
//button cover released
    cylinder { <0, 0, 7.2>, <0, 0, 14.0>, 4.5 }
    cylinder { <0, 0, 7.2>, <0, 0, 14.2>, 4.3 }
    union{
        torus { 4.3, 0.2 }
        rotate <90, 0, 0>
        translate <0, 0, 14.0>
    }
    texture { pigment { color Grey } }
    //translate <0, 0, -1.3>          //clicked
}

//button body
difference {
    cylinder { <0, 0, 0>, <0, 0, 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<-90,180,0> //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 { <0, 0, H4>, <0, 0, H>,
                box { <-2, -(Y2+3.5), H-0.35>, <2, -
                cylinder { <0, -Y2, H-0.35>, <0, -
                Y2, H+1.65>, 1.5 texture { T_Chrome_2B }}
            }
            union{
                box { <X1-2.5, Y1-2.5, 0>, <X1+0.1,
                Y1+0.1, H> }
                box { <-(X1-2.5), Y1-2.5, 0>, <-
                (X1+0.1), Y1+0.1, H> }
                box { <X1-1, -(Y2-1), 0>, <X1+0.1, -
                (Y2+0.1), H> }
                box { <-(X1-1), -(Y2-1), 0>, <-
                (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 { <0, 0, H+LB>, <0, 0, (H+L1)-1.5>, R6 pigment { Gray20 }}
        cone { <0, 0, H+L1>, 2.5, <0, 0, (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 { <0, 0, H>, <0, 0, 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, 0>
texture { T_Silver_5A }}
  box { < -5.5, -10.3, -3>, < -4.5, -10.7, 0>
texture { T_Silver_5A }}
  box { < 5.5, -10.3, -3>, < 4.5, -10.7, 0>
texture { T_Silver_5A }}
  box { < -1, -10.3, 0>, < 1, -10.7, 2>
texture { T_Silver_5A }}
  box { < -6, -10.3, 0>, < -4, -10.7, 2>
texture { T_Silver_5A }}
  box { < 6, -10.3, 0>, < 4, -10.7, 2>
texture { T_Silver_5A }}
  box { < -1, 0, 1.8>, < 1, -10.7, 2.2>
texture { T_Silver_5A }}
  box { < -6, 0, 1.8>, < -4, -10.7, 2.2>
texture { T_Silver_5A }}
  box { < 6, 0, 1.8>, < 4, -10.7, 2.2>
texture { T_Silver_5A }}
  box { < 7.62-0.25, -2.3, 0>, < 7.62+0.25, 2.3, 1>
texture { T_Silver_5A }}
  box { < 7.62-0.25, -1, -3.5>, < 7.62+0.25, 1, 0>
texture { T_Silver_5A }}
  box { < -(7.62-0.25), -2.3, 0>, < -(7.62+0.25), 2.3, 1>
texture { T_Silver_5A }}
  box { < -(7.62-0.25), -1, -3.5>, < -(7.62+0.25), 1, 0>
texture { T_Silver_5A }}
}
rotate<-90,180,0>

```

#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, 0> 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 0 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 0 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,0>}  
            #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<-90,180,0>  
#end
```

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Last update: **2009/01/23 15:13**

