


```
//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 Jack from forum.midibox.org / #macro
USER_STEC16() ALPS STEC16B03-04 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> texture { T_Chrome_2B }} box { <-X1, -Y2,
H2>, <X1, Y1, H3> pigment { Gray60 }} box { <-X1, -Y2, H1>, <X1, Y1, H2> texture { T_Silver_5A
}} cylinder { <0, 0, H4>, <0, 0, H>, 6.25 texture { T_Chrome_2B }} box { <-2, -(Y2+3.5), H-0.35>,
<2, -Y2, H-1.65> texture { T_Chrome_2B }} 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,

```

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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 //
```

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