


```

    }
  }
}

//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>
}

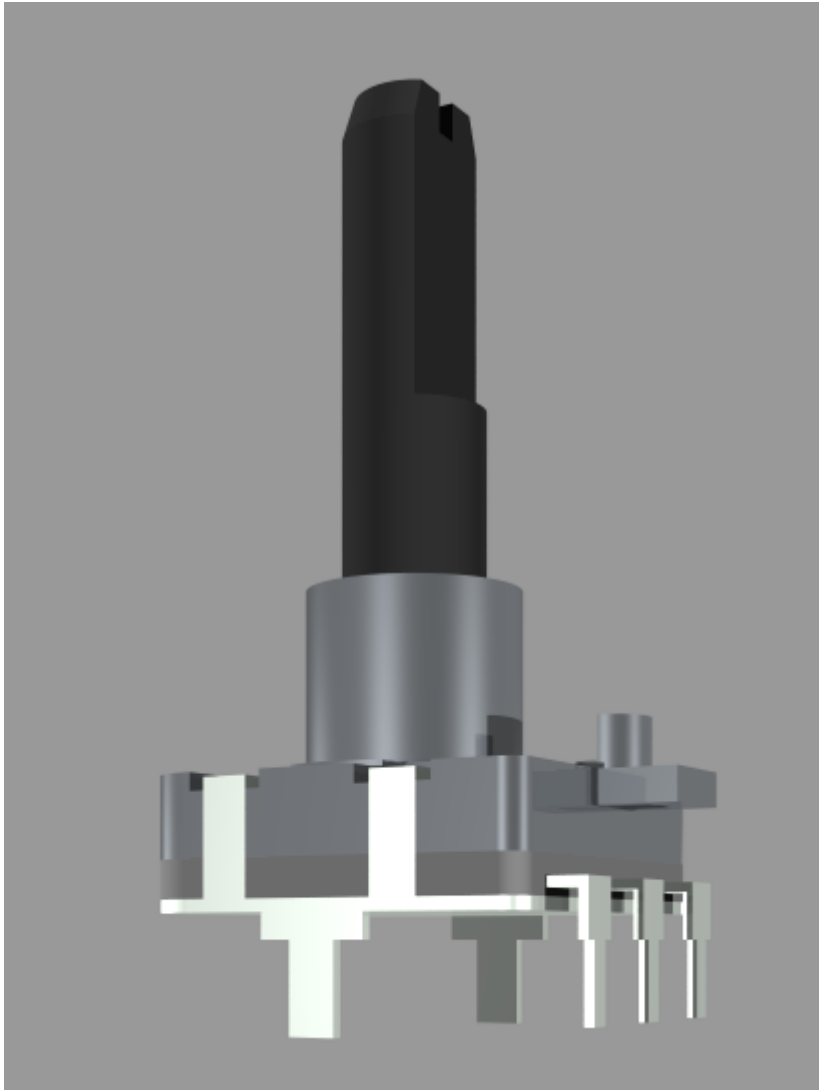
texture { pigment { color Grey } }
//translate <0, 0, -1.3> //clicked
}

//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



```

/*****
*****
//Encoder 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>,
                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{
texture { T_Chrome_2B }}
        box { <X1-3.75, Y1-2.7, H+0.1>, <X1+0.1, Y1-6, 5.5>
        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

```

/*****
*****
//Display 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

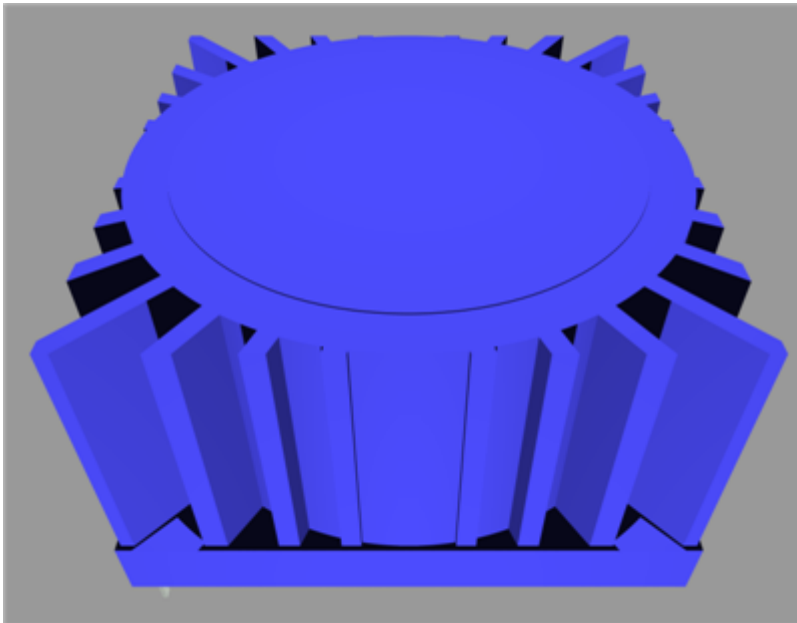
```

```

#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

```

Talema 7000K-25VA



```

/*****
*****
//Trafo Talema 7000K-25VA
//Created from Jack(forum.midibox.org) on 08-Mar-2009
//
*****
*****/
#macro USER_Talema_7000K_25VA()
union{

  box { <-30, 0, -30>, <30, 6.7, 30> }
  cylinder{<0,6.7,0>,<0,32,0>, 29.5 }
  cylinder{<0,32,0>,<0,32.1,0>, 25}

  intersection{
    union{
      box {<-1,6.7,-45>,<1,32,45> rotate<0,0,0>}

```

```

        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 11.25, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 22.50, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 33.75, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 45.00, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 56.25, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 67.5, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 78.75, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45> rotate<0, 90, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 101.25, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 112.50, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 123.75, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 135.00, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 146.25, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 157.5, 0>}
        box { <-1, 6.7, -45>, <1, 32, 45>
rotate<0, 168.75, 0>}
    }
    box { <-29.5, 6.7, -29.5>, <29.5, 32, 29.5> }
}
    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< 27.94, 0, -25.4> rotate<0, 0, 0>}
    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< 27.94, 0, -20.32> rotate<0, 0, 0>}
    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< 27.94, 0, 20.32> rotate<0, 0, 0>}
    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< 27.94, 0, 25.4> rotate<0, 0, 0>}

    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< -27.94, 0, -27.94> rotate<0, 0, 0>}
    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< -27.94, 0, -22.86> rotate<0, 0, 0>}
    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< -27.94, 0, 22.86> rotate<0, 0, 0>}
    box { <-0.25, 0, -0.5>, <0.25, -5, 0.5> texture { T_Silver_5A }
translate< -27.94, 0, 27.94> rotate<0, 0, 0>}

texture{ pigment{color NeonBlue} finish {ambient 0.1 diffuse 0.9

```

```

phong_size 40 roughness 0.05}}
}
rotate<0,180,0>
#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 {<0,H0,0>,<0,H1,0>, R1 texture{pigment{color
Black}finish {diffuse DF phong P1}}}}
  }
  union{
    cylinder {<0,H0-X>,<0,H1+X>, R2}
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A0,0> //1
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A1,0> //2
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A2,0> //3
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A3,0> //4
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A4,0> //5
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A5,0> //6
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A6,0> //7
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A7,0> //8
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A8,0> //9
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A9,0> //10
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A10,0> //11
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A11,0> //12
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A12,0> //13
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A13,0> //14
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A14,0> //15
    box {<-LW,H0-X,-LL>,<+LW,H1+X,LL> translate< 0,0,R3>
rotate<0,A15,0> //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< 0,0,R3>
rotate<0,A0,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}} //1
```

```

        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A1,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //2
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A2,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //3
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A3,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //4
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A4,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //5
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A5,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //6
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A6,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //7
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A7,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //8
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A8,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //9
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A9,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //10
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A10,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //11
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A11,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //12
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A12,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //13
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A13,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //14
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A14,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //15
        box {<-LW,H10,-LL>,<+LW,H1,LL> translate< 0,0,R3>
rotate<0,A15,0> texture{pigment{color C1 transmit 0.5} finish {diffuse DF
phong P1}}
        //16
    }
rotate<0,180,0>
#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

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