


```
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;
```



```
    }  
  
    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>
}
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

```

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

```

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