

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 { <0, 0, 1.3>, <0, 0, 7.2>, 6.0 }
union{
box { <5.5, -6, 1.2>, <7, 6, 7.3> }
difference {
cylinder { <0, 0, 0>, <0, 0, 5.6>, 5.1 }
box { <4.4, -5.2, -0.1>, <7, 5.2, 5.7> }
}
}
}
}

//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>
          texture { T_Chrome_2B } }
          box { <-X1, -Y2, H2>, <X1, Y1, H3>
          pigment { Gray60 }}
        }
      }
    }
  }
}

```

```
texture { T_Silver_5A }}
box { <-X1, -Y2, H1>, <X1, Y1, H2>

6.25 texture { T_Chrome_2B }}
cylinder { <0, 0, H4>, <0, 0, H>,
Y2, H-1.65> texture { T_Chrome_2B }}
box { <-2, -(Y2+3.5), H-0.35>, <2, -
Y2, H+1.65>, 1.5 texture { T_Chrome_2B }}
cylinder { <0, -Y2, H-0.35>, <0, -
}
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, -
```



```
    }
    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

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
```

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