Eagle3D MidiBox User Pack

Eagle3D from Matthias Weißer http://www.matwei.de/doku.php

New parts tutorial from Félix Chénier
http://felixchenier.homelinux.com/doku.php?id=pcb:eagle3dnewpart

3dusrpac.dat

DT6:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:USER_DT6(:Taster Switch-MISC:Tactile Switch-MISC STEC16:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:USER_STEC16(:STEC16 Encoder:STEC16 Encoder
3310LCD:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:USER_3310LCD(:3310LCD Midibox:3310LCD Midibox

user.inc

/ *DT6* Jack from forum.midibox.org / *#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 *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,*

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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