


```

    }
}

//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;

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#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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