

openscad-test



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1. Document information

Links to Document



Document online



Document Source



Document PDF

test repo for building openscad files into different outputs

This is still work in progress but can already build a png and stl of each scad file in the opescad directory.

See the online or pdf versions for the images as the readme is really only the source and right now is not WYSIWYG!

2. Objects

2.1. Object - Library-container



Figure 1. image

Listing 1. Openscad source

```

module nibLeft(x,y,z,nibR) {
    translate([x,y/10,0]) cylinder(h=z,r=nibR);
    translate([x,9*(y/10),0]) cylinder(h=z,r=nibR);
}
module nibRight(x,y,z,nibR) {
    translate([0,y/10,0]) cylinder(h=z,r=nibR);
    translate([0,9*(y/10),0]) cylinder(h=z,r=nibR);
}
module nibBottom(x,y,z,nibR) {
    translate([x/10,0,0]) cylinder(h=z,r=nibR);
    translate([9*(x/10),0,0]) cylinder(h=z,r=nibR);
}
module nibTop(x,y,z,nibR) {
    translate([x/10,y,0]) cylinder(h=z,r=nibR);
    translate([9*(x/10),y,0]) cylinder(h=z,r=nibR);
}
module containerOpenLid(x,y,z,rimThick,bottomThick,nibYN,nibR) {
    rimR=rimThick/2;

```

```
//all 8 corners defined first
//corners should be AROUND the contained cube defined by x y z
corner000=[0,0,0];
corner0=[-rimR,-rimR,-(rimR+bottomThick)];
corner0x=[x+rimR,-rimR,-(rimR+bottomThick)];
corner0y=[-rimR,y+rimR,-(rimR+bottomThick)];
corner0xy=[x+rimR,y+rimR,-(rimR+bottomThick)];
corner0z=[-rimR,-rimR,z];
corner0xz=[x+rimR,-rimR,z];
corner0yz=[-rimR,y+rimR,z];
corner0xyz=[x+rimR,y+rimR,z]; //draw the debug contents
translate([0,0,-bottomThick]) cube([x,y,bottomThick]);
module corner0() {
    translate(corner0) sphere(r=rimR);
}
module corner0x() {
    translate(corner0x) sphere(r=rimR);
}
module corner0y() {
    translate(corner0y) sphere(r=rimR);
}
module corner0xy() {
    translate(corner0xy) sphere(r=rimR);
}
module corner0z() {
    translate(corner0z) sphere(r=rimR);
}
module corner0xz() {
    translate(corner0xz) sphere(r=rimR);
}
module corner0yz() {
    translate(corner0yz) sphere(r=rimR);
}
module corner0xyz() {
    translate(corner0xyz) sphere(r=rimR);
}
if (nibYN=="nibY") {
    nibBottom(x,y,z,nibR);
    nibLeft(x,y,z,nibR);
    nibRight(x,y,z,nibR);
    nibTop(x,y,z,nibR);
}
union(){
    //floor
    hull(){
        corner0();
        corner0x();
        corner0y();
        corner0xy();
    }
}
```

```

    //left
    hull(){
        corner0();
        corner0z();
        corner0y();
        corner0yz();
    }
    //right
    hull(){
        corner0x();
        corner0xy();
        corner0xyz();
        corner0xz();
    }
    //top
    hull(){
        corner0y();
        corner0yz();
        corner0xyz();
        corner0xy();
    }
    //bottom
    hull(){
        corner0();
        corner0z();
        corner0x();
        corner0xz();
    }
}

// example
//caseRim=1.5;
//$fn=100;
//odH=10;
//odW=156;
//odD=73;
//odJSH=6;
//#containerOpenLid(odW,odD,odH,caseRim,odJSH-caseRim,"nibY",.6);
//cube([odW,odD,odH]);

module containerVertSlot(x,y,z,rimThick,bottomThick,nibYN,nibR) {
    rimR=rimThick/2;
    //all 8 corners defined first
    //corners should be AROUND the contained cube defined by x y z
    corner000=[0,0,0];
    corner0=[-rimR,-rimR,-(rimR+bottomThick)];
    corner0x=[x+rimR,-rimR,-(rimR+bottomThick)];
    corner0y=[-rimR,y+rimR,-(rimR+bottomThick)];
    corner0xy=[x+rimR,y+rimR,-(rimR+bottomThick)];

```

```

corner0z=[-rimR,-rimR,z];
corner0xz=[x+rimR,-rimR,z];
corner0yz=[-rimR,y+rimR,z];
corner0xyz=[x+rimR,y+rimR,z];    //draw the debug contents
translate([0,0,-bottomThick]) cube([x,y,bottomThick]);
module corner0() {
    translate(corner0) sphere(r=rimR);
}
module corner0x() {
    translate(corner0x) sphere(r=rimR);
}
module corner0y() {
    translate(corner0y) sphere(r=rimR);
}
module corner0xy() {
    translate(corner0xy) sphere(r=rimR);
}
module corner0z() {
    translate(corner0z) sphere(r=rimR);
}
module corner0xz() {
    translate(corner0xz) sphere(r=rimR);
}
module corner0yz() {
    translate(corner0yz) sphere(r=rimR);
}
module corner0xyz() {
    translate(corner0xyz) sphere(r=rimR);
}
if (nibYN=="nibY") {
    nibLeft(x,y,z,nibR);
    nibRight(x,y,z,nibR);
}
union(){
    //floor
    hull(){
        corner0();
        corner0x();
        corner0y();
        corner0xy();
    }
    //left
    hull(){
        corner0();
        corner0z();
        corner0y();
        corner0yz();
    }
    //right
    hull(){

```

```
        corner0x();
        corner0xy();
        corner0xyz();
        corner0xz();
    }
}
}
// example
//caseRim=1.5;
//$fn=100;
//odH=10;
//odW=15;
//odD=73;
//odJSH=6;
//containerVertSlot(odW,odD,odH,caseRim,odJSH-caseRim,"nibY",.6);
//cube([odW,odD,odH]);

if (library) {} else {
    echo("trying to compile a library!");
    linear_extrude(height = 4) {
        text("trying to compile a library!");
    }
}
```

2.2. Object - case

A case for an odroid handgeld console and accessories.

The edges are rounded and there are cutouts for the parts that protrude from the console.

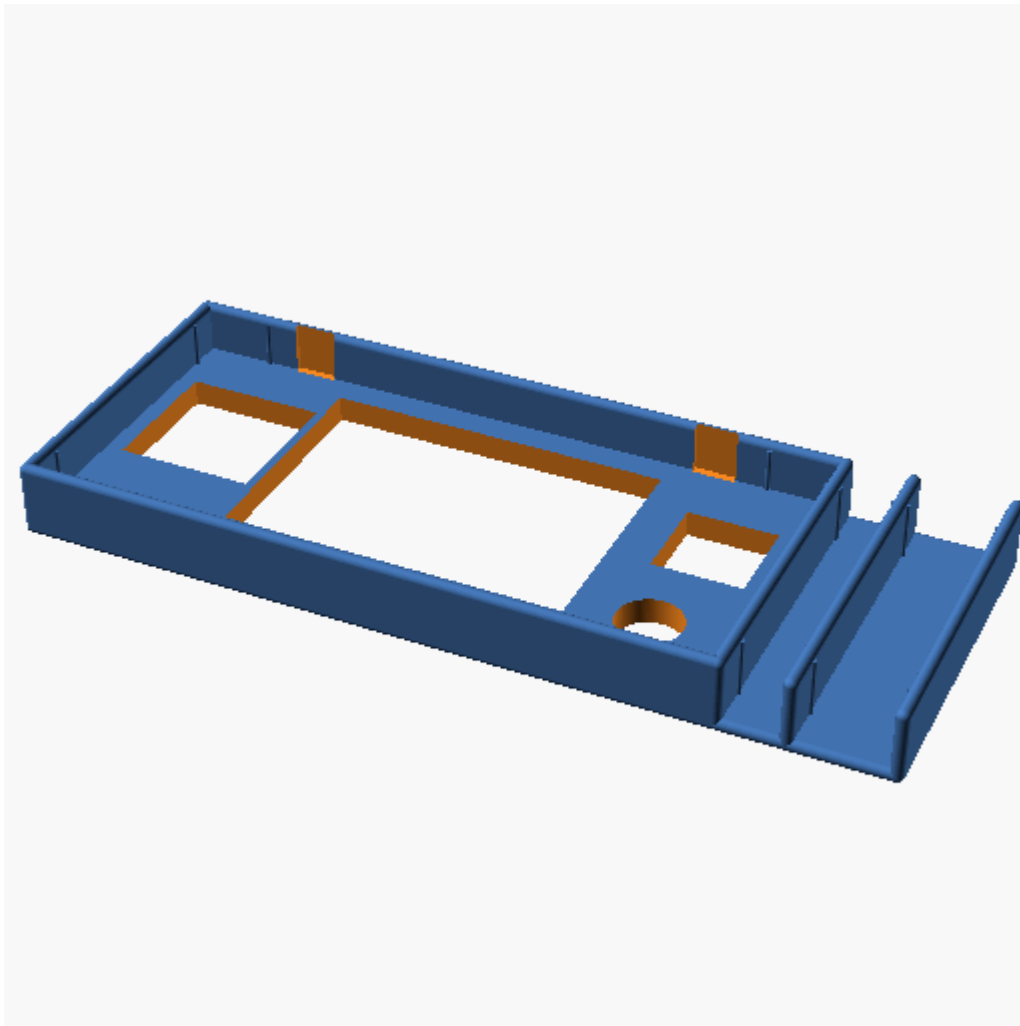


Figure 2. image

Listing 2. Openscad source

```
include <Library-container.scad>
caseRim=3;
holdersR=.7;
$fn=100;
kbD=82;
kbW=210;
kbH=7;
library=true;

odH=10;
odW=156;
odD=73;

odJSW=28-13;
odJSR=odJSW/2;
odJSoffX=13;
odJSoffY=11;
```

```

odJSH=6;
odBRW=118-38;
odBRD=12-5;
odBROffX=38;
odBROffY=5;
odCRW=28-7;
odCRD=58-37;
odCROffX=7;
odCROffY=37;
odTBW=152-120;
odTBD=61-27;
odTBOffX=120;
odTBOffY=27;
odTLOffX=23;
odTLOffY=odD;
odTLW=33-23;
odTLD=2;
odTH=20;
odTROffX=123;
odTROffY=odD;
odTRW=odTLW;
odTRD=odTLD;
odDPW=odBRW;
odDPD=67-14;
odDPOffY=14;
odDPOffX=odBROffX;

//the odroid travel case with cutouts for buttons etc
difference(){
    //the container itself
    translate([caseRim/2,caseRim/2,odJSH])
    containerOpenLid(odW,odD,odH,caseRim,odJSH-caseRim,"nibY",.6);
    offset=.01;
    //the cutouts
    translate([1.5,.75,-offset/2]) union() {
        translate([odW-odJSR*2-odJSoffX,odJSoffY,0]+[odJSR,odJSR,0])
    cylinder(h=odJSH+offset,r=odJSR);
        translate([odW-odBRW-odBROffX,odBROffY,0])
    cube([odBRW,odBRD,odJSH+offset]);
        translate([odW-odCRW-odCROffX,odCROffY,0])
    cube([odCRW,odCRW,odJSH+offset]);
        translate([odW-odTBW-odTBOffX,odTBOffY,0])
    cube([odTBW,odTBW,odJSH+offset]);
        translate([odW-odTLW-odTLOffX,odTLOffY,odJSH-.1])
    cube([odTLW,odTLD,odTH+offset]);
        translate([odW-odTRW-odTROffX,odTROffY,odJSH-.1])
    cube([odTRW,odTRD,odTH+offset]);
        translate([odW-odDPW-odDPOffX,odDPOffY,0])
    cube([odDPW,odDPD,odJSH+offset]);
    }
}

```

```

}
//add on some slots for peripherals
floorDepth=0;
//microuter slot
translate([caseRim/2+caseRim+odW,caseRim/2,floorDepth])
    containerVertSlot(12,odD,odH+odJSH,caseRim,floorDepth-caseRim,"nibY",.6);
//micro USB 3 Port Hub
translate([caseRim/2+2*caseRim+odW+12,caseRim/2,floorDepth])
    containerVertSlot(19.5,odD,odH+odJSH,caseRim,floorDepth-caseRim,"nibY",.6);

```

2.3. Object - ikeabung

This was a replacement foot for an IKEA shelf.

The actual foot was screwed in with a bolt on the underside.

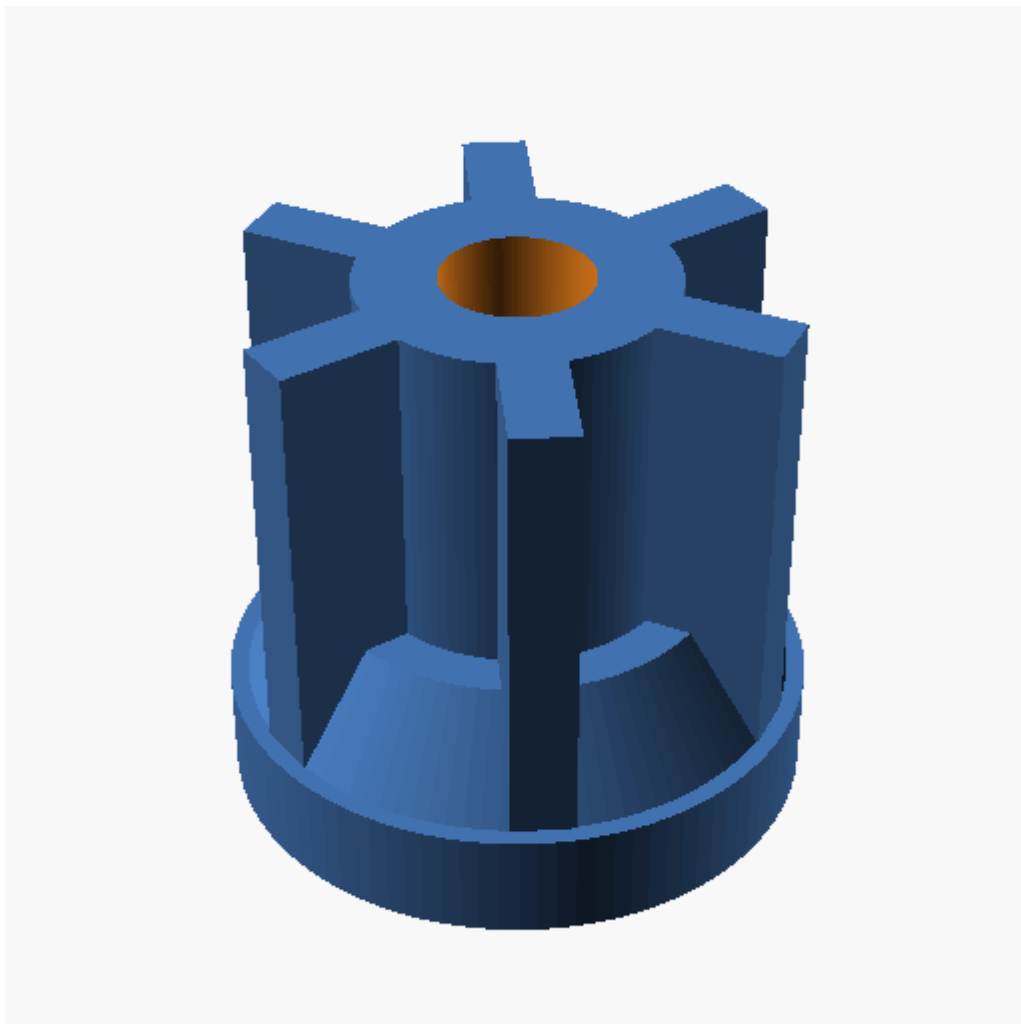


Figure 3. image

Listing 3. Openscad source

```
$fn=100;
```

```
totH=30;
baseH=6;
baseW=32;
wingW=3.5;
wingD=8;
centreD=17;

for (i = [0:360/6:360]) {
  rotate([0,0,i]) translate([((baseW-2)/2)-wingD,-wingW/2,baseH])
  cube([wingD,wingW,totH-baseH]);
}

difference(){
  union(){
    cylinder(h=totH,d=centreD);
    cylinder(h=6,d=32);
    translate([0,0,baseH]) cylinder(h=6,d1=baseW-2,d2=22);
  }
  translate([0,0,-.1]) cylinder(h=totH+.2,d=8.2);

  translate([0,0,-.1]) cylinder(h=8.1,d=15,$fn=6);
}
```

2.4. Object - test

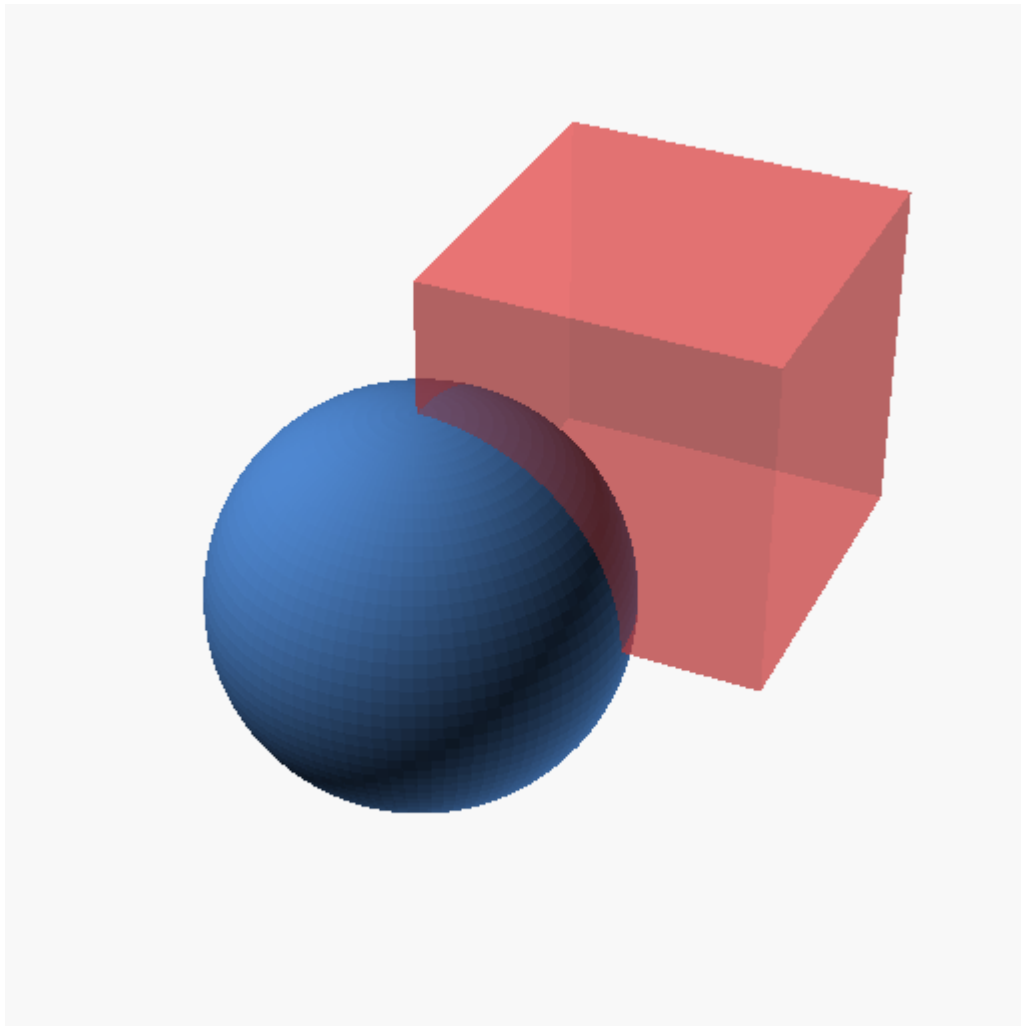


Figure 4. image

Listing 4. Openscad source

```
$fn=100;  
#cube([10,10,10]);  
sphere(d=12);
```

2.5. Object - test2

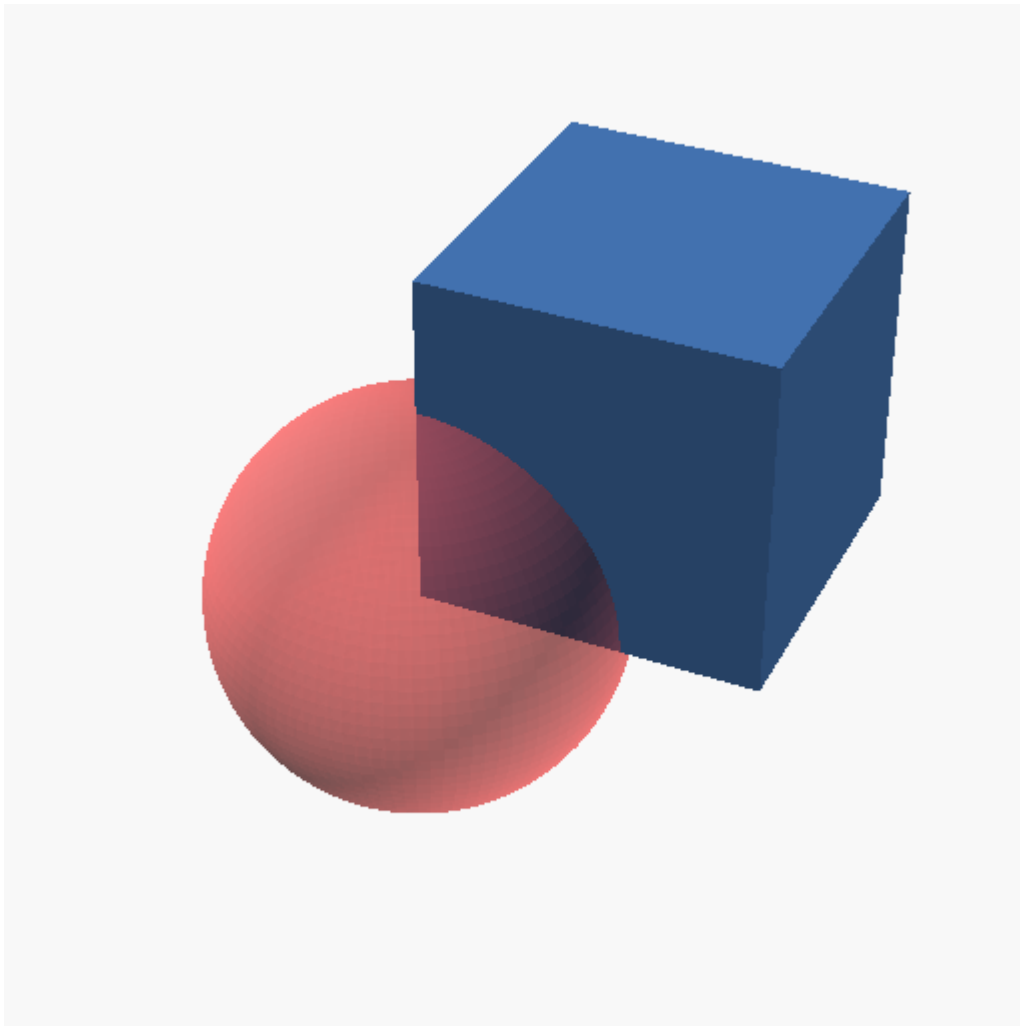


Figure 5. image

Listing 5. Openscad source

```
$fn=100;  
cube([10,10,10]);  
#sphere(d=12);
```

3. To do

Right now the github source is not perfect as the readme does not display the images when viewed in github.

Need to add further process steps for the images like meshlabserver to do further processing:

- glass rendering
- cleaning up the mesh
- Simplifying the mesh

- Stats

Need to add animation options.

- ☒ Need to add text display option for each item.

Need to add view parameters as options.