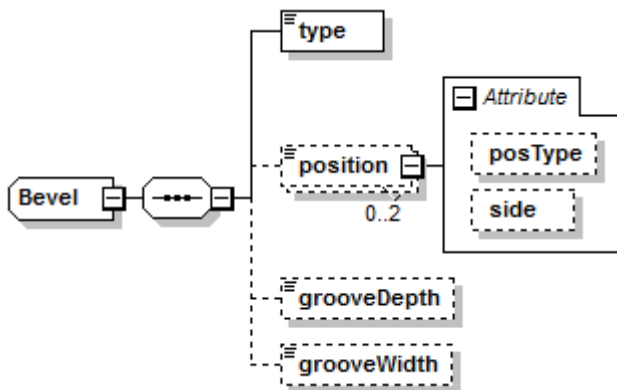


bevel (Bevel)

b2boptic → items → item → pair → edging → bevel



type	
type	BevelTypes
occurs	1
description	
position	
type	float
unity	see attribute posType
occurs	0..2
description	
posType (attribute of position)	
type	BevelPosType
use	optional
default	AUTO
description	
side (attribute of position)	
type	Sides
use	optional
default	AUTO
description	
grooveDepth	
type	float
unity	mm
occurs	0..1
description	
grooveWidth	
type	float
unity	mm
occurs	0..1
description	

```
<xs:complexType name="Bevel">
```

```
<xs:sequence>
  <xs:element name="type" type="BevelTypes" />
  <xs:element minOccurs="0" maxOccurs="2" name="position">
    <xs:complexType>
      <xs:simpleContent>
        <xs:extension base="xs:float">
          <xs:attribute default="AUTO" name="posType" type="BevelPosType"
use="optional" />
          <xs:attribute name="side" type="Sides" use="optional" />
        </xs:extension>
      </xs:simpleContent>
    </xs:complexType>
  </xs:element>
  <xs:element minOccurs="0" name="grooveDepth" type="xs:float" />
  <xs:element minOccurs="0" name="grooveWidth" type="xs:float" />
</xs:sequence>
</xs:complexType>
```

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