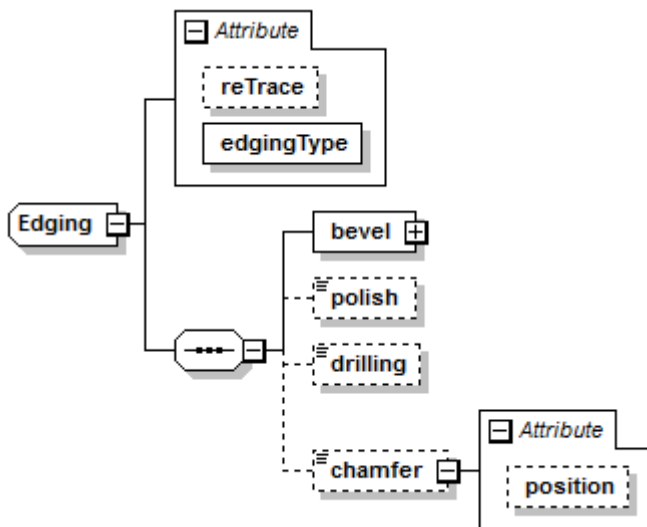


# edging (Edging)

b2boptic → items → item → pair → edging



<b>reTrace</b>	
<b>type</b>	boolean
<b>use</b>	optional
<b>default</b>	false
<b>description</b>	

<b>edgingType</b>	
<b>type</b>	EdgingType
<b>use</b>	required
<b>description</b>	

<b>bevel</b>	
<b>type</b>	Bevel
<b>occurs</b>	1
<b>description</b>	

<b>polish</b>	
<b>type</b>	boolean
<b>default</b>	false
<b>occurs</b>	0..1
<b>description</b>	

<b>drilling</b>	
<b>type</b>	boolean
<b>default</b>	false
<b>occurs</b>	0..1
<b>description</b>	if value is true then “drillHoles” is used for drilling. Otherwise “drillHoles” is just for calculations

<b>chamfer</b>	
<b>type</b>	ChamferIntensity
<b>occurs</b>	0..1
<b>description</b>	

<b><i>position (attribute of chamfer)</i></b>	
<b>type</b>	ChamferPos
<b>use</b>	optional
<b>default</b>	BOTH
<b>description</b>	

```
<xs:complexType name="Edging">
  <xs:sequence>
    <xs:element name="bevel" type="Bevel" />
    <xs:element minOccurs="0" default="false" name="polish"
type="xs:boolean" />
    <xs:element minOccurs="0" default="false" name="drilling"
type="xs:boolean" />
    <xs:element minOccurs="0" name="chamfer">
      <xs:complexType>
        <xs:simpleContent>
          <xs:extension base="ChamferIntensity">
            <xs:attribute default="BOTH" name="position" type="ChamferPos"
use="optional" />
          </xs:extension>
        </xs:simpleContent>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
  <xs:attribute default="false" name="reTrace" type="xs:boolean"
use="optional" />
  <xs:attribute name="edgingType" type="EdgingType" use="required" />
</xs:complexType>
```

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<https://wiki.b2boptic.com/> - **wiki.b2bOptic.com**

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