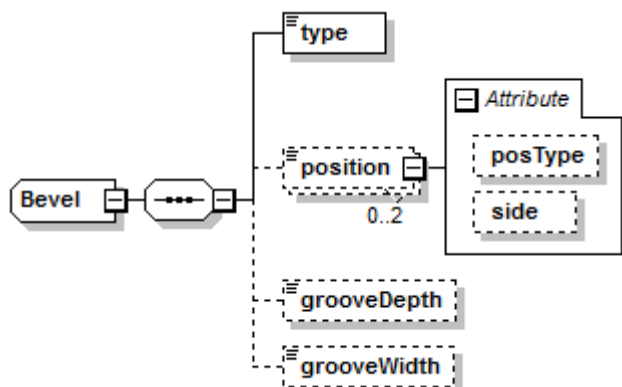


# bevel (Bevel)

b2boptic → items → item → pair → edging → bevel



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