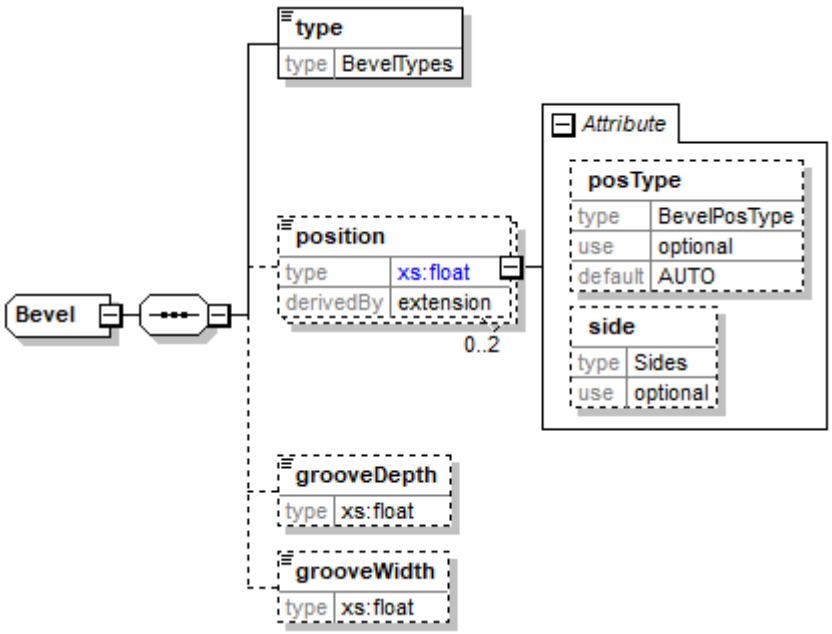
bevel (Bevel)

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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Permanent link:
http://wiki.b2boptic.com/en:lensorder:version010604:complextypes:bevel

Last update: **2017/06/19 12:38**