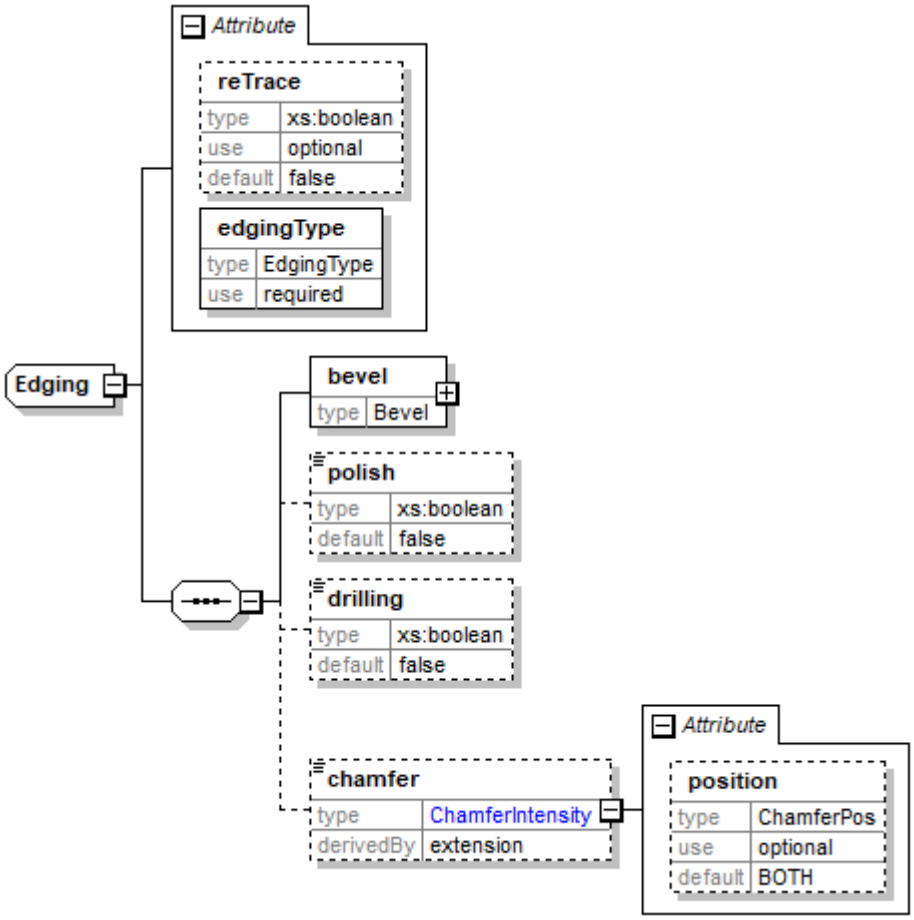
edging (Edging)

b2boptic → items → item → pair → edging



reTrace	
type	boolean
use	optional
default	false
description	

edgingType	
type	EdgingType
use	required
description	

bevel	
type	Bevel
occurs	1
description	

polish	
type	boolean
default	false
occurs	0..1
description	

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

chamfer	
type	ChamferIntensity
occurs	0..1
description	

***position* (attribute of chamfer)**	
type	ChamferPos
use	optional
default	BOTH
description	

```
<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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Permanent link:
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