# 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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