



BVN Functional cover SWOOD Beam & Wall 2024 SP0

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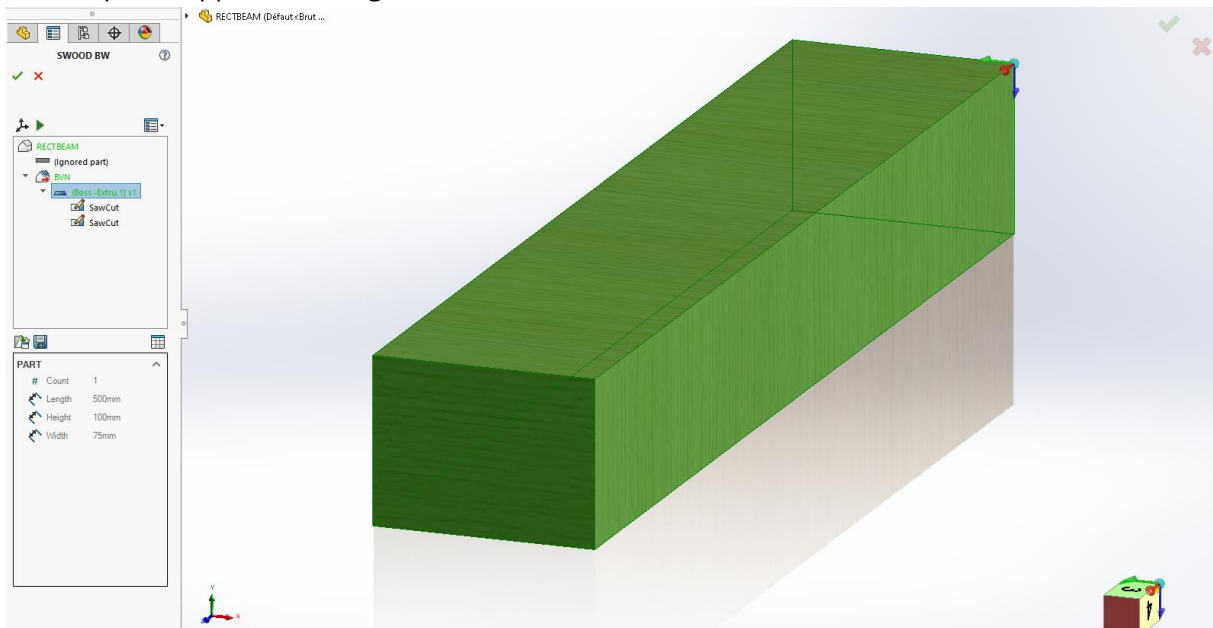
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I. BVN Recognition

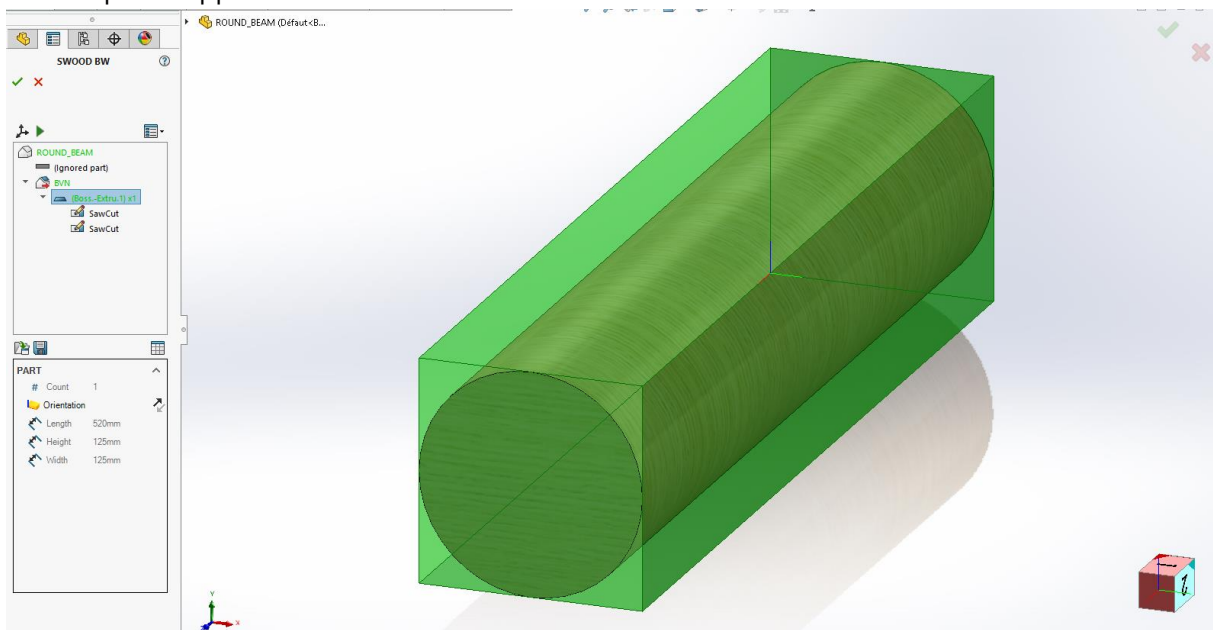
1. Box

BVN export support rectangular beam.



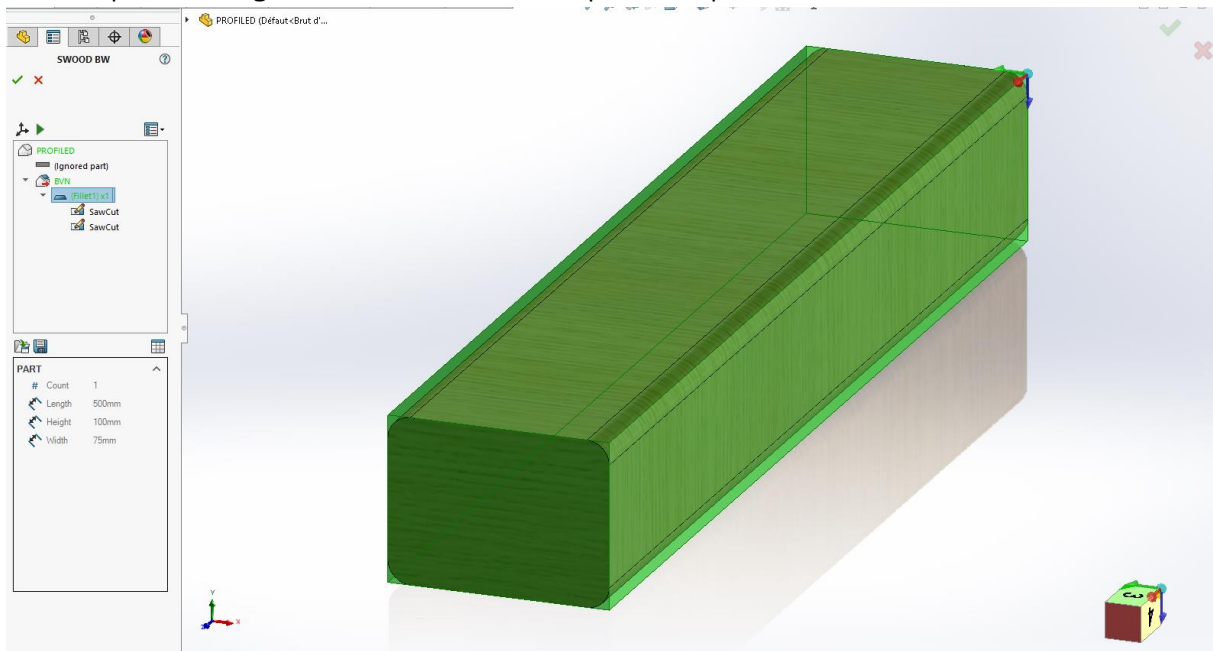
2. Round Beam

BVN export support round beam.



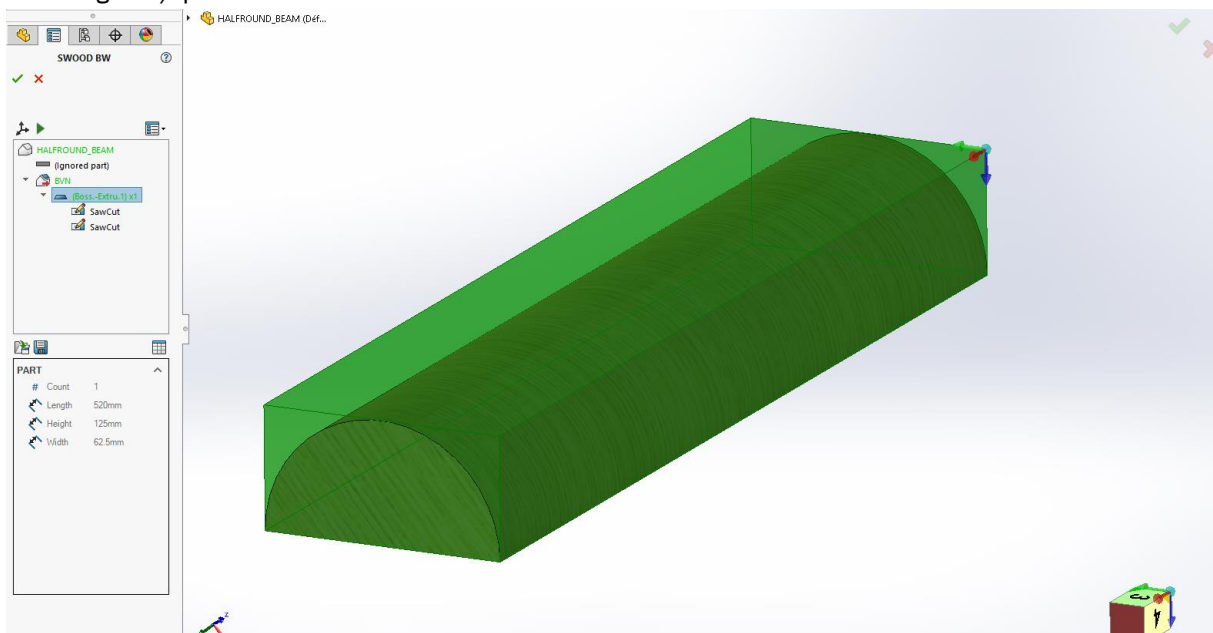
3. Profile

If a beam is profiled, that it is not rectangular in shape, we can use the option "Exclude section profile" to ignore the faces that compose the profile.



4. Round Beam reduced to Rectangular/Profiled

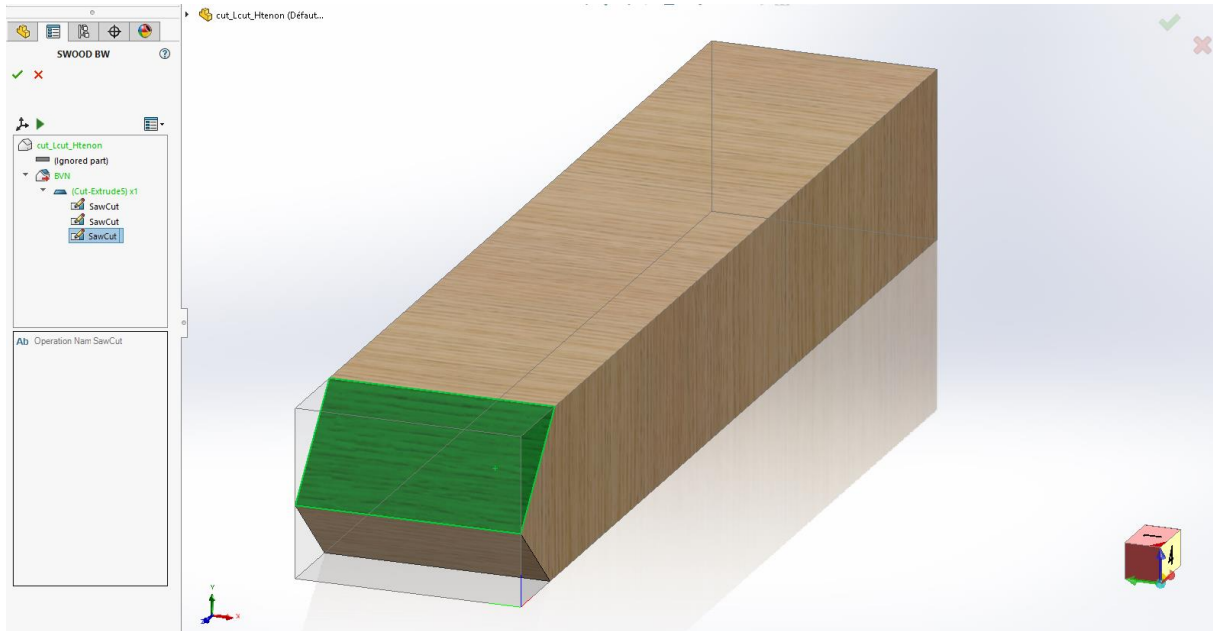
If a beam is rounded, you can use the option "Reduce round beam to profile" to get a rectangular/profiled beam instead of round



II. BVN Macros

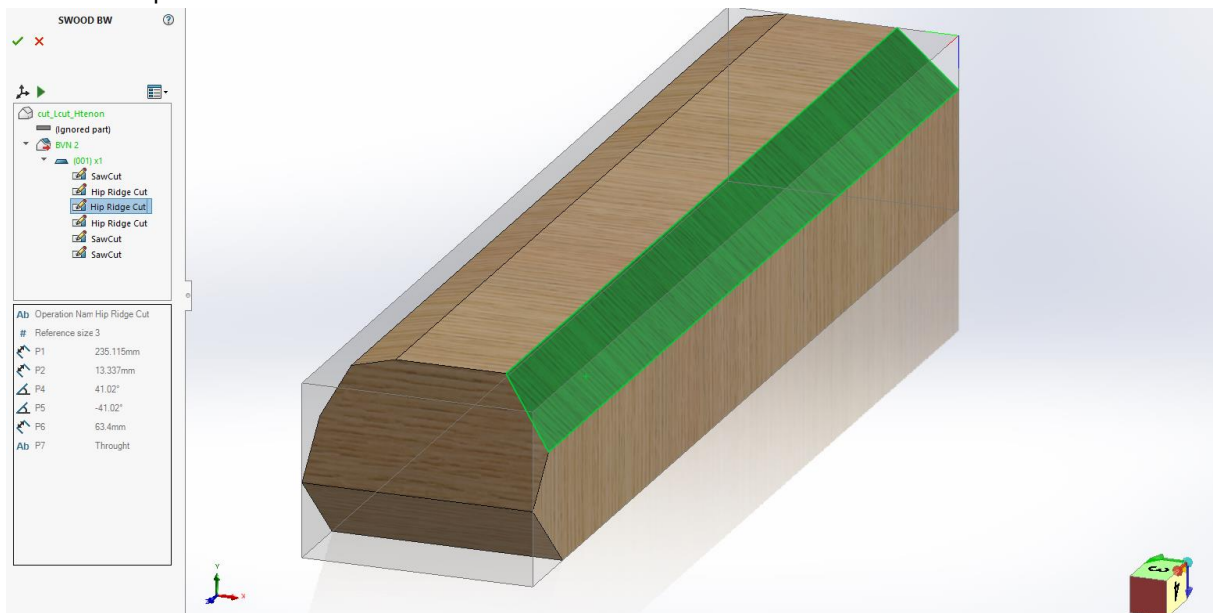
1. SawCut (0100)

A plane that is perpendicular to the longest axis of the beam, and that is part of the convex shape of the beam.

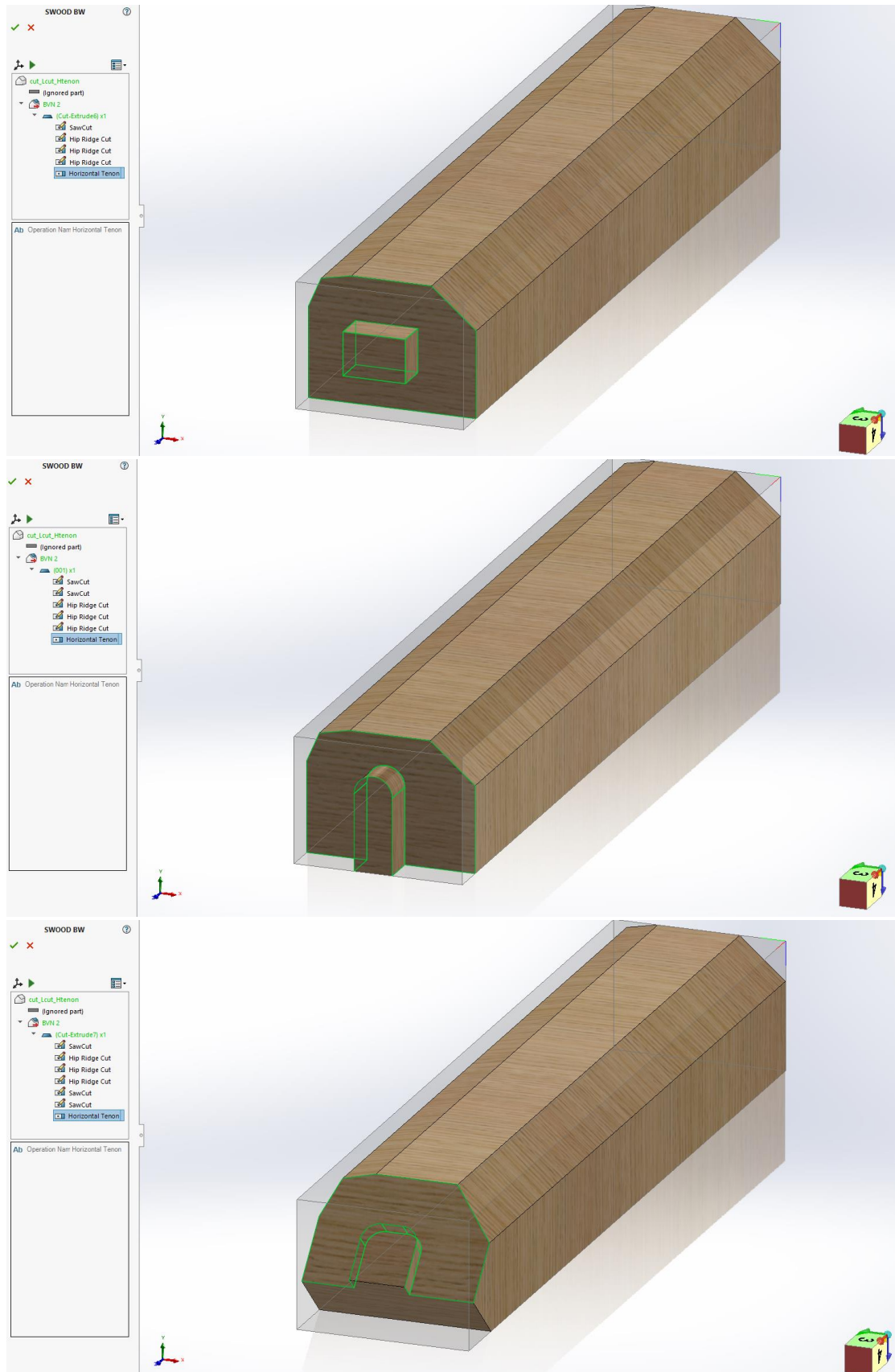


2. Hip Ridge Cut (0102)

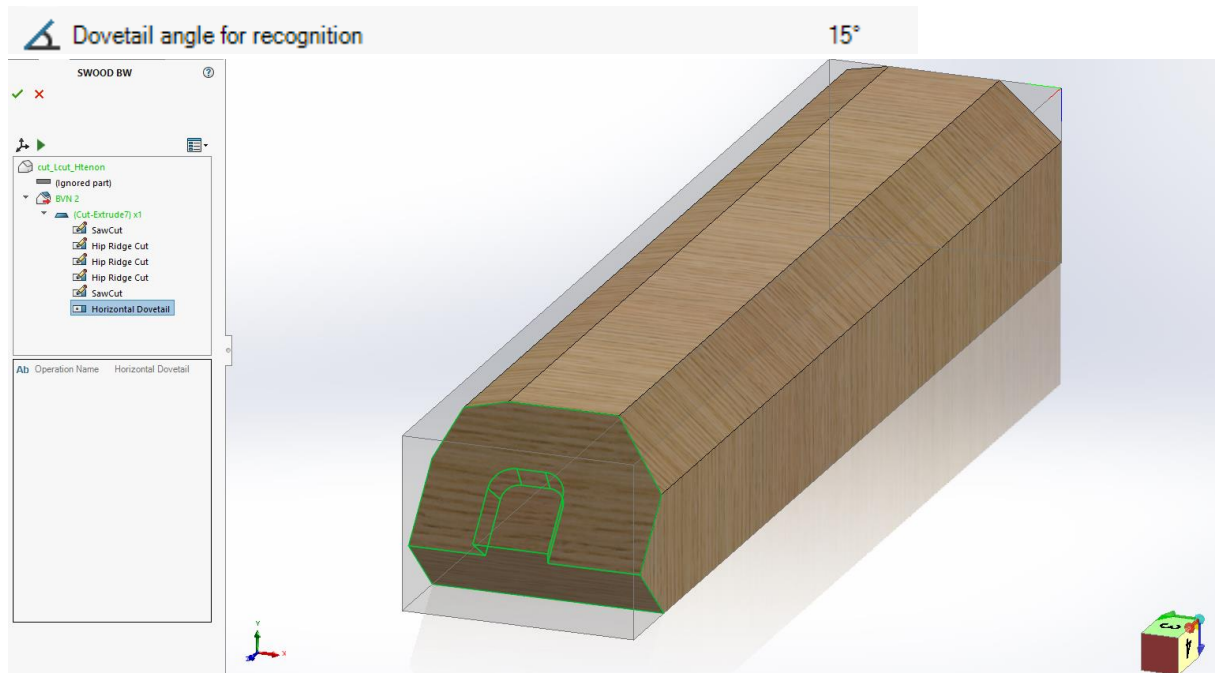
A plane that is not perpendicular to the longest axis of the beam, and that is part of the convex shape of the beam.



3. Horizontal Tenon (0500)



4. Dovetail Tenon (1700)

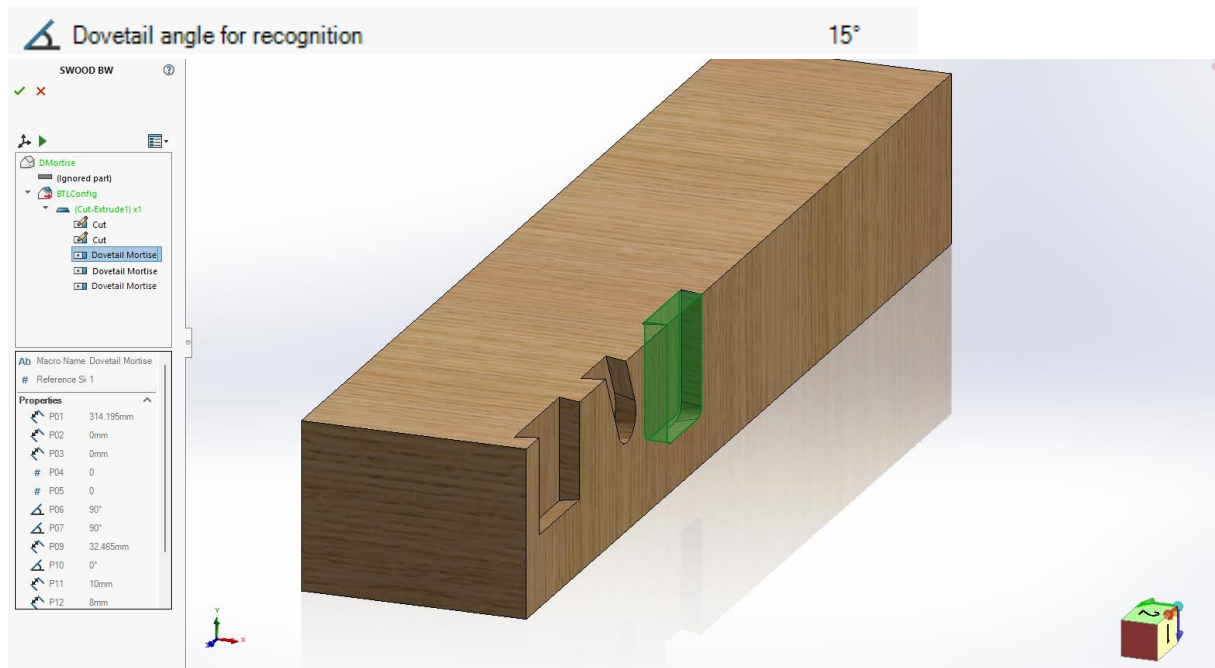


5. Vertical X Wise Mortise (0503)

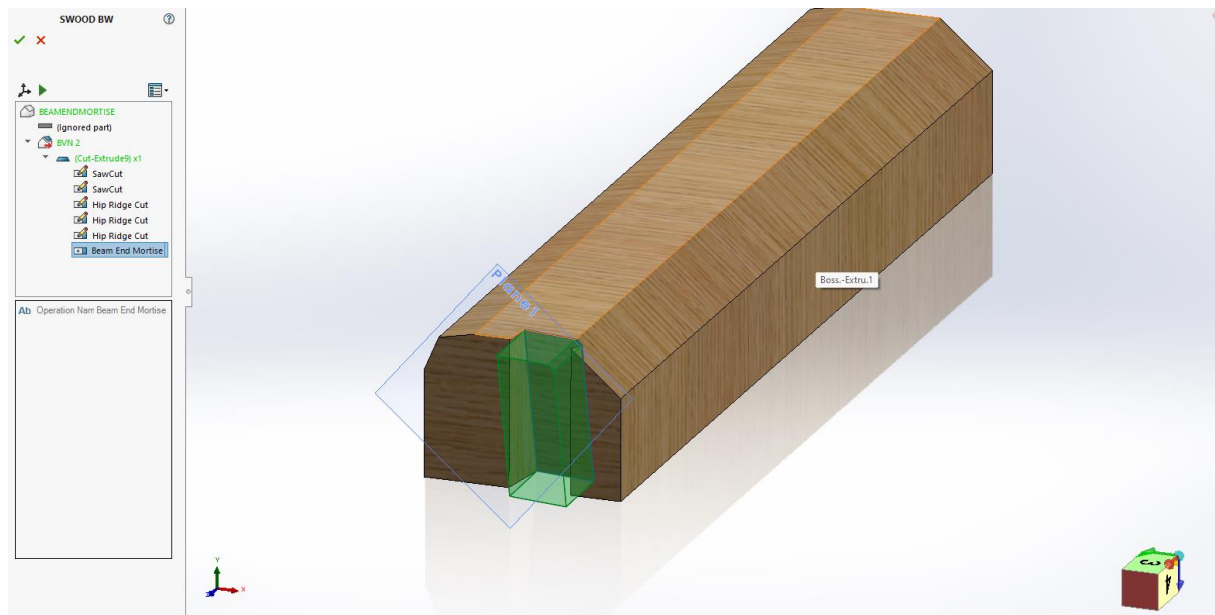
Rectangular pocket are usually recognized as PLUMB HOUSING but it's possible to output them as mortise. Rounded rectangle and oblong pocket are always recognized as mortise.



6. Vertical Dovetail Mortise (1703)



7. Beam End Mortise (0504)



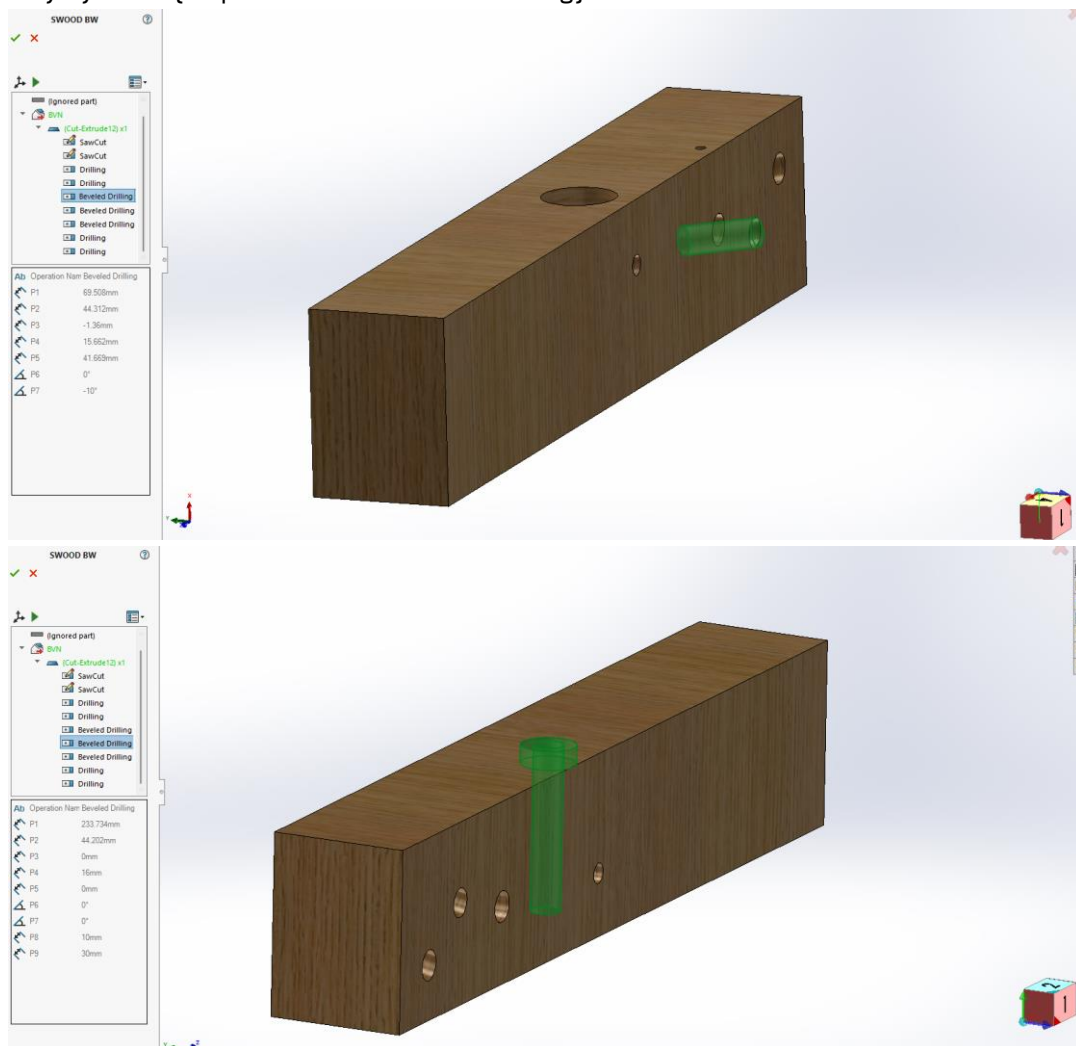
8. Drilling (0400)

Any cylinder that have exactly X, Y or Z as an axis, and that is not part of a countersink drilling



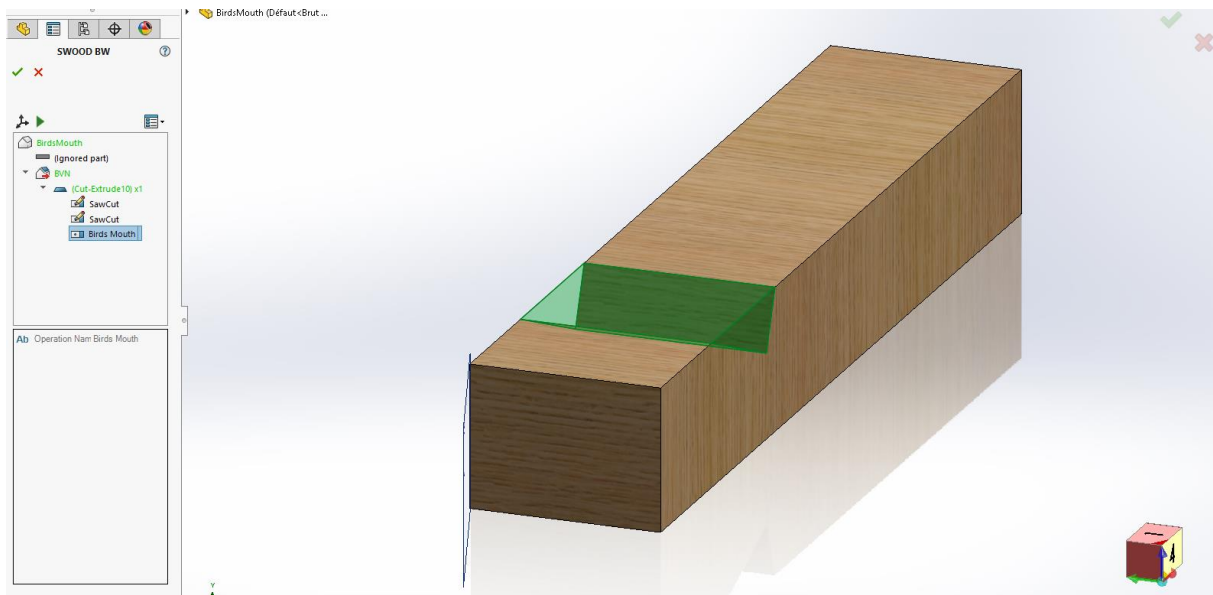
9. Bevelled Drilling (0402)

Any cylinder [or pair for countersink drilling]



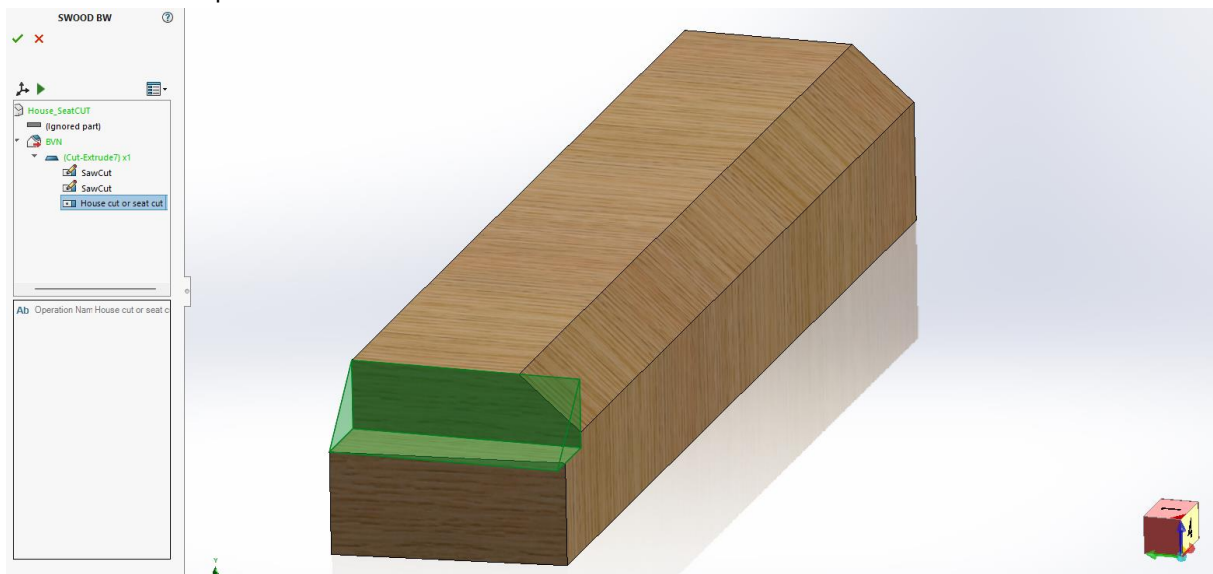
10. Birds mouth (0200)

Two perpendicular faces with a common edge that have the same axis as Y or Z. With normal faces different than X axis



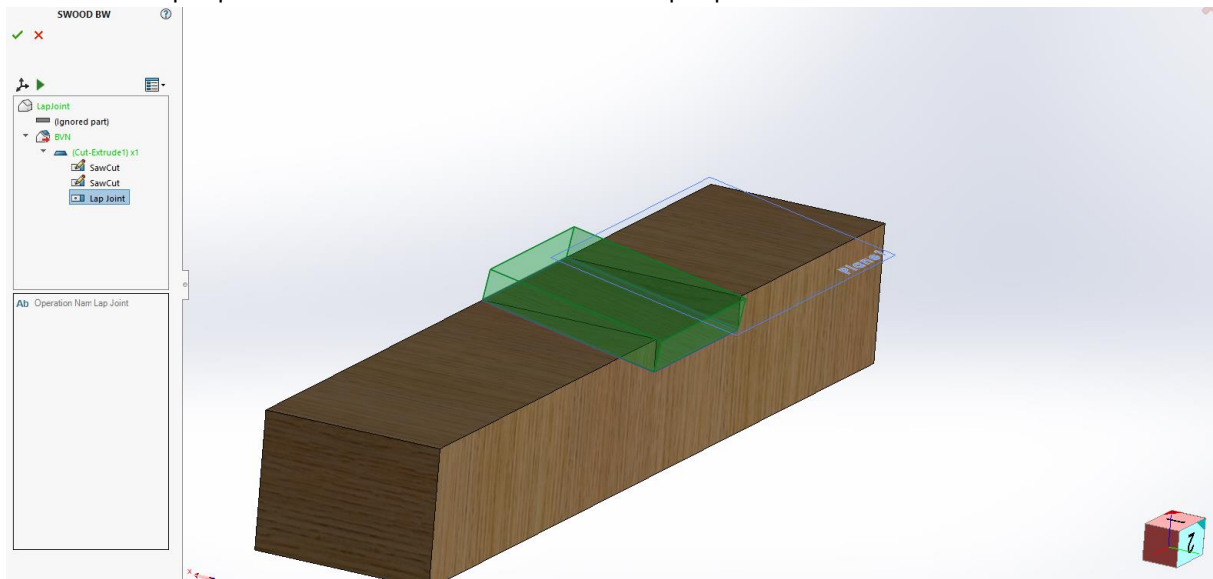
11. House/Seat Cut (0300)

Two perpendicular faces with a common edge that have the same axis as Y or Z. With one normal faces equals X axis



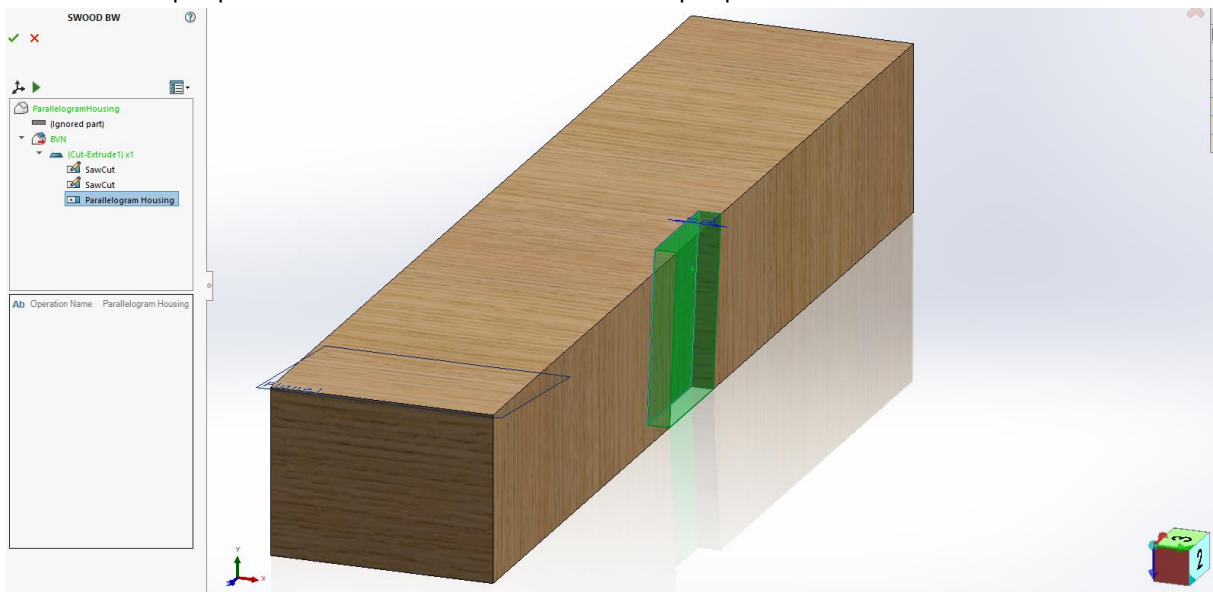
12. Lap Joint (0302)

Three faces perpendicular to each other with two perpendicular to x axis



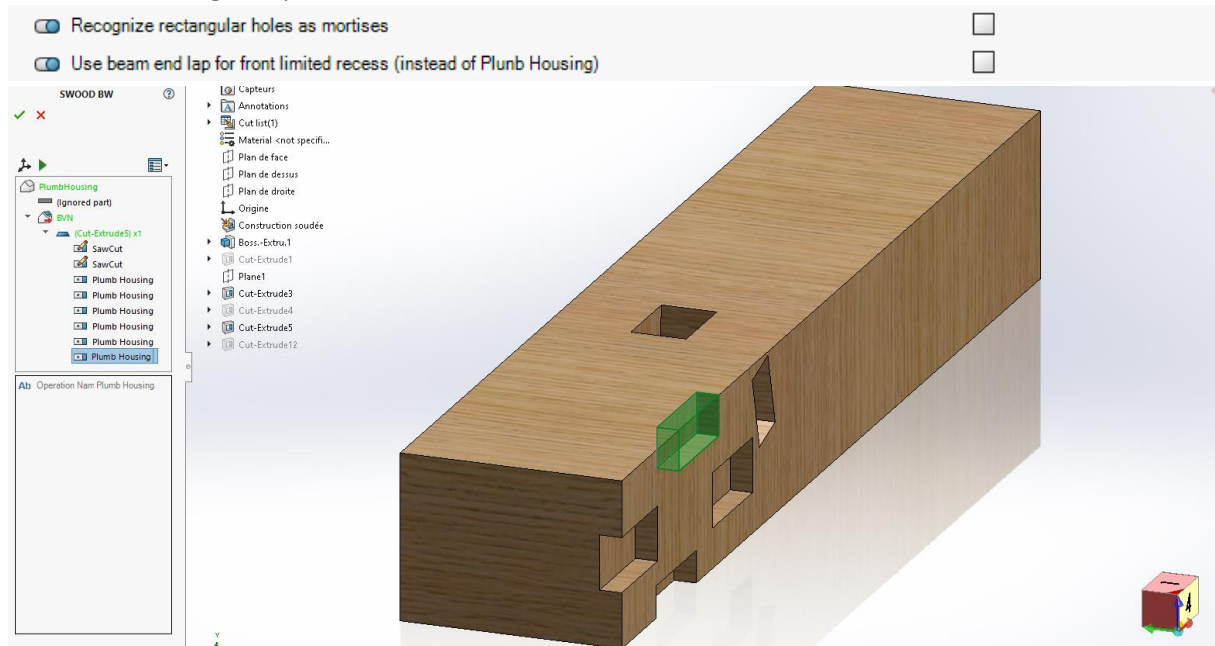
13. Parallelogram Housing (0301)

Three faces perpendicular to each other with zero perpendicular to X axis.



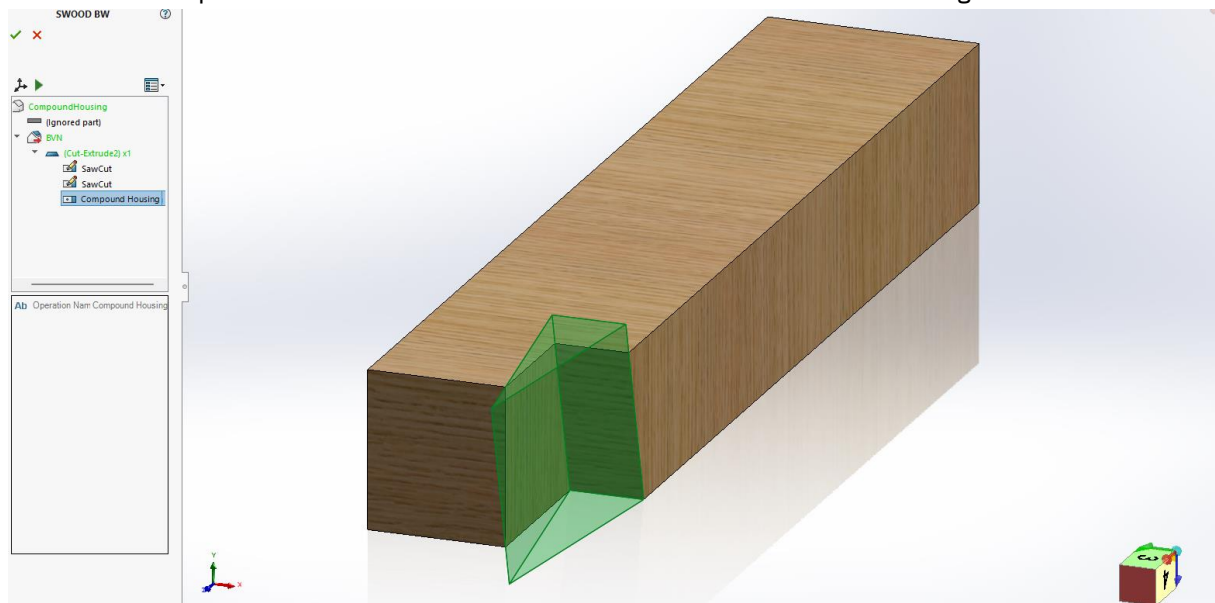
14. Plumb Housing (0305)

Generic rectangular pockets



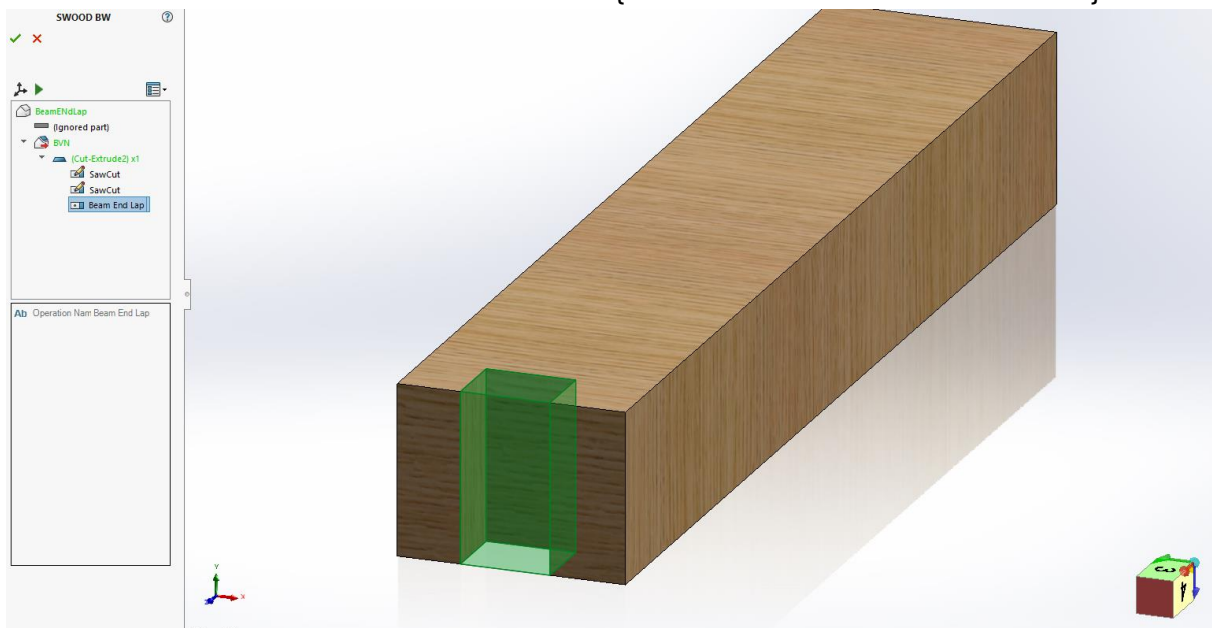
15. Compound Housing (0306)

Two faces Perpendicular to each other with one hat has a normal orthogonal to X



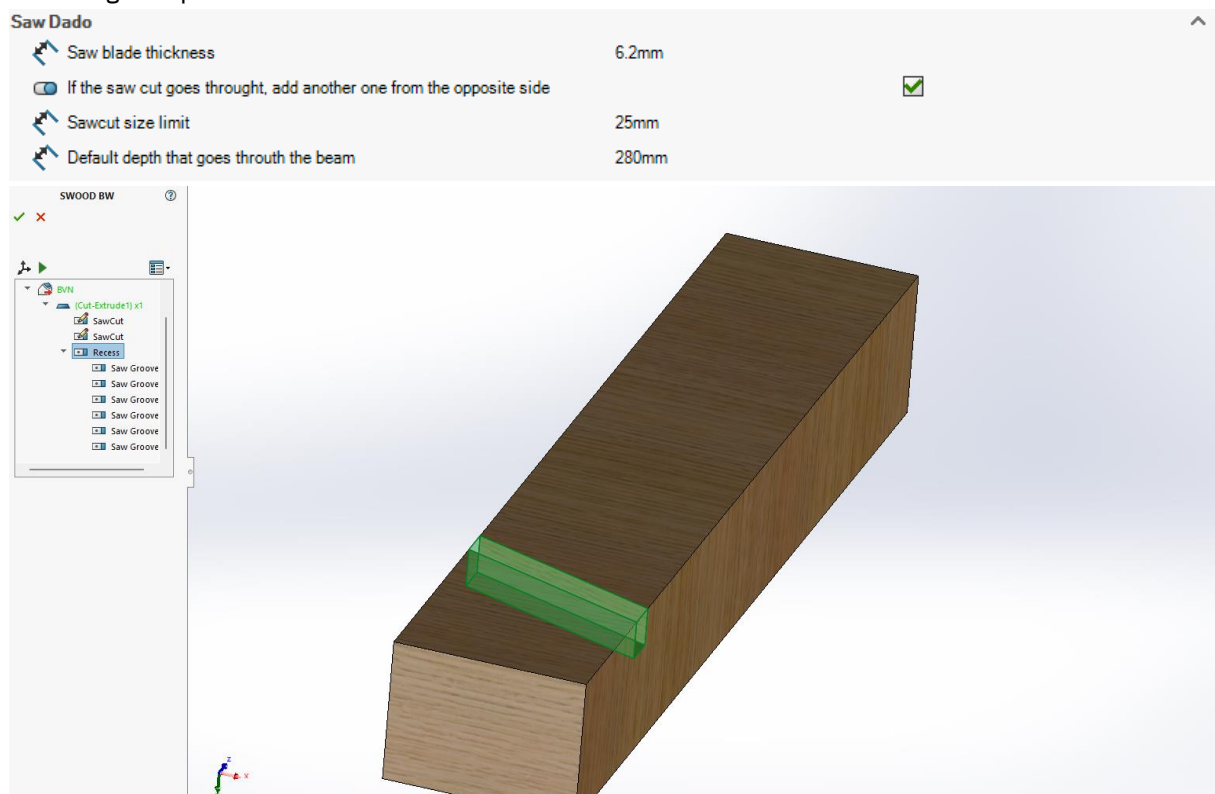
16. Beam end lap (0304)

Fork at the end of a beam that is not oriented (See beam end mortise for oriented)

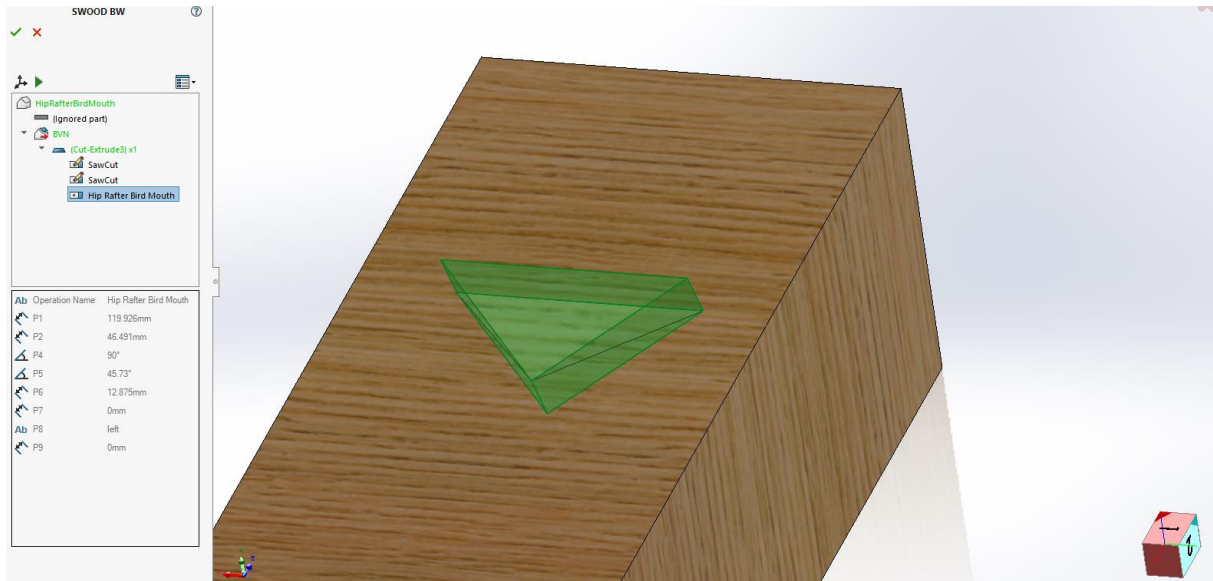


17. Saw Groove (0109)

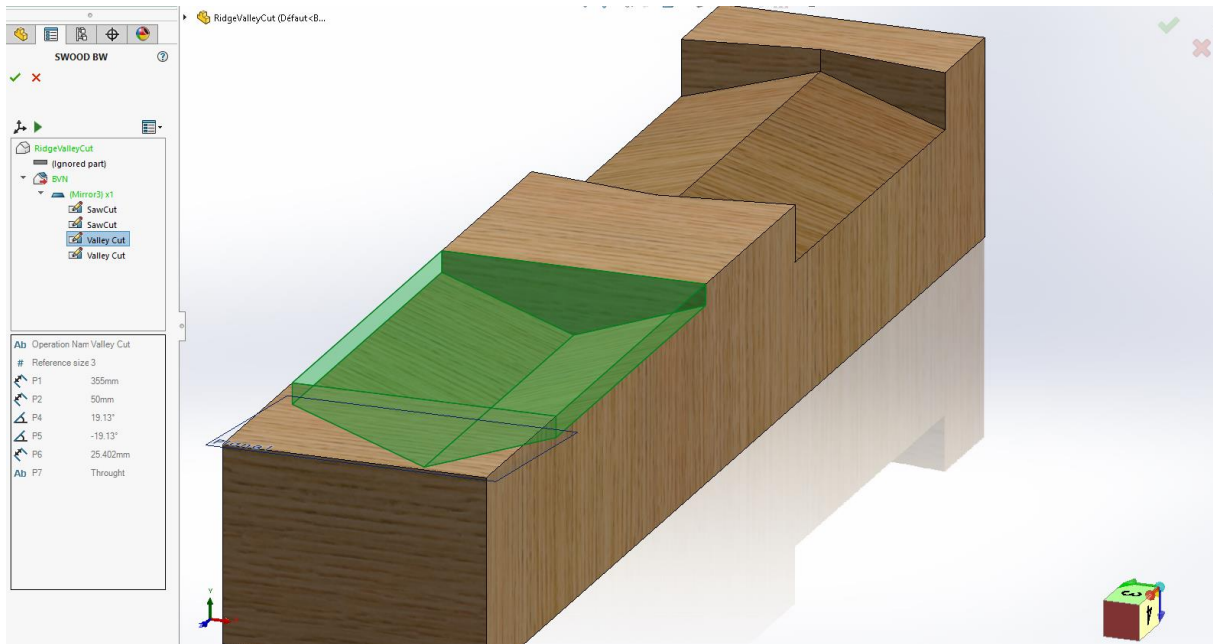
Rectangular pocket with width lower than Sawcut size limit



18. Hip Rafter Bird Mouth (0203)

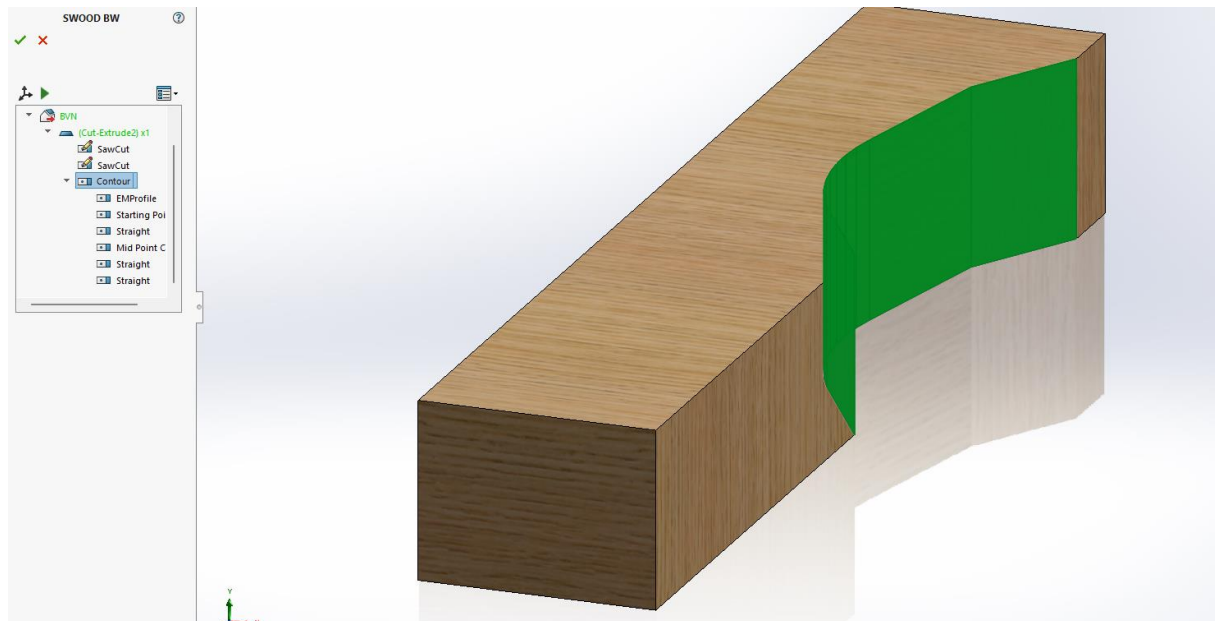


19. Valley Cut (0101)



20. EM Profile (3000)

3 Axis contour



21. 3D Pocket (0308)

Used for thrust curve and for double cut with face that are not perpendicular.

