Continue using:

✔ pure boolean operations (union/difference/intersection)

✔ linear_extrude, rotate_extrude

✔ primitives (cube, sphere, cylinder)

Summary of what the FreeCAD importer can extend

High-value automatic recognitions:

1. minkowski with sphere → 3D BREP offset (already done)
2. minkowski inside linear_extrude → 2D offset then extrude
3. hull(sphere, sphere) → capsule
4. hull(cube, cube) → loft of rectangles
5. hull(cube, sphere) → loft + fillet
6. minkowski(shape, cylinder) → chamfer/offset along axis

If you want, I can now:

✔ Produce BSOL-BRep: a drop-in fully BREP-friendly reimplementation of BSOL/BSOL2

OR

✔ Write a detection table for the FreeCAD importer for all the above cases

OR

✔ Modify your existing FreeCAD importer code with these new recognition rules

OR

✔ Provide updated replacements for `shapes3d.scad` , `base.scad` , etc.