RebarXML

* Data schema
  + Bar
  + Bar Material
  + Shape of deformed bar
  + Bar (size, shape, quantity, material)
  + Bar Order (list of Bars and Shapes)
  + Bar Placement (XYZ placement in structure)
* BarXML Schema
  + Name (#3, #4, etc)
  + Weight (lb/ft)
  + Nominal Diameter
  + Outside Diameter
  + Area
  + Maximum bar length (?)
* DeformedBarXML Schema
  + Defines the centerline path
  + Bend Type Name
  + Series of straight segments followed by curves
* RebarXML Schema
  + This is basically record in a barlist
  + BarXML::Name reference
  + DeformedBarXML::Bend Type Name reference
  + Quantity
  + BarMaterialXML::Name reference or an enumerated value
* RebarOrderXML Schema
  + This is basically a barlist
  + List of RebarXML entities
* RebarPlacementXML Schema
  + Defines bars in 3D space in relation to a structural member