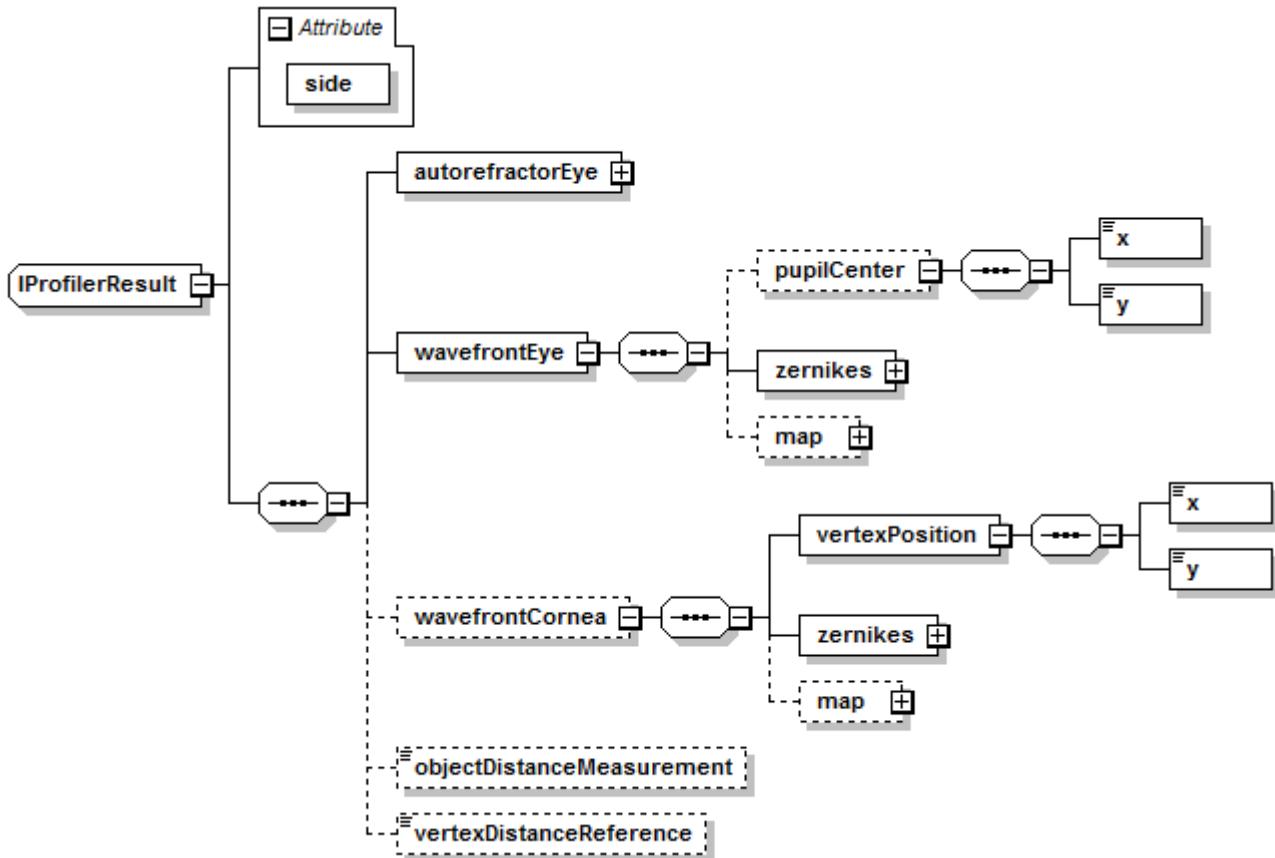


# result (IProfilerResult)

b2boptic → items → item → pair → patient → iProfilerData → result



side	
<b>type</b>	Sides
<b>use</b>	required
<b>description</b>	

## autorefractorEye

<b>type</b>	RXDataTypeSimple
<b>occurs</b>	1
<b>description</b>	autorefractor measurement

## wavefrontEye

<b>occurs</b>	1
---------------	---

## pupilCenter (element of wavefrontEye)

<b>occurs</b>	0..1
---------------	------

## x (element of pupilCenter)

<b>type</b>	float
<b>unity</b>	mm
<b>occurs</b>	1
<b>description</b>	x coordinate of pupil centre at measurement

## y (element of pupilCenter)

<b>type</b>	float
-------------	-------

<b>y (element of pupilCenter)</b>	
<b>unity</b>	mm
<b>occurs</b>	1
<b>description</b>	y coordinate of pupil centre at measurement
<b>zernikes (element of wavefrontEye)</b>	
<b>type</b>	Zernikes
<b>occurs</b>	1
<b>description</b>	zernikes polynom of wavefront measurement
<b>map (element of wavefrontEye)</b>	
<b>type</b>	IProfilerMap
<b>occurs</b>	0..1
<b>description</b>	
<b>wavefrontCornea</b>	
<b>occurs</b>	1
<b>vertexPosition (element of wavefrontCornea)</b>	
<b>occurs</b>	0..1
<b>x (element of vertexPosition)</b>	
<b>type</b>	float
<b>unity</b>	mm
<b>occurs</b>	1
<b>description</b>	x coordinate of vertex at measurement
<b>y (element of vertexPosition)</b>	
<b>type</b>	float
<b>unity</b>	mm
<b>occurs</b>	1
<b>description</b>	y coordinate of vertex at measurement
<b>zernikes (element of wavefrontCornea)</b>	
<b>type</b>	Zernikes
<b>occurs</b>	1
<b>description</b>	zernikes polynom of wavefront measurement
<b>map (element of wavefrontCornea)</b>	
<b>type</b>	IProfilerMap
<b>occurs</b>	0..1
<b>description</b>	
<b>objectDistanceMeasurement</b>	
<b>type</b>	float
<b>unity</b>	dpt
<b>occurs</b>	0..1
<b>description</b>	0 dpt, if far measurement
<b>vertexDistanceReference</b>	
<b>type</b>	float
<b>unity</b>	mm
<b>occurs</b>	0..1
<b>description</b>	

```
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  <xs:sequence>
    <xs:element name="autorefractorEye" type="RXDataTypeSimple" />
    <xs:element name="wavefrontEye">
      <xs:complexType>
        <xs:sequence>
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            <xs:complexType>
              <xs:sequence>
                <xs:element name="x" type="xs:float" />
                <xs:element name="y" type="xs:float" />
              </xs:sequence>
            </xs:complexType>
          </xs:element>
          <xs:element name="zernikes" type="Zernikes" />
          <xs:element minOccurs="0" name="map" type="IProfilerMap" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
    <xs:element minOccurs="0" name="wavefrontCornea">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="vertexPosition">
            <xs:complexType>
              <xs:sequence>
                <xs:element name="x" type="xs:float" />
                <xs:element name="y" type="xs:float" />
              </xs:sequence>
            </xs:complexType>
          </xs:element>
          <xs:element name="zernikes" type="Zernikes" />
          <xs:element minOccurs="0" name="map" type="IProfilerMap" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
    <xs:element minOccurs="0" name="objectDistanceMeasurement"
      type="xs:float" />
    <xs:element minOccurs="0" name="vertexDistanceReference" type="xs:float"
    />
  </xs:sequence>
  <xs:attribute name="side" type="Sides" use="required" />
</xs:complexType>
```

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13:44

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