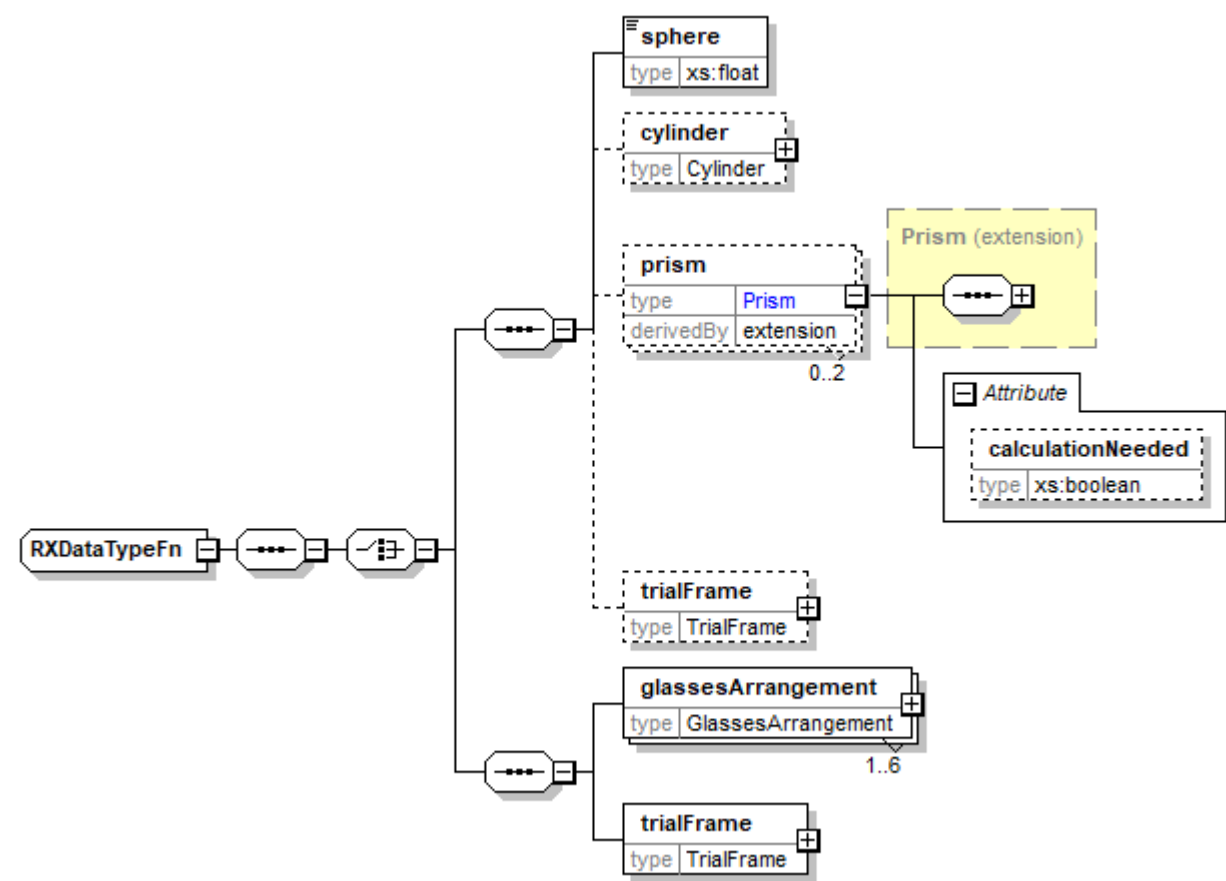


to be completed

near (RXDataTypeFn)

b2bOpticJobData → items → item → pair → lens → rxDataFn → near



sphere	
type	float
unity	dpt
occurs	1
description sphere of the lens	
cylinder	
type	Cylinder
occurs	0..1
prism	
type	Prism
occurs	0..2
description if only one element, it is the resulting prism	

```
<xs:complexType name="RXDataTypeFn">
  <xs:sequence>
    <xs:choice>
      <xs:sequence>
        <xs:element name="sphere" type="xs:float"/>
        <xs:element name="cylinder" type="Cylinder" minOccurs="0"/>
      </xs:sequence>
      <xs:choice>
        <xs:sequence>
          <xs:element name="prism" type="Prism" occurs="0..2"/>
          <xs:element name="trialFrame" type="TrialFrame" occurs="1..6"/>
        </xs:sequence>
        <xs:sequence>
          <xs:element name="glassesArrangement" type="GlassesArrangement" occurs="1..6"/>
          <xs:element name="trialFrame" type="TrialFrame" occurs="1..6"/>
        </xs:sequence>
      </xs:choice>
    </xs:choice>
  </xs:sequence>
</xs:complexType>
```

```
<xs:element name="prism" minOccurs="0" maxOccurs="2">
  <xs:complexType>
    <xs:complexContent>
      <xs:extension base="Prism">
        <xs:attribute name="calculationNeeded" type="xs:boolean"/>
      </xs:extension>
    </xs:complexContent>
  </xs:complexType>
</xs:element>
<xs:element name="trialFrame" type="TrialFrame" minOccurs="0"/>
</xs:sequence>
<xs:sequence>
  <xs:element name="glassesArrangement" type="GlassesArrangement"
maxOccurs="6"/>
  <xs:element name="trialFrame" type="TrialFrame"/>
</xs:sequence>
</xs:choice>
</xs:sequence>
</xs:complexType>
```

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