

centration (Centration)

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monocularCentrationDistance	
type	float
unity	mm
occurs	0..2 New!
description	

consideredPrism (attribute of monocularCentrationDistance)	
type	boolean
use	optional
description	

reference (attribute of monocularCentrationDistance)	
type	OCReferences
use	required
description	

height	
type	float
unity	mm
occurs	0..1
description	

consideredPrism (attribute of height)	
type	boolean
use	optional
description	

reference (attribute of height)	
type	OCReferences
use	required
description	

referenceHeight (attribute of height)	
type	HeightReferences
use	required
description	

backVertexDistance	
type	float
unity	mm
occurs	0..1
description	Correction

rxDataNeedRecalculation (attribute of backVertexDistance)	
type	boolean
use	required
description	

eyeRotationCenterDistance	
type	float
unity	mm
occurs	0..1
description	

reference (attribute of eyeRotationCenterDistance)	
type	RCDReferences
use	required
description	

```
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  <xs:sequence>
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maxOccurs="2">
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            <xs:attribute name="consideredPrism" type="xs:boolean"
use="optional" />
            <xs:attribute name="reference" type="0CReferences"
use="required" />
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      </xs:complexType>
    </xs:element>
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        <xs:simpleContent>
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use="optional" />
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use="required" />
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        <xs:simpleContent>
          <xs:extension base="xs:float">
            <xs:attribute name="rxDataNeedRecalculation" type="xs:boolean"
use="required" />
          </xs:extension>
        </xs:simpleContent>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>
```

```
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<xs:element minOccurs="0" name="eyeRotationCenterDistance">
  <xs:complexType>
    <xs:simpleContent>
      <xs:extension base="xs:float">
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use="required" />
      </xs:extension>
    </xs:simpleContent>
  </xs:complexType>
</xs:element>
</xs:sequence>
</xs:complexType>
```

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