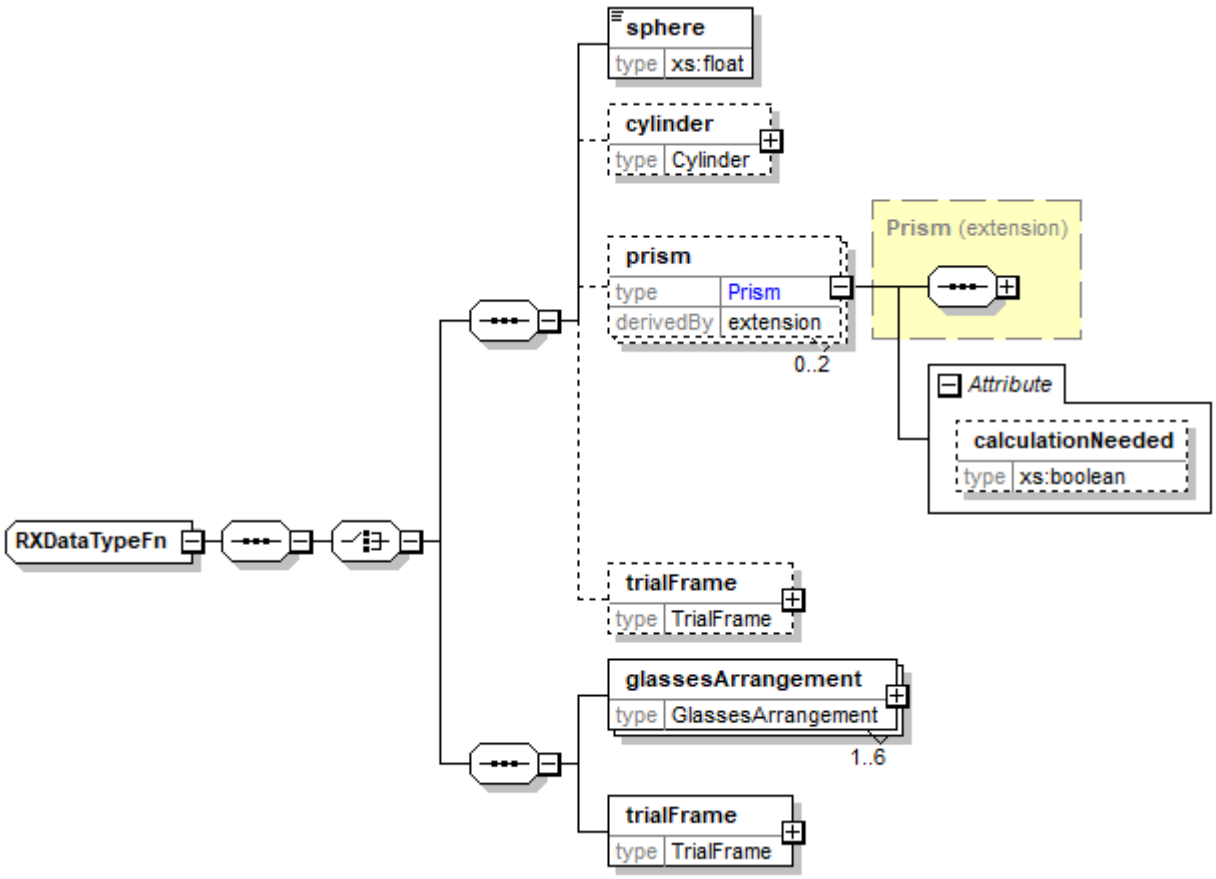
far (RXDataTypeFn)

b2boptic → items → item → pair → lens → rxDataFn → far



sphere	
type	float
unity	dpt
occurs	1
description	sphere of the lens

cylinder	
type	Cylinder
occurs	0..1

addition	
type	float
unity	dpt
occurs	0..1
description	addition of the lens

prism	
type	Prism
occurs	0..2
description	if only one element, it is the resulting prism

trialFrame	
type	TrialFrame

trialFrame	
occurs	0..1
description	adjustments of TrialFrame

glassesArrangement	
type	GlassesArrangement
occurs	1..6
description	glasses Arrangement of TrialFrame

```
<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: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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