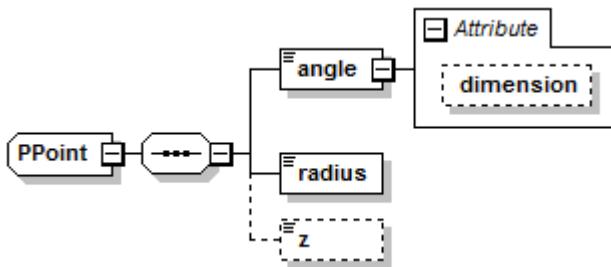


# point (PPoint)

b2boptic → items → item → pair → frame → shape → drillHoles → pDrillHole → point



<b>angle</b>	
<b>type</b>	float
<b>unity</b>	degree
<b>occurs</b>	1
<b>description</b>	

<b><i>dimension (attribute of angle)</i></b>	
<b>type</b>	AngleDimension
<b>use</b>	optional
<b>default</b>	DEG
<b>description</b>	

<b>radius</b>	
<b>type</b>	float
<b>unity</b>	mm
<b>occurs</b>	1
<b>description</b>	

<b>z</b>	
<b>type</b>	float
<b>unity</b>	mm
<b>occurs</b>	0..1
<b>description</b>	

```

<xs:complexType name="PPoint">
  <xs:sequence>
    <xs:element name="angle">
      <xs:complexType>
        <xs:simpleContent>
          <xs:extension base="xs:float">
            <xs:attribute default="DEG" name="dimension"
type="AngleDimension" use="optional" />
          </xs:extension>
        </xs:simpleContent>
      </xs:complexType>
    </xs:element>
    <xs:element name="radius" type="xs:float" />
    <xs:element minOccurs="0" name="z" type="xs:float" />
  </xs:sequence>
</xs:complexType>
  
```

</xs:sequence>  
</xs:complexType>

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