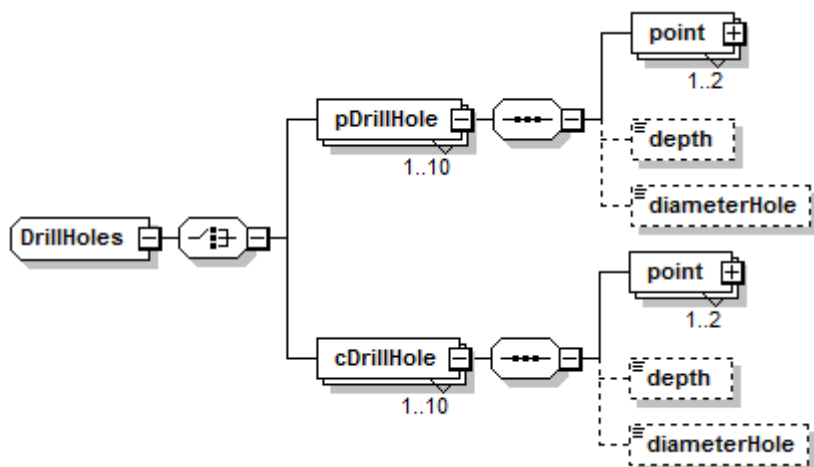


# drillHoles (DrillHoles)

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



<b>pDrillHole</b>	
<b>occurs</b>	1..10 (not together with cDrillHole)
<b>description</b>	

**point (element of pDrillHole)**

<b>type</b>	PPoint
<b>occurs</b>	1..2
<b>description</b>	

**depth (element of pDrillHole)**

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

**diameterHole (element of pDrillHole)**

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

<b>cDrillHole</b>	
<b>occurs</b>	1..10 (not together with pDrillHole)
<b>description</b>	

**point (element of cDrillHole)**

<b>type</b>	CPoint
<b>occurs</b>	1..2
<b>description</b>	

**depth (element of cDrillHole)**

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

<b>diameterHole (element of cDrillHole)</b>	
<b>type</b>	float
<b>unity</b>	mm
<b>occurs</b>	0..1
<b>description</b>	

```
<xs:complexType name="DrillHoles">
  <xs:choice>
    <xs:element maxOccurs="10" name="pDrillHole">
      <xs:complexType>
        <xs:sequence>
          <xs:element maxOccurs="2" name="point" type="PPoint" />
          <xs:element minOccurs="0" name="depth" type="xs:float" />
          <xs:element minOccurs="0" name="diameterHole" type="xs:float" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
    <xs:element maxOccurs="10" name="cDrillHole">
      <xs:complexType>
        <xs:sequence>
          <xs:element maxOccurs="2" name="point" type="CPoint" />
          <xs:element minOccurs="0" name="depth" type="xs:float" />
          <xs:element minOccurs="0" name="diameterHole" type="xs:float" />
        </xs:sequence>
      </xs:complexType>
    </xs:element>
  </xs:choice>
</xs:complexType>
```

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