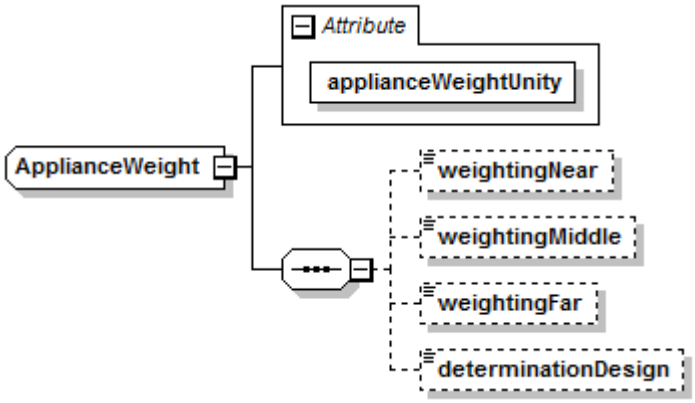
applianceWeight (ApplianceWeight)

b2boptic → items → item → pair → patient → applianceWeight



// **applianceWeightUnity** //	
type	ApplianceWeightUnity
use	required
description	set the unity of weightingNear/Middle/Far
weightingNear	
type	float
unity	see applianceWeightUnity
occurs	0..1
description	near distance
weightingMiddle	
type	float
unity	see applianceWeightUnity
occurs	0..1
description	middle distance
weightingFar	
type	float
unity	see applianceWeightUnity
occurs	0..1
description	far distance
determinationDesign	
type	int
unity	?
occurs	0..1
description	

```
<xs:complexType name="ApplianceWeight">
  <xs:sequence>
    <xs:element minOccurs="0" name="weightingNear" type="xs:float" />
    <xs:element minOccurs="0" name="weightingMiddle" type="xs:float" />
    <xs:element minOccurs="0" name="weightingFar" type="xs:float" />
    <xs:element minOccurs="0" name="determinationDesign" type="xs:integer"
```

```
/>
  </xs:sequence>
  <xs:attribute name="applianceWeightUnity" type="ApplianceWeightUnity"
use="required" />
</xs:complexType>
```

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