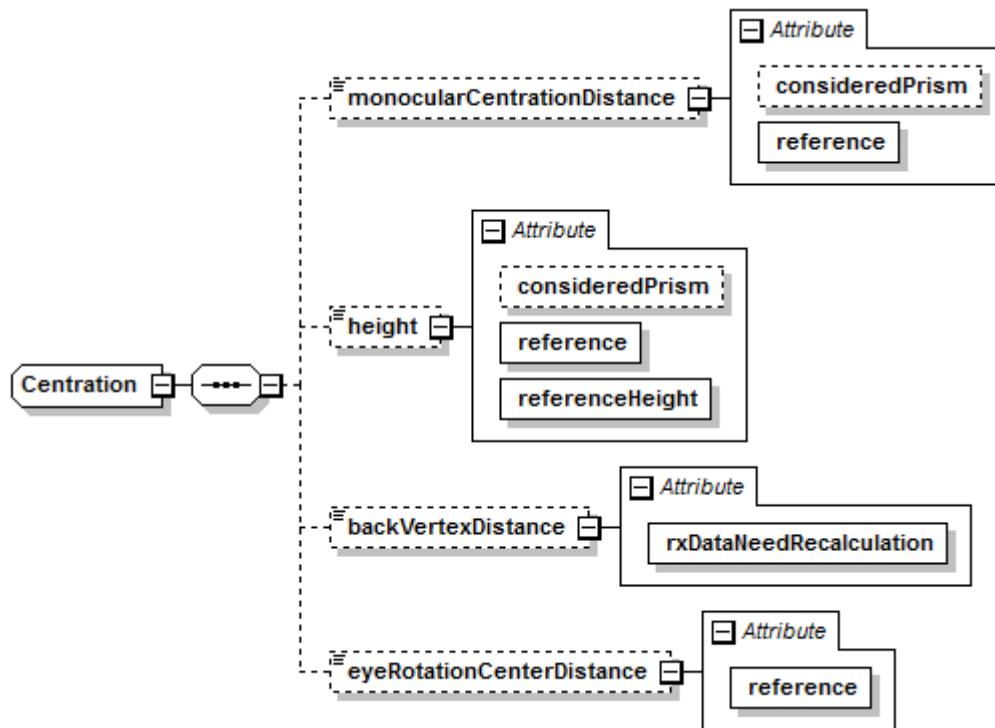


# centration (Centration)

b2boptic → items → item → pair → lens → centration



## monocularCentrationDistance

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

### consideredPrism (attribute of monocularCentrationDistance)

<b>type</b>	boolean
<b>use</b>	optional
<b>description</b>	

### reference (attribute of monocularCentrationDistance)

<b>type</b>	OCReferences
<b>use</b>	required
<b>description</b>	

## height

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

### consideredPrism (attribute of height)

<b>type</b>	boolean
<b>use</b>	optional
<b>description</b>	

**reference (attribute of height)**

<b>type</b>	OCReferences
<b>use</b>	required
<b>description</b>	

**referenceHeight (attribute of height)**

<b>type</b>	HeightReferences
<b>use</b>	required
<b>description</b>	

**backVertexDistance**

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

**rxDataNeedRecalculation (attribute of backVertexDistance)**

<b>type</b>	boolean
<b>use</b>	required
<b>description</b>	

**eyeRotationCenterDistance**

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

**reference (attribute of eyeRotationCenterDistance)**

<b>type</b>	RCDReferences
<b>use</b>	required
<b>description</b>	

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```

```
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        </xs:simpleContent>
    </xs:complexType>
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use="required" />
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</xs:element>
</xs:sequence>
</xs:complexType>
```

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Last update: **2016/05/04 13:09**

