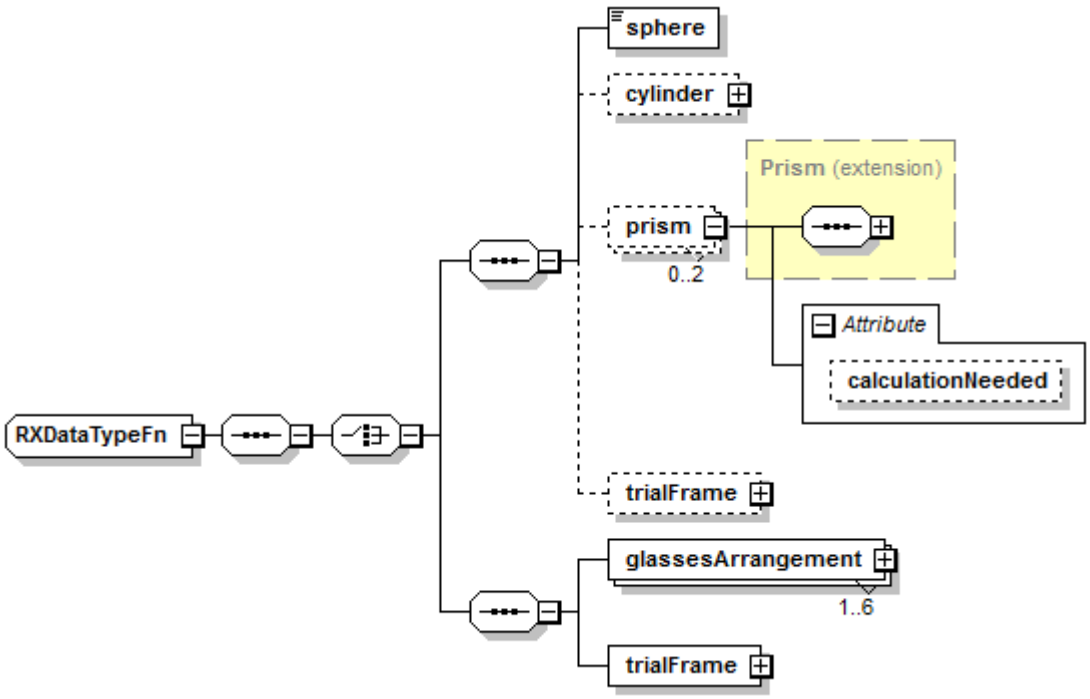
near (RXDataTypeFn)

b2boptic → items → item → pair → lens → rxDataFn → near



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

cylinder	
type	Cylinder
occurs	0..1

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

```
<xs:complexType name="RXDataTypeFn">
  <xs:sequence>
    <xs:element name="sphere" type="xs:float" />
    <xs:element minOccurs="0" name="cylinder" type="Cylinder" />
    <xs:element minOccurs="0" maxOccurs="2" name="prism" type="Prism" />
  </xs:sequence>
</xs:complexType>
```

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