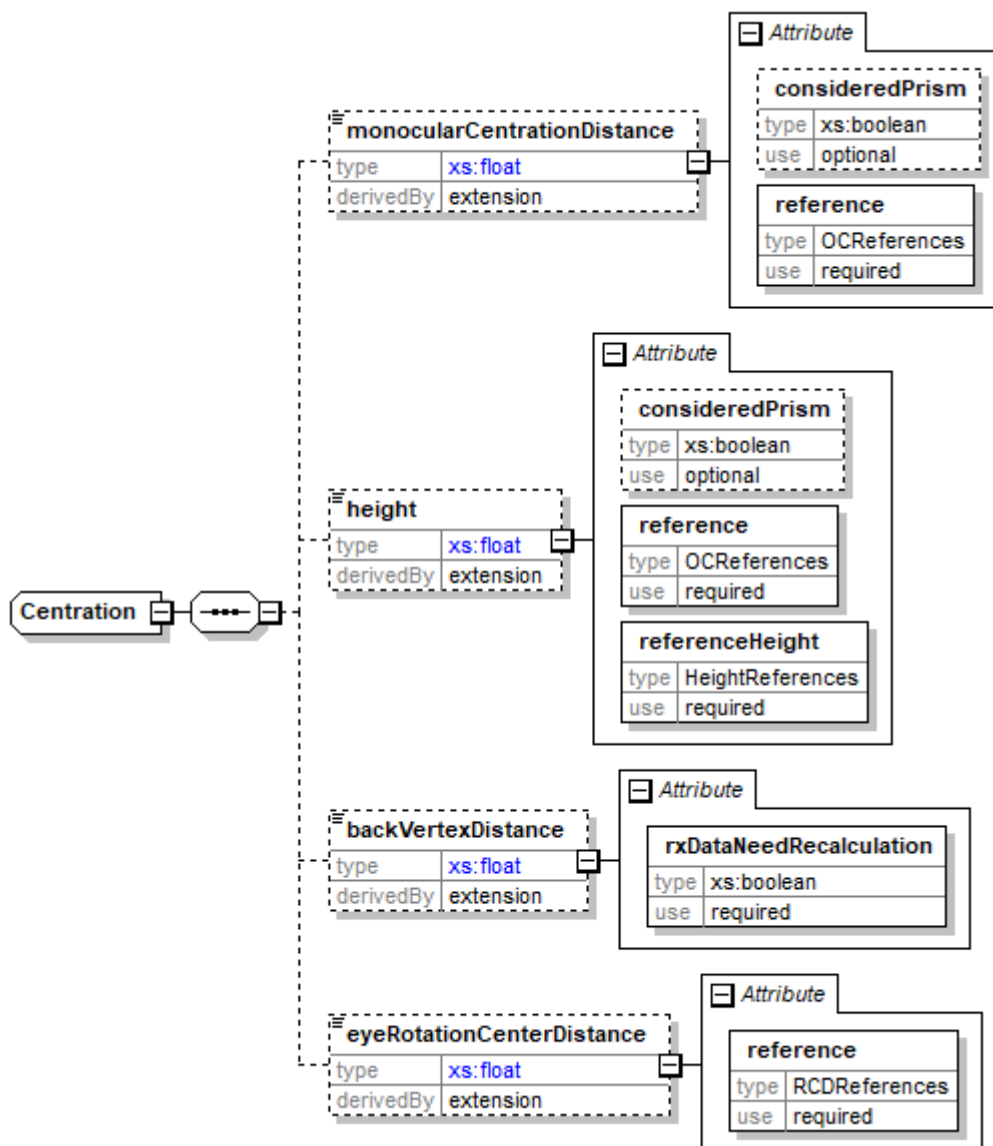


# centration (Centration)

b2boptic → items → item → pair → lens → centration



monocularCentrationDistance	
type	float
unity	mm
occurs	0..1
description	

consideredPrism (attribute of monocularCentrationDistance)	
type	boolean
use	optional
description	

reference (attribute of monocularCentrationDistance)	
type	OCReferences
use	required
description	

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

<b>consideredPrism (attribute of height)</b>	
<b>type</b>	boolean
<b>use</b>	optional
<b>description</b>	

<b>reference (attribute of height)</b>	
<b>type</b>	<a href="#">OCReferences</a>
<b>use</b>	required
<b>description</b>	

<b>referenceHeight (attribute of height)</b>	
<b>type</b>	<a href="#">HeightReferences</a>
<b>use</b>	required
<b>description</b>	

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

<b>rxDataNeedRecalculation (attribute of backVertexDistance)</b>	
<b>type</b>	boolean
<b>use</b>	required
<b>description</b>	

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

<b>reference (attribute of eyeRotationCenterDistance)</b>	
<b>type</b>	<a href="#">RCDReferences</a>
<b>use</b>	required
<b>description</b>	

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