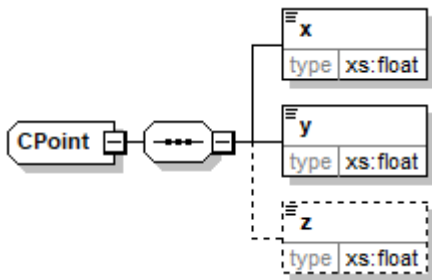


# point (CPoint)

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



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

```

<xs:complexType name="CPoint">
  <xs:sequence>
    <xs:element name="x" type="xs:float" />
    <xs:element name="y" type="xs:float" />
    <xs:element minOccurs="0" name="z" type="xs:float" />
  </xs:sequence>
</xs:complexType>
  
```

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