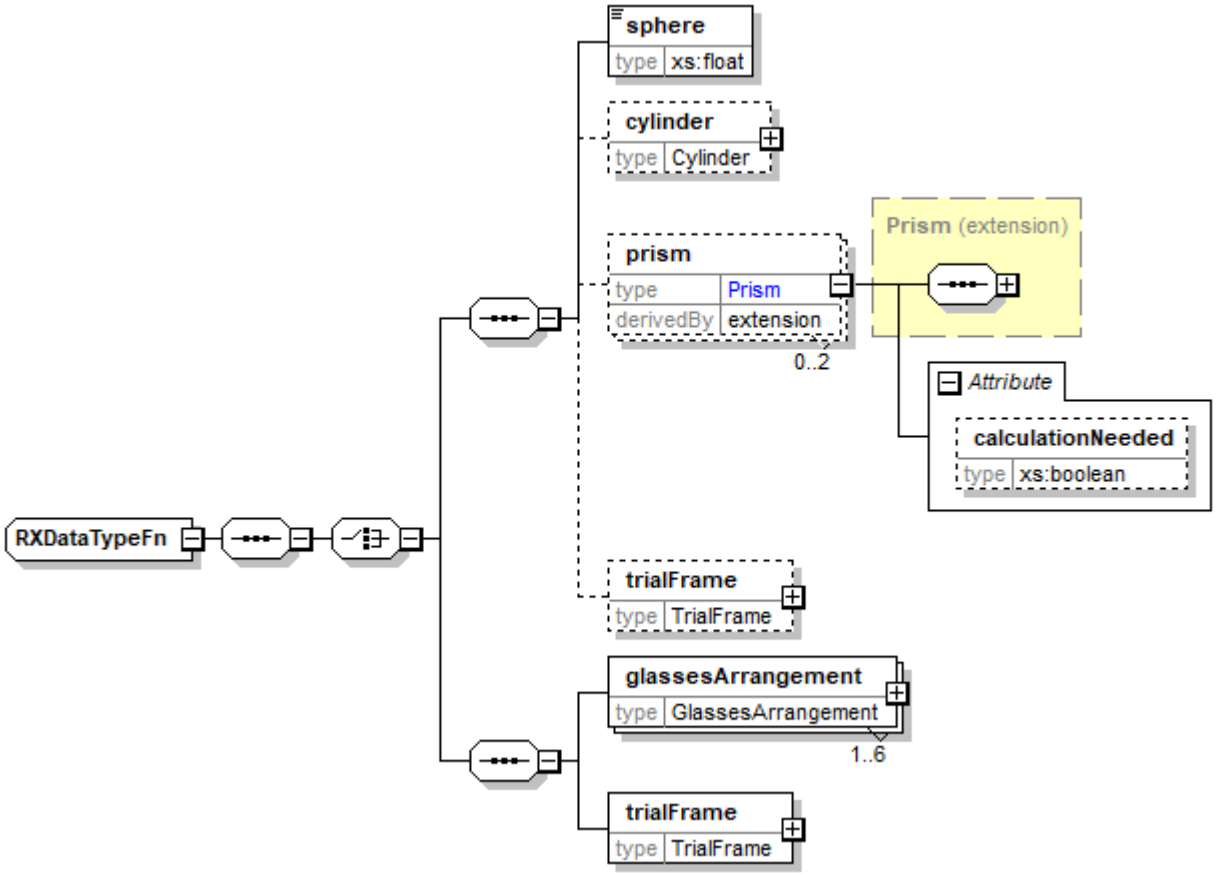
TBC

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:choice>
      <xs:sequence>
        <xs:element name="sphere" type="xs:float"/>
```

```
        <xs:element name="cylinder" type="Cylinder" minOccurs="0"/>
        <xs:element name="prism" minOccurs="0" maxOccurs="2">
          <xs:complexType>
            <xs:complexContent>
              <xs:extension base="Prism">
                <xs:attribute name="calculationNeeded" type="xs:boolean"/>
              </xs:extension>
            </xs:complexContent>
          </xs:complexType>
        </xs:element>
        <xs:element name="trialFrame" type="TrialFrame" minOccurs="0"/>
      </xs:sequence>
      <xs:sequence>
        <xs:element name="glassesArrangement" type="GlassesArrangement"
maxOccurs="6"/>
        <xs:element name="trialFrame" type="TrialFrame"/>
      </xs:sequence>
    </xs:choice>
  </xs:sequence>
</xs:complexType>
```

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Permanent link:
http://wiki.b2boptic.com/en:lensorder:version010603:complextypes:rxdatatypefn:near

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