# applianceWeightUnity (ApplianceWeightUnity)

b2boptic → items → item → pair → patient → applianceWeight

| values | description |
|---|---|
| PERCENT | a percent value between 0 and 100; for boolean (true/false) the values are 0 for false and 100 for true |
| VALUE | a value with no specific unity |

```
<xs:simpleType name="ApplianceWeightUnity">
  <xs:restriction base="xs:string">
    <xs:enumeration value="PERCENT" />
    <xs:enumeration value="VALUE" />
  </xs:restriction>
</xs:simpleType>
```

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