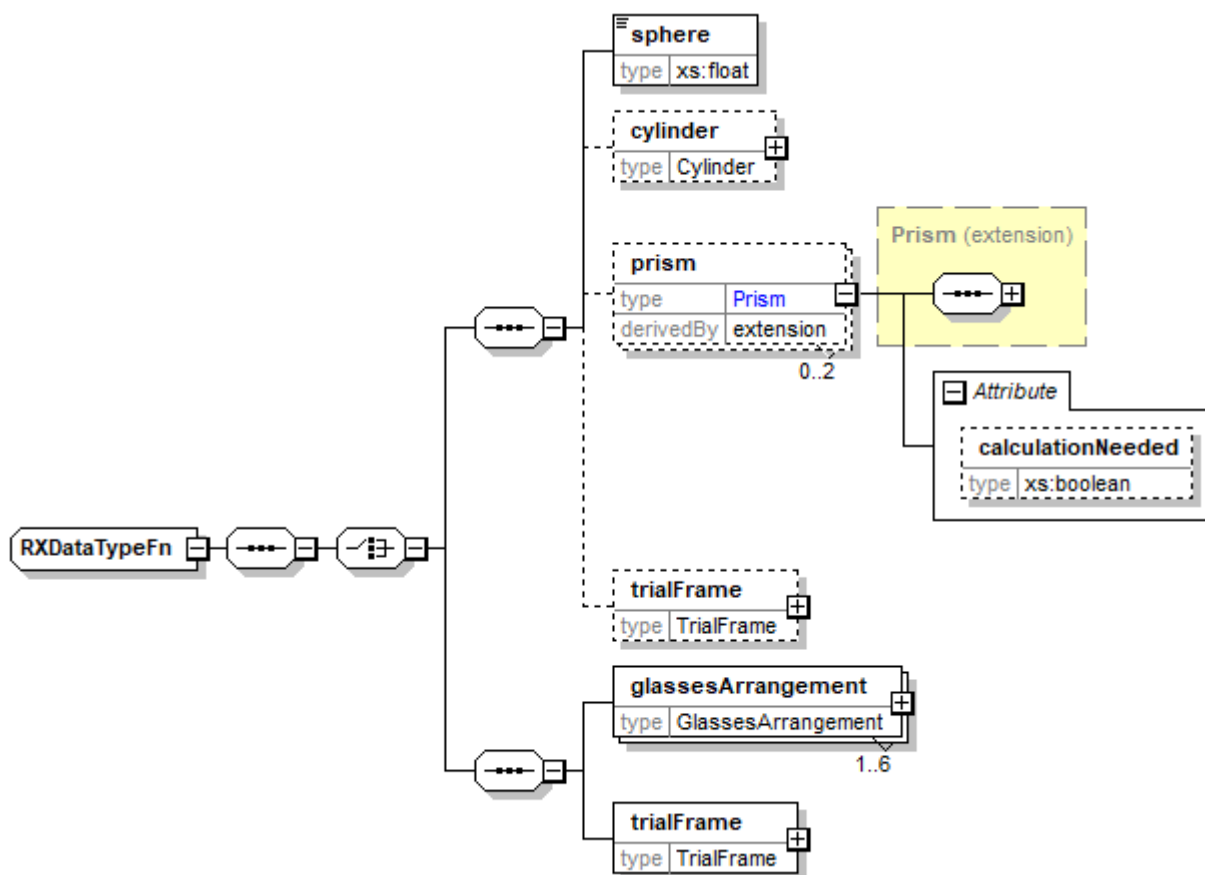


# far (RXDataTypeFn)

b2boptic → items → item → pair → lens → rxDataFn → far



<b>sphere</b>	
<b>type</b>	float
<b>unity</b>	dpt
<b>occurs</b>	1
<b>description</b>	sphere of the lens

<b>cylinder</b>	
<b>type</b>	Cylinder
<b>occurs</b>	0..1

<b>addition</b>	
<b>type</b>	float
<b>unity</b>	dpt
<b>occurs</b>	0..1
<b>description</b>	addition of the lens

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

<b>trialFrame</b>	
<b>type</b>	TrialFrame

<b>trialFrame</b>	
<b>occurs</b>	0..1
<b>description</b>	adjustments of TrialFrame
<b>glassesArrangement</b>	
<b>type</b>	GlassesArrangement
<b>occurs</b>	1..6
<b>description</b>	glasses Arrangement of TrialFrame

```
<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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