point (CPoint)

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

x	
type	float
unity	mm
occurs	1
description	
y	
type	float
unity	mm
occurs	1
description	
z	
type	float
unity	mm
occurs	0..1
description	

```
<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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