

rxData (RXDataType)

b2boptic → items → item → pair → lens → rxData



sphere	
type	float
unity	dpt
occurs	1
description	sphere of the lens
cylinder	
type	Cylinder
occurs	0..1
addition	
type	float
unity	dpt
occurs	0..1
description	addition of the lens
prism	
type	Prism
occurs	0..2
description	if only one element, it is the resulting prism
trialFrame	
type	TrialFrame
occurs	0..1
description	adjustments of TrialFrame
glassesArrangement	
type	GlassesArrangement
occurs	1..6
description	glasses Arrangement of TrialFrame

```
<xs:complexType name="RXDataType">
  <xs:sequence>
    <xs:choice>
      <xs:sequence>
        <xs:element name="sphere" type="xs:float"/>
        <xs:element name="cylinder" type="Cylinder" minOccurs="0"/>
        <xs:element name="addition" type="xs:float" 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:sequence>
    </xs:choice>
  </xs:sequence>
</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:element name="addition" type="xs:float" minOccurs="0"/>
</xs:sequence>
</xs:choice>
</xs:sequence>
</xs:complexType>
```

From:

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