centration (Centration)

b2boptic → items → item → pair → lens → centration

monocularCentrationDistance	
type	float
unity	mm
occurs	0..2 ISNEWLO010604
description	

// consideredPrism (attribute of monocularCentrationDistance) //	
type	boolean
use	optional
description	

// reference (attribute of monocularCentrationDistance) //	
type	OCReferences
use	required
description	

height	
type	float
unity	mm
occurs	0..1
description	

// consideredPrism (attribute of height) //	
type	boolean
use	optional
description	

// reference (attribute of height) //	
type	OCReferences
use	required
description	

// referenceHeight (attribute of height) //	
type	HeightReferences
use	required
description	

backVertexDistance	
type	float
unity	mm
occurs	0..1
description	Correction

// rxDataNeedRecalculation (attribute of backVertexDistance) //	
type	boolean
use	required
description	

eyeRotationCenterDistance	
type	float
unity	mm
occurs	0..1
description	

// reference (attribute of eyeRotationCenterDistance) //	
type	RCDReferences
use	required
description	

```
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  <xs:sequence>
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maxOccurs="2">
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use="required" />
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use="required" />
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    </xs:element>
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        <xs:simpleContent>
          <xs:extension base="xs:float">
            <xs:attribute name="rxDataNeedRecalculation" type="xs:boolean"
use="required" />
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        </xs:simpleContent>
      </xs:complexType>
    </xs:element>
    <xs:element minOccurs="0" name="eyeRotationCenterDistance">
```

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use="required" />
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        </xs:simpleContent>
      </xs:complexType>
    </xs:element>
  </xs:sequence>
</xs:complexType>
```

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Last update: **2026/11/16 10:38**