map (IProfilerMap)

point	
occurs	1..n

x	
type	float
occurs	1
unity	µm
description	

y	
type	float
occurs	1
unity	µm
description	

z	
type	float
occurs	1
unity	µm
description	

```
<xs:complexType name="IProfilerMap">
  <xs:sequence maxOccurs="unbounded">
    <xs:element name="point">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="x" type="xs:float" />
          <xs:element name="y" type="xs:float" />
          <xs:element name="z" type="xs:float" />
        </xs:sequence>
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  </xs:sequence>
</xs:complexType>
```

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