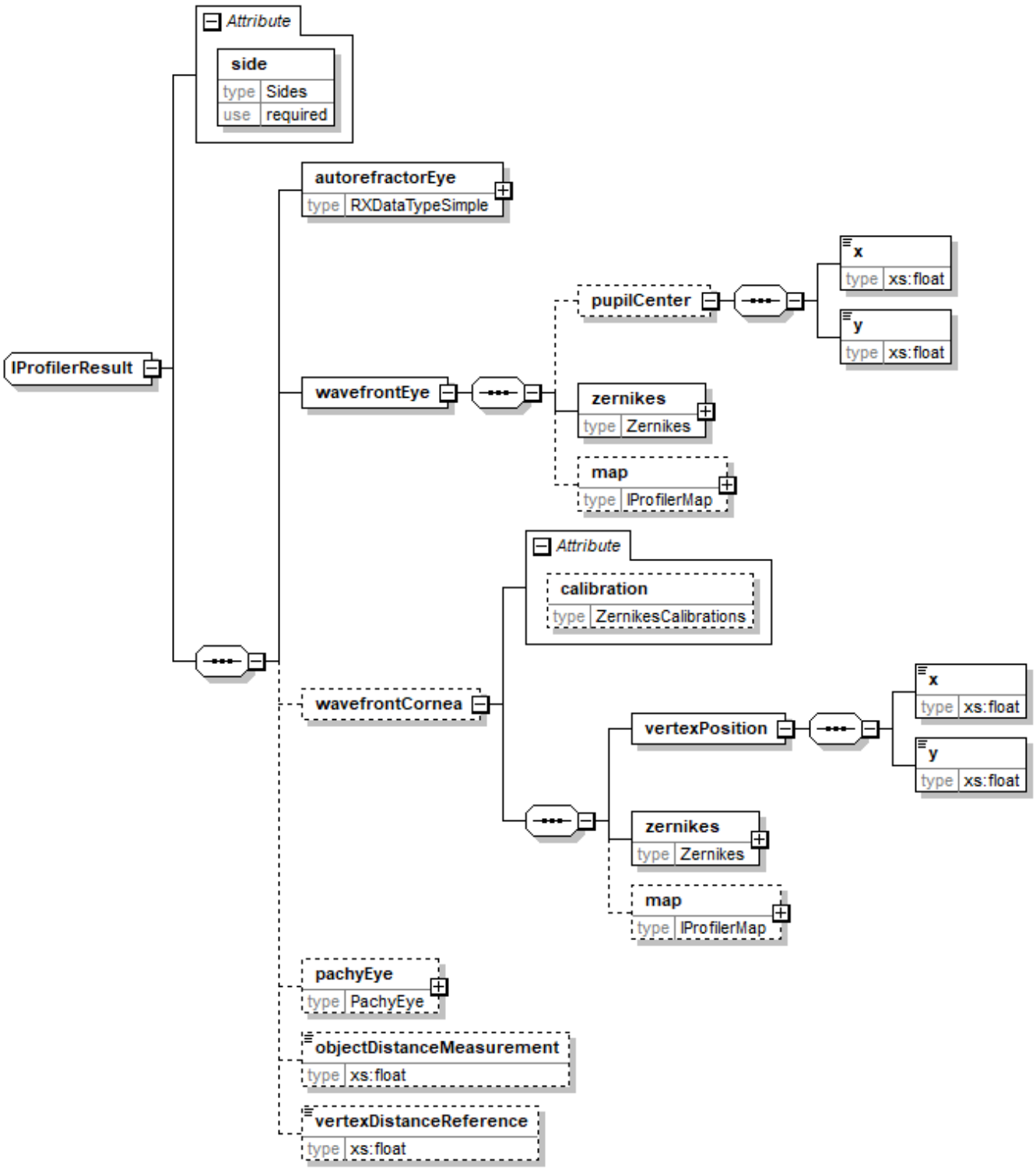
result (IProfilerResult)

b2boptic → items → item → pair → patient → iProfilerData → result



side	
type	Sides
use	required
description	

autorefractorEye	
type	RXDataTypeSimple
occurs	1
description	autorecfractor measurement
wavefrontEye	
occurs	1
pupilCenter (element of wavefrontEye)	
occurs	0..1
x (element of pupilCenter)	
type	float
unity	mm
occurs	1
description	x coordinate of pupil centre at measurement
y (element of pupilCenter)	
type	float
unity	mm
occurs	1
description	y coordinate of pupil centre at measurement
zernikes (element of wavefrontEye)	
type	Zernikes
occurs	1
description	zernikes polynom of wavefront measurement
map (element of wavefrontEye)	
type	IProfilerMap
occurs	0..1
description	
wavefrontCornea	
occurs	1
//calibration (attribute of wavefrontCornea) //	
type	ZernikesCalibrations
use	optional
description	
vertexPosition (element of wavefrontCornea)	
occurs	0..1
x (element of vertexPosition)	
type	float
unity	mm
occurs	1
description	x coordinate of vertex at measurement
y (element of vertexPosition)	
type	float
unity	mm
occurs	1
description	y coordinate of vertex at measurement

zernikes (element of wavefrontCornea)	
type	Zernikes
occurs	1
description	zernikes polynom of wavefront measurement

map (element of wavefrontCornea)	
type	IProfilerMap
occurs	0..1
description	

pachyEye	
type	PachyEye
occurs	0..1
description	

objectDistanceMeasurement	
type	float
unity	dpt
occurs	0..1
description	0 dpt, if far measurement

vertexDistanceReference	
type	float
unity	mm
occurs	0..1
description	

```
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    <xs:element name="wavefrontEye">
      <xs:complexType>
        <xs:sequence>
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            <xs:complexType>
              <xs:sequence>
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                <xs:element name="y" type="xs:float" />
              </xs:sequence>
            </xs:complexType>
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          <xs:element name="zernikes" type="Zernikes" />
          <xs:element minOccurs="0" name="map" type="IProfilerMap" />
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    <xs:element minOccurs="0" name="wavefrontCornea">
      <xs:complexType>
        <xs:sequence>
          <xs:element name="vertexPosition">
            <xs:complexType>
              <xs:sequence>
                <xs:element name="x" type="xs:float" />
```

```
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              </xs:sequence>
            </xs:complexType>
          </xs:element>
          <xs:element name="zernikes" type="Zernikes" />
          <xs:element minOccurs="0" name="map" type="IProfilerMap" />
        </xs:sequence>
        <xs:attribute name="calibration" type="ZernikesCalibrations"/>
      </xs:complexType>
    </xs:element>
    <xs:element name="pachyEye" type="PachyEye" minOccurs="0"/>
    <xs:element minOccurs="0" name="objectDistanceMeasurement"
type="xs:float" />
    <xs:element minOccurs="0" name="vertexDistanceReference" type="xs:float"
/>
  </xs:sequence>
  <xs:attribute name="side" type="Sides" use="required" />
</xs:complexType>
```

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