point (PPoint)

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

angle	
type	float
unity	degree
occurs	1
description	
***dimension* (attribute of angle)**	
type	AngleDimension
use	optional
default	DEG
description	
radius	
type	float
unity	mm
occurs	1
description	
z	
type	float
unity	mm
occurs	0..1
description	

```
<xs:complexType name="PPoint">
  <xs:sequence>
    <xs:element name="angle">
      <xs:complexType>
        <xs:simpleContent>
          <xs:extension base="xs:float">
            <xs:attribute default="DEG" name="dimension"
type="AngleDimension" use="optional" />
          </xs:extension>
        </xs:simpleContent>
      </xs:complexType>
    </xs:element>
    <xs:element name="radius" type="xs:float" />
    <xs:element minOccurs="0" name="z" type="xs:float" />
  </xs:sequence>
</xs:complexType>
```

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