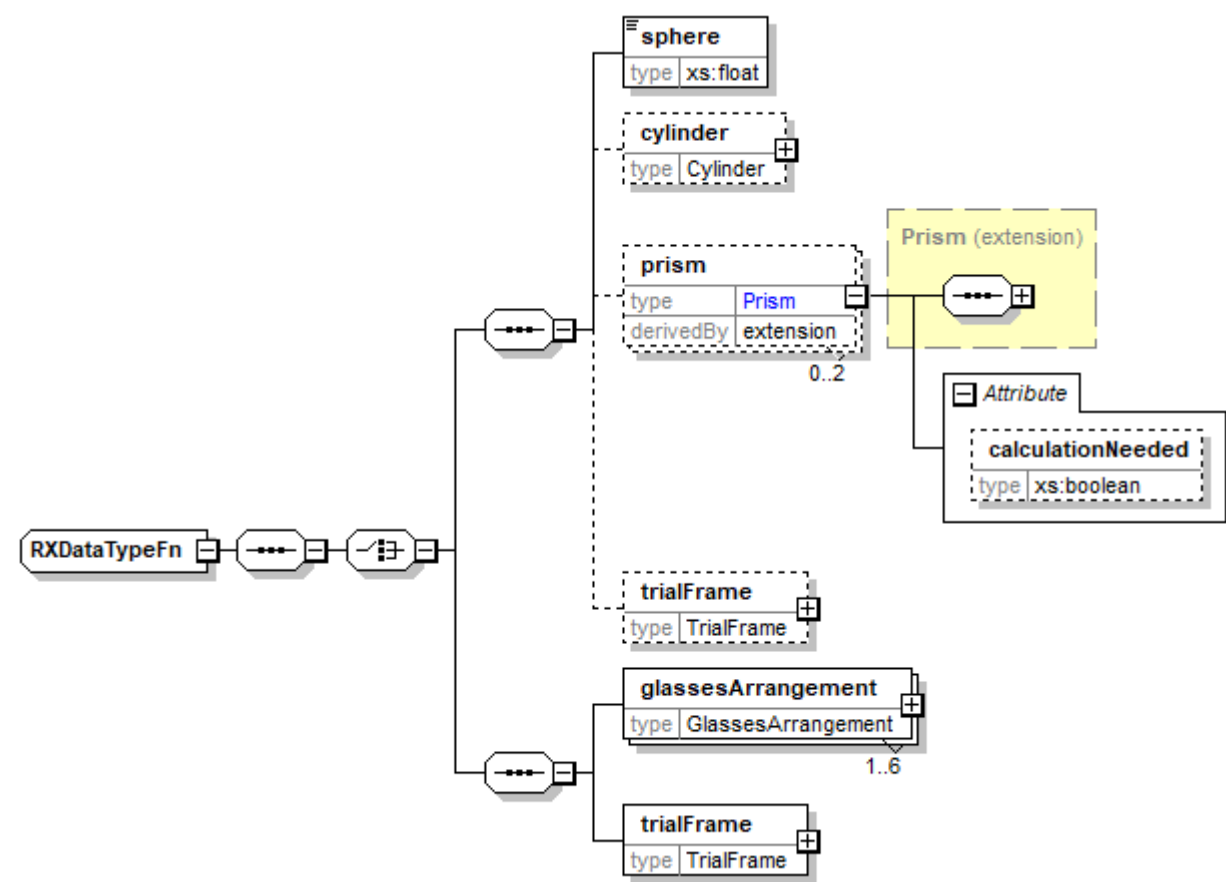


far (RXDataTypeFn)

b2boptic → items → item → pair → lens → rxDataFn → far



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

trialFrame	
occurs	0..1
description	adjustments of TrialFrame
glassesArrangement	
type	GlassesArrangement
occurs	1..6
description	glasses Arrangement of TrialFrame

```
<xs:complexType name="RXDataTypeFn">
  <xs:sequence>
    <xs:choice>
      <xs:sequence>
        <xs:element name="sphere" type="xs:float"/>
        <xs:element name="cylinder" type="Cylinder" 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: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:sequence>
    </xs:choice>
  </xs:sequence>
</xs:complexType>
```

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