

# applianceWeight (ApplianceWeight)

b2boptic → items → item → pair → patient → applianceWeight



| applianceWeightUnity |                                           |
|----------------------|-------------------------------------------|
| type                 | ApplianceWeightUnity                      |
| use                  | required                                  |
| description          | set the unity of weightingNear/Middle/Far |
| weightingNear        |                                           |
| type                 | float                                     |
| unity                | see applianceWeightUnity                  |
| occurs               | 0..1                                      |
| description          | near distance                             |
| weightingMiddle      |                                           |
| type                 | float                                     |
| unity                | see applianceWeightUnity                  |
| occurs               | 0..1                                      |
| description          | middle distance                           |
| weightingFar         |                                           |
| type                 | float                                     |
| unity                | see applianceWeightUnity                  |
| occurs               | 0..1                                      |
| description          | far distance                              |
| determinationDesign  |                                           |
| type                 | int                                       |
| unity                | ?                                         |
| occurs               | 0..1                                      |
| description          |                                           |

```
<xs:complexType name="ApplianceWeight">
  <xs:sequence>
    <xs:element minOccurs="0" name="weightingNear" type="xs:float" />
    <xs:element minOccurs="0" name="weightingMiddle" type="xs:float" />
    <xs:element minOccurs="0" name="weightingFar" type="xs:float" />
    <xs:element minOccurs="0" name="determinationDesign" type="xs:integer" />
  </xs:sequence>
  <xs:attribute name="applianceWeightUnity" type="ApplianceWeightUnity"
use="required" />
</xs:complexType>
```

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