

## Schema **lensType.xsd**

schema location: <D:\projects\XML-Interfaces\xsd\generic\lens\lensType.xsd>

Complex types  
[lensType](#)

schema location: <D:\projects\XML-Interfaces\xsd\generic\lens/refractionType.xsd>

Complex types  
[refractionType](#)

schema location: <D:\projects\XML-Interfaces\xsd\generic\lens/optionsType.xsd>

Complex types  
[optionsType](#)

schema location: <D:\projects\XML-Interfaces\xsd\generic\lens/preCalcType.xsd>

Complex types  
[preCalcType](#)

schema location: <D:\projects\XML-Interfaces\xsd\generic\lens/cylinderType.xsd>

Complex types  
[cylinderType](#)

schema location: <D:\projects\XML-Interfaces\xsd\generic\lens/prismType.xsd>

Complex types  
[prismType](#)

## complexType lensType

<p>diagram</p>	<div style="display: flex; flex-direction: column; align-items: flex-start;"> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>lens-code</b>              type xs:string         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>lens-id</b>              type xs:string         </div> <p>Temporaer vorhanden zu Kompatibilitaetszwecken - wird in Kuerze entfernt!</p> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>edi-code</b>              type xs:integer         </div> <p>Eigentlich redundant - eventuell ueber Entfernung nachdenken?!</p> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>product-line</b>              type xs:integer         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>diameter</b>              type              Bestelldurchmesser         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px dashed black; padding: 2px; width: fit-content;"> <b>description</b>              type         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>refraction</b>              type refractionType         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px dashed black; padding: 2px; width: fit-content;"> <b>decentration</b>              type              0..2         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>modify-thickness-flag</b>              type xs:boolean              Dickenaenderung zulaessig         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 2px; width: fit-content;"> <b>optima-flag</b>              type xs:boolean              nur noch voruebergehend aus Kompatibilitaetsgruenden vorhanden und wird demnaechst entfernt - bitte optima-flag unter frame-data, bzw. frame-source verwenden!         </div> </div> <div style="margin-bottom: 10px;"> <div style="border: 1px dashed black; padding: 2px; width: fit-content;"> <b>options</b>              type optionsType         </div> </div> </div>
<p>children</p>	<p><a href="#">lens-code</a> <a href="#">lens-id</a> <a href="#">edi-code</a> <a href="#">product-line</a> <a href="#">diameter</a> <a href="#">description</a> <a href="#">refraction</a> <a href="#">decentration</a> <a href="#">modify-thickness-flag</a> <a href="#">optima-flag</a> <a href="#">options</a></p>
<p>source</p>	<pre> &lt;xs:complexType name="lensType"&gt;   &lt;xs:sequence&gt;     &lt;xs:choice&gt;       &lt;xs:element name="lens-code"&gt;         &lt;xs:simpleType&gt;           &lt;xs:restriction base="xs:string"&gt;             &lt;xs:minLength value="1"/&gt;             &lt;xs:maxLength value="6"/&gt;           &lt;/xs:restriction&gt;         &lt;/xs:simpleType&gt;       &lt;/xs:element&gt;       &lt;xs:element name="lens-id"&gt; </pre>

```

</xs:annotation>
<xs:documentation>Temporaer vorhanden zu Kompatibilitaetszwecken - wird in Kuerze
entfernt!</xs:documentation>
</xs:annotation>
<xs:simpleType>
  <xs:restriction base="xs:string">
    <xs:minLength value="1"/>
    <xs:maxLength value="6"/>
  </xs:restriction>
</xs:simpleType>
</xs:element>
<xs:element name="edi-code">
  <xs:annotation>
    <xs:documentation>Eigentlich redundant - eventuell ueber Entfernung nachdenken?!</xs:documentation>
  </xs:annotation>
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:minInclusive value="-9999"/>
      <xs:maxInclusive value="9999"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
</xs:choice>
<xs:element name="product-line">
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:minInclusive value="0"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
<xs:element name="diameter">
  <xs:annotation>
    <xs:documentation>Bestelldurchmesser</xs:documentation>
  </xs:annotation>
  <xs:complexType>
    <xs:sequence>
      <xs:element name="physical">
        <xs:annotation>
          <xs:documentation>Physikalischer Durchmesser</xs:documentation>
        </xs:annotation>
        <xs:simpleType>
          <xs:restriction base="xs:integer">
            <xs:minInclusive value="1"/>
            <xs:maxInclusive value="99"/>
          </xs:restriction>
        </xs:simpleType>
      </xs:element>
      <xs:element name="optical" minOccurs="0">
        <xs:annotation>
          <xs:documentation>Optisch wirksamer Durchmesser - nur vorhanden, falls unterschiedlich vom physikalischen
Durchmesser (also bei vordezentrierten Glaesern)</xs:documentation>
        </xs:annotation>
        <xs:simpleType>
          <xs:restriction base="xs:integer">
            <xs:minInclusive value="1"/>
            <xs:maxInclusive value="99"/>
          </xs:restriction>
        </xs:simpleType>
      </xs:element>
    </xs:sequence>
  </xs:complexType>
</xs:element>
<xs:element name="description" minOccurs="0">
  <xs:complexType>
    <xs:sequence>
      <xs:element name="name" type="xs:string" minOccurs="0"/>
      <xs:element name="ce-text" type="xs:string" minOccurs="0" maxOccurs="unbounded"/>
      <xs:element name="note" type="xs:string" minOccurs="0" maxOccurs="unbounded"/>
      <xs:element name="lens-bag-name" type="xs:string" minOccurs="0"/>
    </xs:sequence>
  </xs:complexType>
</xs:element>
<xs:element name="refraction" type="refractionType"/>
<xs:element name="decentration" minOccurs="0" maxOccurs="2">
  <xs:complexType>
    <xs:sequence>
      <xs:element name="length">

```

```

<xs:simpleType>
  <xs:restriction base="xs:float">
    <xs:minInclusive value="0.1"/>
    <xs:maxInclusive value="40.0"/>
  </xs:restriction>
</xs:simpleType>
</xs:element>
<xs:element name="direction">
  <xs:simpleType>
    <xs:restriction base="xs:float">
      <xs:minInclusive value="0.0"/>
      <xs:maxInclusive value="360.0"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
</xs:sequence>
<xs:attribute name="origin" use="optional" default="internal">
  <xs:simpleType>
    <xs:restriction base="xs:string">
      <xs:enumeration value="internal"/>
      <xs:enumeration value="customer"/>
    </xs:restriction>
  </xs:simpleType>
</xs:attribute>
</xs:complexType>
</xs:element>
<xs:element name="modify-thickness-flag" type="xs:boolean">
  <xs:annotation>
    <xs:documentation>Dickenaenderung zulaessig</xs:documentation>
  </xs:annotation>
</xs:element>
<xs:element name="optima-flag" type="xs:boolean">
  <xs:annotation>
    <xs:documentation>nur noch voruebergehend aus Kompatibilitaetsgruenden vorhanden und wird demnaechst entfernt - bitte optima-flag unter frame-data, bzw. frame-source verwenden!</xs:documentation>
  </xs:annotation>
</xs:element>
<xs:element name="options" type="optionsType" minOccurs="0"/>
</xs:sequence>
</xs:complexType>

```

**element lensType/lens-code**

diagram	
type	restriction of <b>xs:string</b>
facets	minLength 1 maxLength 6
source	<pre> &lt;xs:element name="lens-code"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:string"&gt;       &lt;xs:minLength value="1"/&gt;       &lt;xs:maxLength value="6"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

**element lensType/lens-id**

diagram	
type	restriction of <b>xs:string</b>
facets	minLength 1 maxLength 6

annotation	documentation Temporaer vorhanden zu Kompatibilitaetszwecken - wird in Kuerze entfernt!
source	<pre>&lt;xs:element name="lens-id"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Temporaer vorhanden zu Kompatibilitaetszwecken - wird in Kuerze entfernt!&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:string"&gt;       &lt;xs:minLength value="1"/&gt;       &lt;xs:maxLength value="6"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>

### element lensType/edi-code

diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive -9999 maxInclusive 9999
annotation	documentation Eigentlich redundant - eventuell ueber Entfernung nachdenken?!
source	<pre>&lt;xs:element name="edi-code"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Eigentlich redundant - eventuell ueber Entfernung nachdenken?!&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="-9999"/&gt;       &lt;xs:maxInclusive value="9999"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>

### element lensType/product-line

diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive 0
source	<pre>&lt;xs:element name="product-line"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="0"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>

## element lensType/diameter

diagram	
children	<a href="#">physical</a> <a href="#">optical</a>
annotation	documentation Bestelldurchmesser
source	<pre> &lt;xs:element name="diameter"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Bestelldurchmesser&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:complexType&gt;     &lt;xs:sequence&gt;       &lt;xs:element name="physical"&gt;         &lt;xs:annotation&gt;           &lt;xs:documentation&gt;Physikalischer Durchmesser&lt;/xs:documentation&gt;         &lt;/xs:annotation&gt;         &lt;xs:simpleType&gt;           &lt;xs:restriction base="xs:integer"&gt;             &lt;xs:minInclusive value="1"/&gt;             &lt;xs:maxInclusive value="99"/&gt;           &lt;/xs:restriction&gt;         &lt;/xs:simpleType&gt;       &lt;/xs:element&gt;       &lt;xs:element name="optical" minOccurs="0"&gt;         &lt;xs:annotation&gt;           &lt;xs:documentation&gt;Optisch wirksamer Durchmesser - nur vorhanden, falls unterschiedlich vom physikalischen Durchmesser (also bei vordezentrierten Glaesern)&lt;/xs:documentation&gt;         &lt;/xs:annotation&gt;         &lt;xs:simpleType&gt;           &lt;xs:restriction base="xs:integer"&gt;             &lt;xs:minInclusive value="1"/&gt;             &lt;xs:maxInclusive value="99"/&gt;           &lt;/xs:restriction&gt;         &lt;/xs:simpleType&gt;       &lt;/xs:element&gt;     &lt;/xs:sequence&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>

## element lensType/diameter/physical

diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive 1 maxInclusive 99
annotation	documentation Physikalischer Durchmesser
source	<pre> &lt;xs:element name="physical"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Physikalischer Durchmesser&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt; </pre>

	<pre> &lt;xs:simpleType&gt;   &lt;xs:restriction base="xs:integer"&gt;     &lt;xs:minInclusive value="1"/&gt;     &lt;xs:maxInclusive value="99"/&gt;   &lt;/xs:restriction&gt; &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>
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### element lensType/diameter/optical

diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive 1 maxInclusive 99
annotation	documentation Optisch wirksamer Durchmesser - nur vorhanden, falls unterschiedlich vom physikalischen Durchmesser (also bei vordezentrierten Glaesern)
source	<pre> &lt;xs:element name="optical" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Optisch wirksamer Durchmesser - nur vorhanden, falls unterschiedlich vom physikalischen Durchmesser (also bei vordezentrierten Glaesern)&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="1"/&gt;       &lt;xs:maxInclusive value="99"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>


### element lensType/description

diagram	
children	<a href="#">name</a> <a href="#">ce-text</a> <a href="#">note</a> <a href="#">lens-bag-name</a>
source	<pre> &lt;xs:element name="description" minOccurs="0"&gt;   &lt;xs:complexType&gt;     &lt;xs:sequence&gt;       &lt;xs:element name="name" type="xs:string" minOccurs="0"/&gt;       &lt;xs:element name="ce-text" type="xs:string" minOccurs="0" maxOccurs="unbounded"/&gt;       &lt;xs:element name="note" type="xs:string" minOccurs="0" maxOccurs="unbounded"/&gt;       &lt;xs:element name="lens-bag-name" type="xs:string" minOccurs="0"/&gt;     &lt;/xs:sequence&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>


### element **lensType**/description/name

diagram	
type	<b>xs:string</b>
source	<code>&lt;xs:element name="name" type="xs:string" minOccurs="0"/&gt;</code>

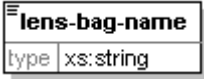
### element **lensType**/description/ce-text

diagram	
type	<b>xs:string</b>
source	<code>&lt;xs:element name="ce-text" type="xs:string" minOccurs="0" maxOccurs="unbounded"/&gt;</code>

### element **lensType**/description/note

diagram	
type	<b>xs:string</b>
source	<code>&lt;xs:element name="note" type="xs:string" minOccurs="0" maxOccurs="unbounded"/&gt;</code>

### element **lensType**/description/lens-bag-name

diagram	
type	<b>xs:string</b>
source	<code>&lt;xs:element name="lens-bag-name" type="xs:string" minOccurs="0"/&gt;</code>



element lensType/refraction

diagram	
type	<a href="#">refractionType</a>
children	<a href="#">sphere</a> <a href="#">cylinder</a> <a href="#">addition</a> <a href="#">prism</a> <a href="#">inset</a> <a href="#">upset</a> <a href="#">interpupillary-distance</a> <a href="#">near-object-distance</a>
source	<code>&lt;xs:element name="refraction" type="refractionType"/&gt;</code>

element lensType/decentration

diagram													
children	<a href="#">length</a> <a href="#">direction</a>												
attributes	<table border="1"> <thead> <tr> <th>Name</th> <th>Type</th> <th>Use</th> <th>Default</th> <th>Fixed</th> <th>Annotation</th> </tr> </thead> <tbody> <tr> <td>origin</td> <td>xs:string</td> <td>optional</td> <td>internal</td> <td></td> <td></td> </tr> </tbody> </table>	Name	Type	Use	Default	Fixed	Annotation	origin	xs:string	optional	internal		
Name	Type	Use	Default	Fixed	Annotation								
origin	xs:string	optional	internal										
source	<pre> &lt;xs:element name="decentration" minOccurs="0" maxOccurs="2"&gt;   &lt;xs:complexType&gt;     &lt;xs:sequence&gt;       &lt;xs:element name="length"&gt;         &lt;xs:simpleType&gt;           &lt;xs:restriction base="xs:float"&gt;             &lt;xs:minInclusive value="0.1"/&gt;             &lt;xs:maxInclusive value="40.0"/&gt;           &lt;/xs:restriction&gt;         &lt;/xs:simpleType&gt;       &lt;/xs:element&gt;     &lt;/xs:sequence&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>												

	<pre> &lt;xs:element name="direction"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minInclusive value="0.0"/&gt;       &lt;xs:maxInclusive value="360.0"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; &lt;/xs:sequence&gt; &lt;xs:attribute name="origin" use="optional" default="internal"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:string"&gt;       &lt;xs:enumeration value="internal"/&gt;       &lt;xs:enumeration value="customer"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:attribute&gt; &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>
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### element lensType/decentration/length

diagram	
type	restriction of <b>xs:float</b>
facets	minInclusive 0.1 maxInclusive 40.0
source	<pre> &lt;xs:element name="length"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minInclusive value="0.1"/&gt;       &lt;xs:maxInclusive value="40.0"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

### element lensType/decentration/direction

diagram	
type	restriction of <b>xs:float</b>
facets	minInclusive 0.0 maxInclusive 360.0
source	<pre> &lt;xs:element name="direction"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minInclusive value="0.0"/&gt;       &lt;xs:maxInclusive value="360.0"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

### element lensType/modify-thickness-flag

diagram	
type	<b>xs:boolean</b>
annotation	documentation Dickenaenderung zulaessig
source	<pre> &lt;xs:element name="modify-thickness-flag" type="xs:boolean"&gt; </pre>

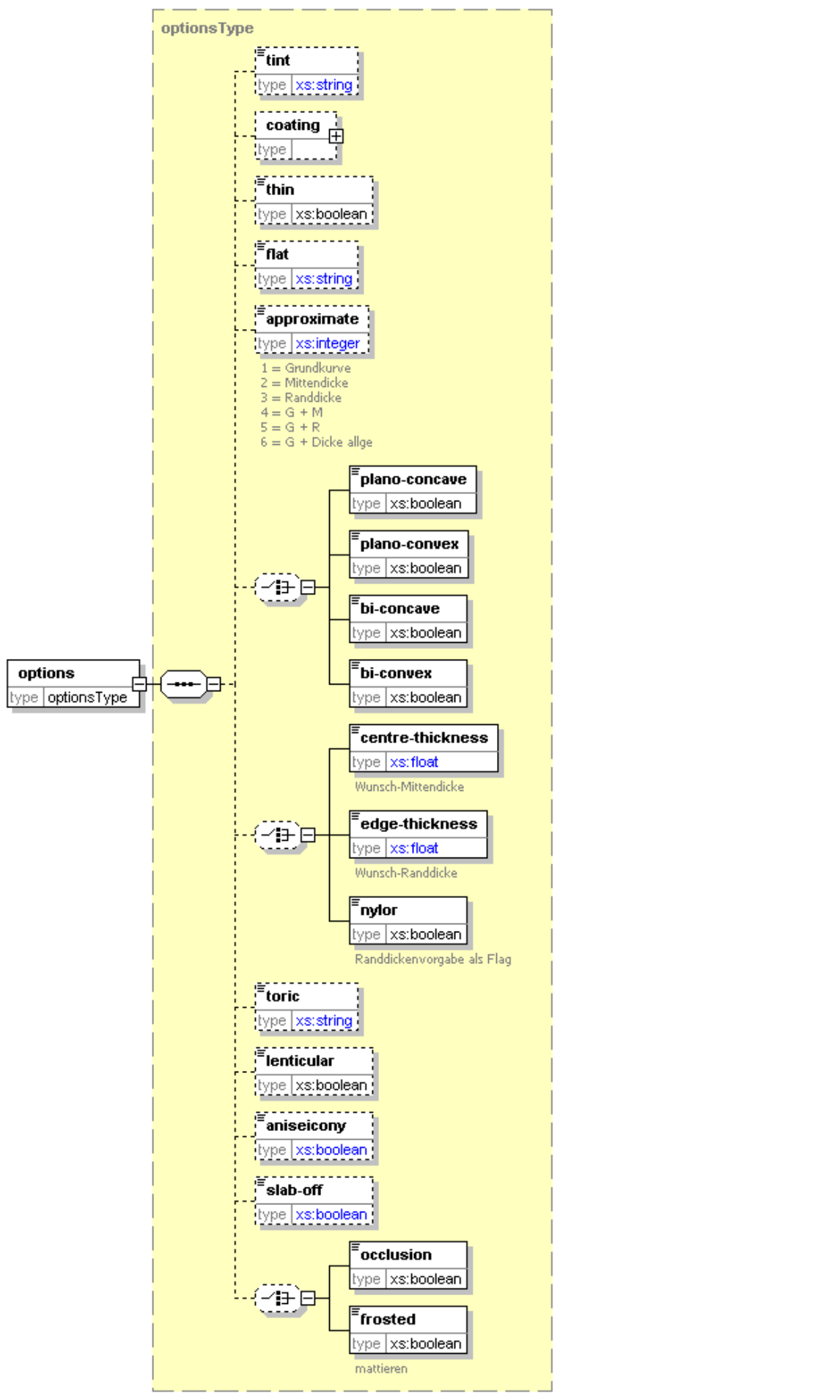
	<pre> &lt;xs:annotation&gt;   &lt;xs:documentation&gt;Dickenaenderung zulaessig&lt;/xs:documentation&gt; &lt;/xs:annotation&gt; &lt;/xs:element&gt; </pre>
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### element lensType/optima-flag

diagram	<p>nur noch vorübergehend aus Kompatibilitätsgründen vorhanden und wird demnächst entfernt - bitte optima-flag unter frame-data, bzw. frame-source verwenden!</p>
type	<b>xs:boolean</b>
annotation	documentation nur noch vorübergehend aus Kompatibilitätsgründen vorhanden und wird demnächst entfernt - bitte optima-flag unter frame-data, bzw. frame-source verwenden!
source	<pre> &lt;xs:element name="optima-flag" type="xs:boolean"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;nur noch vorübergehend aus Kompatibilitätsgründen vorhanden und wird demnächst entfernt -     bitte optima-flag unter frame-data, bzw. frame-source verwenden!&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt; &lt;/xs:element&gt; </pre>

element **lensType/options**

diagram



type	<a href="#">optionsType</a>
children	<a href="#">tint</a> <a href="#">coating</a> <a href="#">thin</a> <a href="#">flat</a> <a href="#">approximate</a> <a href="#">plano-concave</a> <a href="#">plano-convex</a> <a href="#">bi-concave</a> <a href="#">bi-convex</a> <a href="#">centre-thickness</a> <a href="#">edge-thickness</a> <a href="#">nylor</a> <a href="#">toric</a> <a href="#">lenticular</a> <a href="#">aniseicony</a> <a href="#">slab-off</a> <a href="#">occlusion</a> <a href="#">frosted</a>
source	<xs:element name="options" type="optionsType" minOccurs="0"/>

### complexType refractionType


diagram	
children	<a href="#">sphere</a> <a href="#">cylinder</a> <a href="#">addition</a> <a href="#">prism</a> <a href="#">inset</a> <a href="#">upset</a> <a href="#">interpupillary-distance</a> <a href="#">near-object-distance</a>
used by	element <a href="#">lensType/refraction</a>
source	<pre> &lt;xs:complexType name="refractionType"&gt;   &lt;xs:sequence&gt;     &lt;xs:element name="sphere"&gt;       &lt;xs:simpleType&gt;         &lt;xs:restriction base="xs:float"&gt;           &lt;xs:minInclusive value="-50"/&gt;           &lt;xs:maxInclusive value="50"/&gt;         &lt;/xs:restriction&gt;       &lt;/xs:simpleType&gt;     &lt;/xs:element&gt;     &lt;xs:element name="cylinder" type="cylinderType" minOccurs="0"/&gt;     &lt;xs:element name="addition" minOccurs="0"&gt;       &lt;xs:simpleType&gt;         &lt;xs:restriction base="xs:float"&gt;           &lt;xs:minInclusive value="0.25"/&gt;         &lt;/xs:restriction&gt;       &lt;/xs:simpleType&gt;     &lt;/xs:element&gt;     &lt;xs:element name="prism" minOccurs="0" maxOccurs="2"&gt;       &lt;xs:complexType&gt;         &lt;xs:complexContent&gt;           &lt;xs:extension base="prismType"&gt;             &lt;xs:attribute name="pupillary-distance-correction" use="optional"&gt;               &lt;xs:simpleType&gt;                 &lt;xs:restriction base="xs:int"&gt;                   &lt;xs:enumeration value="0"/&gt;                 &lt;/xs:restriction&gt;               &lt;/xs:simpleType&gt;             &lt;/xs:attribute&gt;           &lt;/xs:extension&gt;         &lt;/xs:complexContent&gt;       &lt;/xs:complexType&gt;     &lt;/xs:element&gt;     &lt;xs:element name="inset" type="insetType" minOccurs="0"/&gt;     &lt;xs:element name="upset" type="upsetType" minOccurs="0"/&gt;     &lt;xs:element name="interpupillary-distance" type="xs:float" minOccurs="0"&gt;       &lt;xs:annotation&gt;         &lt;xs:note text="Monokulare PD"/&gt;       &lt;/xs:annotation&gt;     &lt;/xs:element&gt;     &lt;xs:element name="near-object-distance" type="xs:integer" minOccurs="0"&gt;       &lt;xs:annotation&gt;         &lt;xs:note text="Objektabstand Nähe für individuelle Gleitsichtgläser"/&gt;       &lt;/xs:annotation&gt;     &lt;/xs:element&gt;   &lt;/xs:sequence&gt; &lt;/xs:complexType&gt; </pre>

```

        <xs:enumeration value="1"/>
        <xs:enumeration value="2"/>
    </xs:restriction>
</xs:simpleType>
</xs:attribute>
</xs:extension>
</xs:complexContent>
</xs:complexType>
</xs:element>
<xs:element name="inset" minOccurs="0">
  <xs:complexType>
    <xs:choice>
      <xs:element name="null">
        <xs:simpleType>
          <xs:restriction base="xs:string">
            <xs:enumeration value="null"/>
          </xs:restriction>
        </xs:simpleType>
      </xs:element>
      <xs:element name="value" type="xs:float"/>
    </xs:choice>
    <xs:sequence>
      <xs:element name="z" type="xs:float"/>
      <xs:element name="q" type="xs:float">
        <xs:annotation>
          <xs:documentation>Nah-PD</xs:documentation>
        </xs:annotation>
      </xs:element>
    </xs:sequence>
  </xs:complexType>
</xs:element>
<xs:element name="upset" minOccurs="0">
  <xs:complexType>
    <xs:choice>
      <xs:element name="null" type="xs:string"/>
      <xs:element name="value" type="xs:float"/>
      <xs:sequence>
        <xs:element name="y" type="xs:float"/>
        <xs:element name="h" type="xs:float"/>
      </xs:sequence>
    </xs:choice>
  </xs:complexType>
</xs:element>
<xs:element name="interpupillary-distance" type="xs:float" minOccurs="0">
  <xs:annotation>
    <xs:documentation>Monokulare PD</xs:documentation>
  </xs:annotation>
</xs:element>
<xs:element name="near-object-distance" minOccurs="0">
  <xs:annotation>
    <xs:documentation>Objektabstand Nähe für individuelle Gleitsichtgläser</xs:documentation>
  </xs:annotation>
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:maxInclusive value="4444"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
</xs:sequence>
</xs:complexType>

```

### element refractionType/sphere

diagram	
type	restriction of <b>xs:float</b>
facets	minInclusive -50 maxInclusive 50
source	<pre> &lt;xs:element name="sphere"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minInclusive value="-50"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

```

<xs:maxInclusive value="50"/>
</xs:restriction>
</xs:simpleType>
</xs:element>

```

### element refractionType/cylinder

diagram	
type	<a href="#">cylinderType</a>
children	<a href="#">power</a> <a href="#">axis</a>
source	<code>&lt;xs:element name="cylinder" type="cylinderType" minOccurs="0"/&gt;</code>

### element refractionType/addition

diagram	
type	restriction of <a href="#">xs:float</a>
facets	minInclusive 0.25
source	<pre> &lt;xs:element name="addition" minOccurs="0"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minInclusive value="0.25"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

### element refractionType/prism

diagram													
type	extension of <a href="#">prismType</a>												
children	<a href="#">power</a> <a href="#">base</a>												
attributes	<table border="1"> <thead> <tr> <th>Name</th> <th>Type</th> <th>Use</th> <th>Default</th> <th>Fixed</th> <th>Annotation</th> </tr> </thead> <tbody> <tr> <td>pupillary-distance-correction</td> <td>xs:int</td> <td>optional</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Name	Type	Use	Default	Fixed	Annotation	pupillary-distance-correction	xs:int	optional			
Name	Type	Use	Default	Fixed	Annotation								
pupillary-distance-correction	xs:int	optional											
source	<pre> &lt;xs:element name="prism" minOccurs="0" maxOccurs="2"&gt;   &lt;xs:complexType&gt;     &lt;xs:complexContent&gt;       &lt;xs:extension base="prismType"&gt;         &lt;xs:attribute name="pupillary-distance-correction" use="optional"&gt;           &lt;xs:simpleType&gt;             &lt;xs:restriction base="xs:int"&gt;               &lt;xs:enumeration value="0"/&gt;             &lt;/xs:restriction&gt;           &lt;/xs:simpleType&gt;         &lt;/xs:attribute&gt;       &lt;/xs:extension&gt;     &lt;/xs:complexContent&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>												

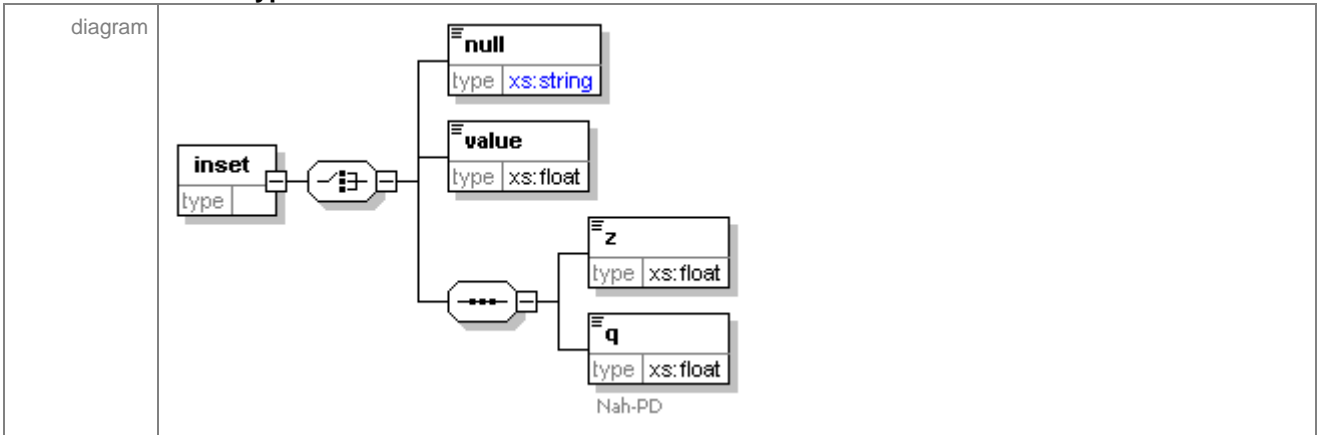


```

<xs:enumeration value="1"/>
<xs:enumeration value="2"/>
</xs:restriction>
</xs:simpleType>
</xs:attribute>
</xs:extension>
</xs:complexContent>
</xs:complexType>
</xs:element>

```

**element refractionType/inset**



children [null](#) [value](#) [z](#) [q](#)

source

```

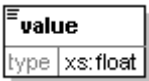
<xs:element name="inset" minOccurs="0">
<xs:complexType>
<xs:choice>
<xs:element name="null">
<xs:simpleType>
<xs:restriction base="xs:string">
<xs:enumeration value="null"/>
</xs:restriction>
</xs:simpleType>
</xs:element>
<xs:element name="value" type="xs:float"/>
<xs:sequence>
<xs:element name="z" type="xs:float"/>
<xs:element name="q" type="xs:float">
<xs:annotation>
<xs:documentation>Nah-PD</xs:documentation>
</xs:annotation>
</xs:element>
</xs:sequence>
</xs:choice>
</xs:complexType>
</xs:element>

```

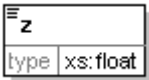
**element refractionType/inset/null**

diagram	
type	restriction of <b>xs:string</b>
facets	enumeration null
source	<pre> &lt;xs:element name="null"&gt; &lt;xs:simpleType&gt; &lt;xs:restriction base="xs:string"&gt; &lt;xs:enumeration value="null"/&gt; &lt;/xs:restriction&gt; &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

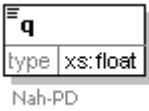
### element `refractionType/inset/value`

diagram	
type	<code>xs:float</code>
source	<code>&lt;xs:element name="value" type="xs:float"/&gt;</code>

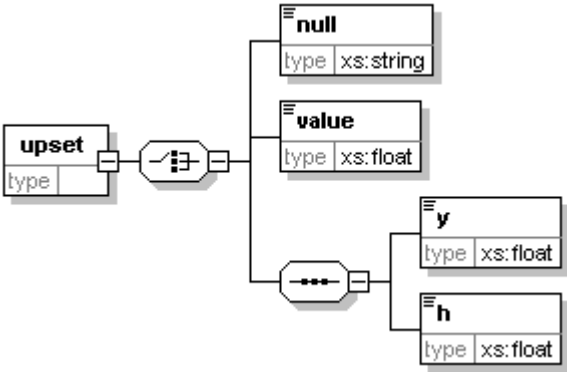
### element `refractionType/inset/z`

diagram	
type	<code>xs:float</code>
source	<code>&lt;xs:element name="z" type="xs:float"/&gt;</code>

### element `refractionType/inset/q`


diagram	
type	<code>xs:float</code>
annotation	documentation Nah-PD
source	<code>&lt;xs:element name="q" type="xs:float"&gt; &lt;xs:annotation&gt; &lt;xs:documentation&gt;Nah-PD&lt;/xs:documentation&gt; &lt;/xs:annotation&gt; &lt;/xs:element&gt;</code>

### element `refractionType/upset`

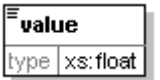
diagram	
children	<a href="#">null</a> <a href="#">value</a> <a href="#">y</a> <a href="#">h</a>
source	<code>&lt;xs:element name="upset" minOccurs="0"&gt; &lt;xs:complexType&gt; &lt;xs:choice&gt; &lt;xs:element name="null" type="xs:string"/&gt; &lt;xs:element name="value" type="xs:float"/&gt; &lt;xs:sequence&gt; &lt;xs:element name="y" type="xs:float"/&gt; &lt;xs:element name="h" type="xs:float"/&gt; &lt;/xs:sequence&gt; &lt;/xs:choice&gt; &lt;/xs:complexType&gt;</code>

	<code>&lt;/xs:element&gt;</code>
--	----------------------------------


### element **refractionType/upset/null**

diagram	 <pre> classDiagram     class null {         type xs:string     } </pre>
type	<b>xs:string</b>
source	<code>&lt;xs:element name="null" type="xs:string"/&gt;</code>

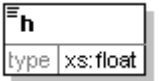
### element **refractionType/upset/value**

diagram	 <pre> classDiagram     class value {         type xs:float     } </pre>
type	<b>xs:float</b>
source	<code>&lt;xs:element name="value" type="xs:float"/&gt;</code>

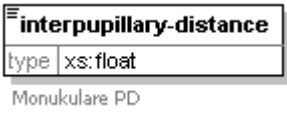
### element **refractionType/upset/y**

diagram	 <pre> classDiagram     class y {         type xs:float     } </pre>
type	<b>xs:float</b>
source	<code>&lt;xs:element name="y" type="xs:float"/&gt;</code>


### element **refractionType/upset/h**

diagram	 <pre> classDiagram     class h {         type xs:float     } </pre>
type	<b>xs:float</b>
source	<code>&lt;xs:element name="h" type="xs:float"/&gt;</code>

### element **refractionType/interpupillary-distance**

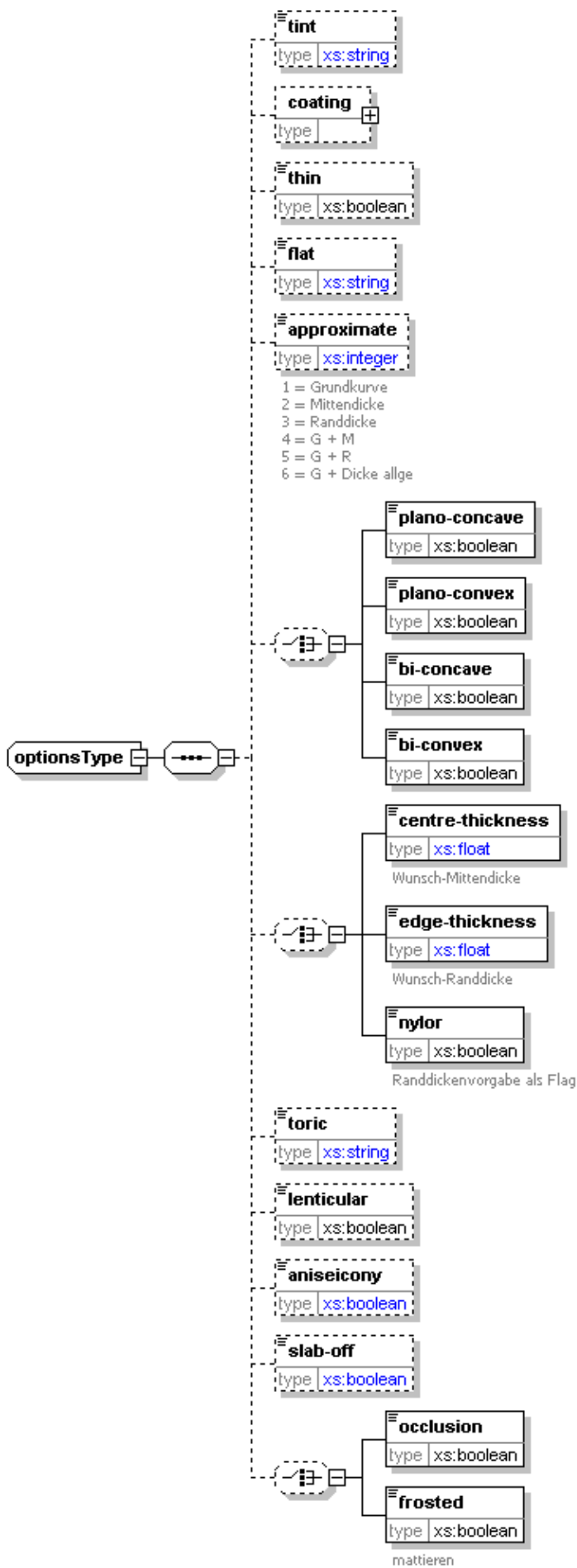
diagram	 <pre> classDiagram     class interpupillary-distance {         type xs:float     } </pre> <p>Monokulare PD</p>
type	<b>xs:float</b>
annotation	documentation Monokulare PD
source	<pre> &lt;xs:element name="interpupillary-distance" type="xs:float" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Monokulare PD&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt; &lt;/xs:element&gt; </pre>

## element refractionType/near-object-distance

diagram	
type	restriction of <b>xs:integer</b>
facets	maxInclusive 4444
annotation	documentation Objektabstand Nähe für individuelle Gleitsichtgläser
source	<pre> &lt;xs:element name="near-object-distance" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Objektabstand Nähe für individuelle Gleitsichtgläser&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:maxInclusive value="4444"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

complexType **optionsType**

diagram



children	<a href="#">tint</a> <a href="#">coating</a> <a href="#">thin</a> <a href="#">flat</a> <a href="#">approximate</a> <a href="#">plano-concave</a> <a href="#">plano-convex</a> <a href="#">bi-concave</a> <a href="#">bi-convex</a> <a href="#">centre-thickness</a> <a href="#">edge-thickness</a> <a href="#">nylor</a> <a href="#">toric</a> <a href="#">lenticular</a> <a href="#">aniseicony</a> <a href="#">slab-off</a> <a href="#">occlusion</a> <a href="#">frosted</a>
used by	element <a href="#">lensType/options</a>
source	<pre> &lt;xs:complexType name="optionsType"&gt;   &lt;xs:sequence&gt;     &lt;xs:element name="tint" minOccurs="0"&gt;       &lt;xs:complexType&gt;         &lt;xs:simpleContent&gt;           &lt;xs:extension base="xs:string"&gt;             &lt;xs:attribute name="note" type="xs:string" use="optional"/&gt;           &lt;/xs:extension&gt;         &lt;/xs:simpleContent&gt;       &lt;/xs:complexType&gt;     &lt;/xs:element&gt;     &lt;xs:element name="coating" minOccurs="0"&gt;       &lt;xs:complexType&gt;         &lt;xs:sequence&gt;           &lt;xs:element name="antireflection" minOccurs="0"&gt;             &lt;xs:complexType&gt;               &lt;xs:simpleContent&gt;                 &lt;xs:extension base="xs:string"&gt;                   &lt;xs:attribute name="side" use="required"&gt;                     &lt;xs:simpleType&gt;                       &lt;xs:restriction base="xs:string"&gt;                         &lt;xs:enumeration value="both"/&gt;                         &lt;xs:enumeration value="front"/&gt;                         &lt;xs:enumeration value="back"/&gt;                       &lt;/xs:restriction&gt;                     &lt;/xs:simpleType&gt;                   &lt;/xs:attribute&gt;                 &lt;/xs:extension&gt;               &lt;/xs:simpleContent&gt;             &lt;/xs:complexType&gt;           &lt;/xs:element&gt;           &lt;xs:element name="hard" type="xs:string" minOccurs="0"/&gt;           &lt;xs:choice minOccurs="0"&gt;             &lt;xs:element name="tint"&gt;               &lt;xs:annotation&gt;                 &lt;xs:documentation&gt;Umbr&lt;/xs:documentation&gt;               &lt;/xs:annotation&gt;               &lt;xs:complexType&gt;                 &lt;xs:simpleContent&gt;                   &lt;xs:extension base="xs:string"&gt;                     &lt;xs:attribute name="side" use="optional"&gt;                       &lt;xs:simpleType&gt;                         &lt;xs:restriction base="xs:string"&gt;                           &lt;xs:enumeration value="both"/&gt;                           &lt;xs:enumeration value="front"/&gt;                           &lt;xs:enumeration value="back"/&gt;                         &lt;/xs:restriction&gt;                       &lt;/xs:simpleType&gt;                     &lt;/xs:attribute&gt;                   &lt;/xs:extension&gt;                 &lt;/xs:simpleContent&gt;               &lt;/xs:complexType&gt;             &lt;/xs:element&gt;             &lt;xs:element name="uv-protection" type="xs:string"/&gt;           &lt;/xs:choice&gt;         &lt;/xs:sequence&gt;       &lt;/xs:complexType&gt;     &lt;/xs:element&gt;     &lt;xs:element name="thin" type="xs:boolean" minOccurs="0"/&gt;     &lt;xs:element name="flat" minOccurs="0"&gt;       &lt;xs:simpleType&gt;         &lt;xs:restriction base="xs:string"&gt;           &lt;xs:enumeration value="flat"/&gt;         &lt;/xs:restriction&gt;       &lt;/xs:simpleType&gt;     &lt;/xs:element&gt;     &lt;xs:element name="approximate" minOccurs="0"&gt;       &lt;xs:annotation&gt;         &lt;xs:documentation&gt;1 = Grundkurve 2 = Mittendicke 3 = Randdicke 4 = G + M </pre>

```

5 = G + R
6 = G + Dicke allge</xs:documentation>
</xs:annotation>
<xs:complexType>
  <xs:simpleContent>
    <xs:extension base="xs:integer"/>
  </xs:simpleContent>
</xs:complexType>
</xs:element>
<xs:choice minOccurs="0">
  <xs:element name="plano-concave" type="xs:boolean"/>
  <xs:element name="plano-convex" type="xs:boolean"/>
  <xs:element name="bi-concave" type="xs:boolean"/>
  <xs:element name="bi-convex" type="xs:boolean"/>
</xs:choice>
<xs:choice minOccurs="0">
  <xs:element name="centre-thickness">
    <xs:annotation>
      <xs:documentation>Wunsch-Mittendicke</xs:documentation>
    </xs:annotation>
    <xs:simpleType>
      <xs:restriction base="xs:float">
        <xs:minExclusive value="0.2"/>
        <xs:maxExclusive value="30.0"/>
      </xs:restriction>
    </xs:simpleType>
  </xs:element>
  <xs:element name="edge-thickness">
    <xs:annotation>
      <xs:documentation>Wunsch-Randdicke</xs:documentation>
    </xs:annotation>
    <xs:simpleType>
      <xs:restriction base="xs:float">
        <xs:minExclusive value="0.2"/>
        <xs:maxExclusive value="30.0"/>
      </xs:restriction>
    </xs:simpleType>
  </xs:element>
  <xs:element name="nylor" type="xs:boolean">
    <xs:annotation>
      <xs:documentation>Randdickenvorgabe als Flag</xs:documentation>
    </xs:annotation>
  </xs:element>
</xs:choice>
<xs:element name="toric" default="back" minOccurs="0">
  <xs:simpleType>
    <xs:restriction base="xs:string">
      <xs:enumeration value="front"/>
      <xs:enumeration value="back"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
<xs:element name="lenticular" type="xs:boolean" minOccurs="0"/>
<xs:element name="aniseicony" minOccurs="0">
  <xs:complexType>
    <xs:simpleContent>
      <xs:extension base="xs:boolean">
        <xs:attribute name="value" type="xs:float" use="optional"/>
      </xs:extension>
    </xs:simpleContent>
  </xs:complexType>
</xs:element>
<xs:element name="slab-off" minOccurs="0">
  <xs:complexType>
    <xs:simpleContent>
      <xs:extension base="xs:boolean">
        <xs:attribute name="value" use="optional">
          <xs:simpleType>
            <xs:restriction base="xs:float">
              <xs:minInclusive value="1.3"/>
            </xs:restriction>
          </xs:simpleType>
        </xs:attribute>
      </xs:extension>
    </xs:simpleContent>
  </xs:complexType>
</xs:element>

```



```

<xs:choice minOccurs="0">
  <xs:element name="occlusion" type="xs:boolean"/>
  <xs:element name="frosted" type="xs:boolean">
    <xs:annotation>
      <xs:documentation>mattieren</xs:documentation>
    </xs:annotation>
  </xs:element>
</xs:choice>
</xs:sequence>
</xs:complexType>

```

**element optionsType/tint**

diagram						
type	extension of <b>xs:string</b>					
attributes	Name note	Type xs:string	Use optional	Default	Fixed	Annotation
source	<pre> &lt;xs:element name="tint" minOccurs="0"&gt;   &lt;xs:complexType&gt;     &lt;xs:simpleContent&gt;       &lt;xs:extension base="xs:string"&gt;         &lt;xs:attribute name="note" type="xs:string" use="optional"/&gt;       &lt;/xs:extension&gt;     &lt;/xs:simpleContent&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>					

**element optionsType/coating**


diagram						
children	<a href="#">antireflection</a> <a href="#">hard</a> <a href="#">tint</a> <a href="#">uv-protection</a>					
source	<pre> &lt;xs:element name="coating" minOccurs="0"&gt;   &lt;xs:complexType&gt;     &lt;xs:sequence&gt;       &lt;xs:element name="antireflection" minOccurs="0"&gt;         &lt;xs:complexType&gt;           &lt;xs:simpleContent&gt;             &lt;xs:extension base="xs:string"&gt;               &lt;xs:attribute name="side" use="required"&gt;                 &lt;xs:simpleType&gt;                   &lt;xs:restriction base="xs:string"&gt;                     &lt;xs:enumeration value="both"/&gt;                     &lt;xs:enumeration value="front"/&gt;                     &lt;xs:enumeration value="back"/&gt;                   &lt;/xs:restriction&gt;                 &lt;/xs:simpleType&gt;               &lt;/xs:attribute&gt;             &lt;/xs:extension&gt;           &lt;/xs:simpleContent&gt;         &lt;/xs:complexType&gt;       &lt;/xs:element&gt;       &lt;xs:element name="hard" type="xs:string" minOccurs="0"/&gt;     &lt;/xs:sequence&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>					

```


<xs:choice minOccurs="0">
  <xs:element name="tint">
    <xs:annotation>
      <xs:documentation>Umbral</xs:documentation>
    </xs:annotation>
    <xs:complexType>
      <xs:simpleContent>
        <xs:extension base="xs:string">
          <xs:attribute name="side" use="optional">
            <xs:simpleType>
              <xs:restriction base="xs:string">
                <xs:enumeration value="both"/>
                <xs:enumeration value="front"/>
                <xs:enumeration value="back"/>
              </xs:restriction>
            </xs:simpleType>
          </xs:attribute>
        </xs:extension>
      </xs:simpleContent>
    </xs:complexType>
  </xs:element>
  <xs:element name="uv-protection" type="xs:string"/>
</xs:choice>
</xs:sequence>
</xs:complexType>
</xs:element>

```


**element optionsType/coating/antireflection**

diagram						
type	extension of <b>xs:string</b>					
attributes	Name	Type	Use	Default	Fixed	Annotation
	side	xs:string	required			
source	<pre> &lt;xs:element name="antireflection" minOccurs="0"&gt;   &lt;xs:complexType&gt;     &lt;xs:simpleContent&gt;       &lt;xs:extension base="xs:string"&gt;         &lt;xs:attribute name="side" use="required"&gt;           &lt;xs:simpleType&gt;             &lt;xs:restriction base="xs:string"&gt;               &lt;xs:enumeration value="both"/&gt;               &lt;xs:enumeration value="front"/&gt;               &lt;xs:enumeration value="back"/&gt;             &lt;/xs:restriction&gt;           &lt;/xs:simpleType&gt;         &lt;/xs:attribute&gt;       &lt;/xs:extension&gt;     &lt;/xs:simpleContent&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>					


**element optionsType/coating/hard**

diagram						
type	<b>xs:string</b>					
source	<pre> &lt;xs:element name="hard" type="xs:string" minOccurs="0"/&gt; </pre>					

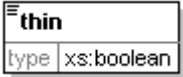
### element optionsType/coating/tint

diagram						
type	extension of <b>xs:string</b>					
attributes	Name	Type	Use	Default	Fixed	Annotation
	side	xs:string	optional			
annotation	documentation	Umbra				
source	<pre>&lt;xs:element name="tint"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Umbra&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:complexType&gt;     &lt;xs:simpleContent&gt;       &lt;xs:extension base="xs:string"&gt;         &lt;xs:attribute name="side" use="optional"&gt;           &lt;xs:simpleType&gt;             &lt;xs:restriction base="xs:string"&gt;               &lt;xs:enumeration value="both"/&gt;               &lt;xs:enumeration value="front"/&gt;               &lt;xs:enumeration value="back"/&gt;             &lt;/xs:restriction&gt;           &lt;/xs:simpleType&gt;         &lt;/xs:attribute&gt;       &lt;/xs:extension&gt;     &lt;/xs:simpleContent&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt;</pre>					


### element optionsType/coating/uv-protection

diagram						
type	<b>xs:string</b>					
source	<pre>&lt;xs:element name="uv-protection" type="xs:string"/&gt;</pre>					

### element optionsType/thin

diagram						
type	<b>xs:boolean</b>					
source	<pre>&lt;xs:element name="thin" type="xs:boolean" minOccurs="0"/&gt;</pre>					

### element optionsType/flat

diagram						
type	restriction of <b>xs:string</b>					
facets	enumeration	flat				
source	<pre>&lt;xs:element name="flat" minOccurs="0"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:string"&gt;       &lt;xs:enumeration value="flat"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>					

	<pre> &lt;/xs:restriction&gt; &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>
--	---

### element optionsType/approximate

diagram	
type	extension of <b>xs:integer</b>
annotation	documentation 1 = Grundkurve 2 = Mittendicke 3 = Randdicke 4 = G + M 5 = G + R 6 = G + Dicke allge
source	<pre> &lt;xs:element name="approximate" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;1 = Grundkurve 2 = Mittendicke 3 = Randdicke 4 = G + M 5 = G + R 6 = G + Dicke allge&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:complexType&gt;     &lt;xs:simpleContent&gt;       &lt;xs:extension base="xs:integer"/&gt;     &lt;/xs:simpleContent&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt; </pre>

### element optionsType/plano-concave

diagram	
type	<b>xs:boolean</b>
source	<pre>&lt;xs:element name="plano-concave" type="xs:boolean"/&gt;</pre>

### element optionsType/plano-convex

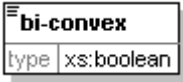
diagram	
type	<b>xs:boolean</b>
source	<pre>&lt;xs:element name="plano-convex" type="xs:boolean"/&gt;</pre>

### element optionsType/bi-concave


diagram	
type	<b>xs:boolean</b>

source	<code>&lt;xs:element name="bi-concave" type="xs:boolean"/&gt;</code>
--------	--


### element optionsType/bi-convex

diagram	
type	<b>xs:boolean</b>
source	<code>&lt;xs:element name="bi-convex" type="xs:boolean"/&gt;</code>

### element optionsType/centre-thickness

diagram	
type	restriction of <b>xs:float</b>
facets	minExclusive 0.2 maxExclusive 30.0
annotation	documentation Wunsch-Mittendicke
source	<code>&lt;xs:element name="centre-thickness"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Wunsch-Mittendicke&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minExclusive value="0.2"/&gt;       &lt;xs:maxExclusive value="30.0"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</code>


### element optionsType/edge-thickness

diagram	
type	restriction of <b>xs:float</b>
facets	minExclusive 0.2 maxExclusive 30.0
annotation	documentation Wunsch-Randdicke
source	<code>&lt;xs:element name="edge-thickness"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Wunsch-Randdicke&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minExclusive value="0.2"/&gt;       &lt;xs:maxExclusive value="30.0"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</code>


### element optionsType/nylor

diagram	
type	<b>xs:boolean</b>
annotation	documentation Randdickenvorgabe als Flag
source	<pre>&lt;xs:element name="nylor" type="xs:boolean"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Randdickenvorgabe als Flag&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt; &lt;/xs:element&gt;</pre>


### element optionsType/toric

diagram	
type	restriction of <b>xs:string</b>
facets	enumeration front enumeration back
source	<pre>&lt;xs:element name="toric" default="back" minOccurs="0"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:string"&gt;       &lt;xs:enumeration value="front"/&gt;       &lt;xs:enumeration value="back"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>


### element optionsType/lenticular

diagram	
type	<b>xs:boolean</b>
source	<pre>&lt;xs:element name="lenticular" type="xs:boolean" minOccurs="0"/&gt;</pre>

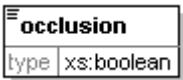
### element optionsType/aniseicony

diagram													
type	extension of <b>xs:boolean</b>												
attributes	<table border="1"> <thead> <tr> <th>Name</th> <th>Type</th> <th>Use</th> <th>Default</th> <th>Fixed</th> <th>Annotation</th> </tr> </thead> <tbody> <tr> <td>value</td> <td>xs:float</td> <td>optional</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Name	Type	Use	Default	Fixed	Annotation	value	xs:float	optional			
Name	Type	Use	Default	Fixed	Annotation								
value	xs:float	optional											
source	<pre>&lt;xs:element name="aniseicony" minOccurs="0"&gt;   &lt;xs:complexType&gt;     &lt;xs:simpleContent&gt;       &lt;xs:extension base="xs:boolean"&gt;         &lt;xs:attribute name="value" type="xs:float" use="optional"/&gt;       &lt;/xs:extension&gt;     &lt;/xs:simpleContent&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt;</pre>												

### element optionsType/slab-off

diagram						
type	extension of <b>xs:boolean</b>					
attributes	Name value	Type xs:float	Use optional	Default	Fixed	Annotation
source	<pre>&lt;xs:element name="slab-off" minOccurs="0"&gt;   &lt;xs:complexType&gt;     &lt;xs:simpleContent&gt;       &lt;xs:extension base="xs:boolean"&gt;         &lt;xs:attribute name="value" use="optional"&gt;           &lt;xs:simpleType&gt;             &lt;xs:restriction base="xs:float"&gt;               &lt;xs:minInclusive value="1.3"/&gt;             &lt;/xs:restriction&gt;           &lt;/xs:simpleType&gt;         &lt;/xs:attribute&gt;       &lt;/xs:extension&gt;     &lt;/xs:simpleContent&gt;   &lt;/xs:complexType&gt; &lt;/xs:element&gt;</pre>					

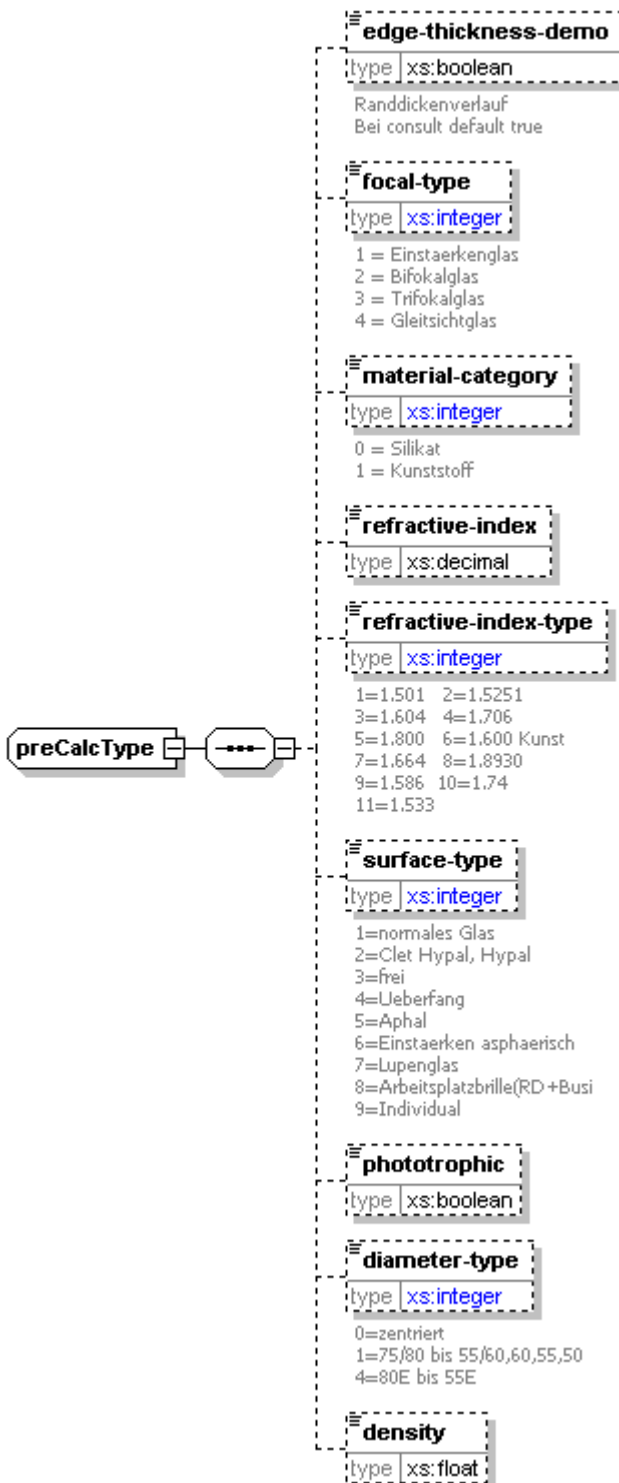
### element optionsType/occlusion

diagram						
type	<b>xs:boolean</b>					
source	<pre>&lt;xs:element name="occlusion" type="xs:boolean"/&gt;</pre>					

### element optionsType/frosted

diagram						
type	<b>xs:boolean</b>					
annotation	documentation mattieren					
source	<pre>&lt;xs:element name="frosted" type="xs:boolean"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;mattieren&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt; &lt;/xs:element&gt;</pre>					

complexType **preCalcType**

<p>diagram</p> 	<div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>edge-thickness-demo</b>              type <code>xs:boolean</code>              Randdickenverlauf              Bei consult default true         </div> <div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>focal-type</b>              type <code>xs:integer</code>              1 = Einstaerkenglas              2 = Bifokalglas              3 = Trifokalglas              4 = Gleitsichtglas         </div> <div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>material-category</b>              type <code>xs:integer</code>              0 = Silikat              1 = Kunststoff         </div> <div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>refractive-index</b>              type <code>xs:decimal</code> </div> <div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>refractive-index-type</b>              type <code>xs:integer</code>              1=1.501 2=1.5251              3=1.604 4=1.706              5=1.800 6=1.600 Kunst              7=1.664 8=1.8930              9=1.586 10=1.74              11=1.533         </div> <div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>surface-type</b>              type <code>xs:integer</code>              1=normales Glas              2=Clet Hypal, Hypal              3=frei              4=Ueberfang              5=Aphal              6=Einstaerken asphaerisch              7=Lupenglas              8=Arbeitsplatzbrille(RD +Busi              9=Individual         </div> <div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>phototropic</b>              type <code>xs:boolean</code> </div> <div style="border: 1px dashed black; padding: 5px; margin-bottom: 5px;"> <b>diameter-type</b>              type <code>xs:integer</code>              0=zentriert              1=75/80 bis 55/60,60,55,50              4=80E bis 55E         </div> <div style="border: 1px dashed black; padding: 5px;"> <b>density</b>              type <code>xs:float</code> </div>
<p>children</p>	<p><a href="#">edge-thickness-demo</a> <a href="#">focal-type</a> <a href="#">material-category</a> <a href="#">refractive-index</a> <a href="#">refractive-index-type</a> <a href="#">surface-type</a> <a href="#">phototropic</a> <a href="#">diameter-type</a> <a href="#">density</a></p>
<p>source</p>	<pre> &lt;xs:complexType name="preCalcType"&gt;   &lt;xs:sequence&gt;     &lt;xs:element name="edge-thickness-demo" type="xs:boolean" minOccurs="0"&gt;       &lt;xs:annotation&gt;         &lt;xs:documentation&gt;Randdickenverlauf Bei consult default true&lt;/xs:documentation&gt;       &lt;/xs:annotation&gt;     &lt;/xs:element&gt;   &lt;/xs:sequence&gt; &lt;/complexType&gt; </pre>



```

<xs:element name="focal-type" minOccurs="0">
  <xs:annotation>
    <xs:documentation>1 = Einstaerkenglas
2 = Bifokalglass
3 = Trifokalglass
4 = Gleitsichtglas</xs:documentation>
  </xs:annotation>
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:minInclusive value="1"/>
      <xs:maxInclusive value="4"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
<xs:element name="material-category" minOccurs="0">
  <xs:annotation>
    <xs:documentation>0 = Silikat
1 = Kunststoff</xs:documentation>
  </xs:annotation>
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:minInclusive value="0"/>
      <xs:maxInclusive value="1"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
<xs:element name="refractive-index" type="xs:decimal" minOccurs="0"/>
<xs:element name="refractive-index-type" minOccurs="0">
  <xs:annotation>
    <xs:documentation>1=1.501 2=1.5251 3=1.604 4=1.706
5=1.800 6=1.600 Kunst
7=1.664 8=1.8930
9=1.586 10=1.74
11=1.533</xs:documentation>
  </xs:annotation>
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:minInclusive value="1"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
<xs:element name="surface-type" minOccurs="0">
  <xs:annotation>
    <xs:documentation>1=normales Glas
2=Clet Hypal, Hypal
3=frei
4=Ueberfang
5=Aphal
6=Einstaerken asphaerisch
7=Lupenglass
8=Arbeitsplatzbrille(RD+Busi
9=Individual</xs:documentation>
  </xs:annotation>
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:minInclusive value="1"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
<xs:element name="phototropic" type="xs:boolean" minOccurs="0"/>
<xs:element name="diameter-type" minOccurs="0">
  <xs:annotation>
    <xs:documentation>0=zentriert
1=75/80 bis 55/60,60,55,50
4=80E bis 55E </xs:documentation>
  </xs:annotation>
  <xs:simpleType>
    <xs:restriction base="xs:integer">
      <xs:minInclusive value="0"/>
    </xs:restriction>
  </xs:simpleType>
</xs:element>
<xs:element name="density" type="xs:float" minOccurs="0"/>
</xs:sequence>
</xs:complexType>

```

### element preCalcType/edge-thickness-demo

diagram	
type	<b>xs:boolean</b>
annotation	documentation Randdickenverlauf Bei consult default true
source	<pre>&lt;xs:element name="edge-thickness-demo" type="xs:boolean" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;Randdickenverlauf     Bei consult default true&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt; &lt;/xs:element&gt;</pre>

### element preCalcType/focal-type

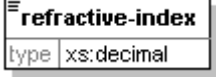
diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive 1 maxInclusive 4
annotation	documentation 1 = Einstaerkenglas 2 = Bifokalglas 3 = Trifokalglas 4 = Gleitsichtglas
source	<pre>&lt;xs:element name="focal-type" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;1 = Einstaerkenglas     2 = Bifokalglas     3 = Trifokalglas     4 = Gleitsichtglas&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="1"/&gt;       &lt;xs:maxInclusive value="4"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>

### element preCalcType/material-category

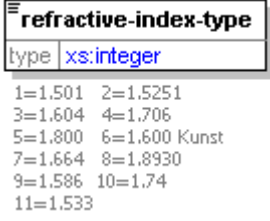
diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive 0 maxInclusive 1
annotation	documentation 0 = Silikat 1 = Kunststoff
source	<pre>&lt;xs:element name="material-category" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;0 = Silikat     1 = Kunststoff&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;</pre>

	<pre> &lt;xs:simpleType&gt;   &lt;xs:restriction base="xs:integer"&gt;     &lt;xs:minInclusive value="0"/&gt;     &lt;xs:maxInclusive value="1"/&gt;   &lt;/xs:restriction&gt; &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>
--	--

### element preCalcType/refractive-index

diagram	
type	<b>xs:decimal</b>
source	<code>&lt;xs:element name="refractive-index" type="xs:decimal" minOccurs="0"/&gt;</code>

### element preCalcType/refractive-index-type


diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive 1
annotation	documentation 1=1.501 2=1.5251 3=1.604 4=1.706 5=1.800 6=1.600 Kunst 7=1.664 8=1.8930 9=1.586 10=1.74 11=1.533
source	<pre> &lt;xs:element name="refractive-index-type" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;1=1.501 2=1.5251 3=1.604 4=1.706 5=1.800 6=1.600 Kunst 7=1.664 8=1.8930 9=1.586 10=1.74 11=1.533&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="1"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt; </pre>

### element preCalcType/surface-type

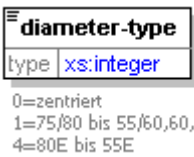
diagram	
type	restriction of <b>xs:integer</b>

facets	minInclusive 1
annotation	documentation 1=normales Glas 2=Clet Hypal, Hypal 3=frei 4=Ueberfang 5=Aphal 6=Einstaerken asphaerisch 7=Lupenglas 8=Arbeitsplatzbrille(RD+Busi 9=Individual
source	<pre>&lt;xs:element name="surface-type" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;1=normales Glas 2=Clet Hypal, Hypal 3=frei 4=Ueberfang 5=Aphal 6=Einstaerken asphaerisch 7=Lupenglas 8=Arbeitsplatzbrille(RD+Busi 9=Individual&lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="1"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>


### element preCalcType/phototrophic

diagram	
type	xs:boolean
source	<pre>&lt;xs:element name="phototrophic" type="xs:boolean" minOccurs="0"/&gt;</pre>

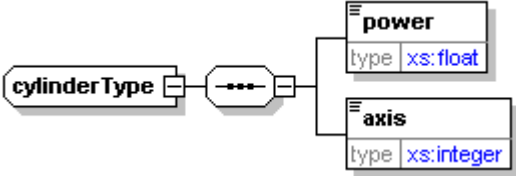
### element preCalcType/diameter-type

diagram	
type	restriction of xs:integer
facets	minInclusive 0
annotation	documentation 0=zentriert 1=75/80 bis 55/60,60,55,50 4=80E bis 55E
source	<pre>&lt;xs:element name="diameter-type" minOccurs="0"&gt;   &lt;xs:annotation&gt;     &lt;xs:documentation&gt;0=zentriert 1=75/80 bis 55/60,60,55,50 4=80E bis 55E &lt;/xs:documentation&gt;   &lt;/xs:annotation&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="0"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>


### element preCalcType/density

diagram	
type	xs:float
source	<code>&lt;xs:element name="density" type="xs:float" minOccurs="0"/&gt;</code>


### complexType cylinderType

diagram	
children	<a href="#">power</a> <a href="#">axis</a>
used by	element <a href="#">refractionType/cylinder</a>
source	<pre>&lt;xs:complexType name="cylinderType"&gt;   &lt;xs:sequence&gt;     &lt;xs:element name="power"&gt;       &lt;xs:simpleType&gt;         &lt;xs:restriction base="xs:float"&gt;           &lt;xs:minInclusive value="-30"/&gt;           &lt;xs:maxInclusive value="30"/&gt;         &lt;/xs:restriction&gt;       &lt;/xs:simpleType&gt;     &lt;/xs:element&gt;     &lt;xs:element name="axis"&gt;       &lt;xs:simpleType&gt;         &lt;xs:restriction base="xs:integer"&gt;           &lt;xs:minInclusive value="0"/&gt;           &lt;xs:maxInclusive value="180"/&gt;         &lt;/xs:restriction&gt;       &lt;/xs:simpleType&gt;     &lt;/xs:element&gt;   &lt;/xs:sequence&gt; &lt;/xs:complexType&gt;</pre>

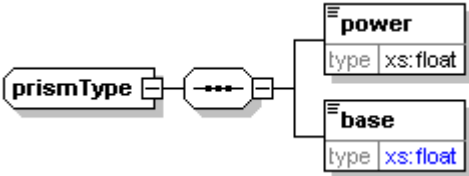
### element cylinderType/power

diagram	
type	restriction of xs:float
facets	minInclusive -30 maxInclusive 30
source	<pre>&lt;xs:element name="power"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:float"&gt;       &lt;xs:minInclusive value="-30"/&gt;       &lt;xs:maxInclusive value="30"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>


### element cylinderType/axis

diagram	
type	restriction of <b>xs:integer</b>
facets	minInclusive 0 maxInclusive 180
source	<pre>&lt;xs:element name="axis"&gt;   &lt;xs:simpleType&gt;     &lt;xs:restriction base="xs:integer"&gt;       &lt;xs:minInclusive value="0"/&gt;       &lt;xs:maxInclusive value="180"/&gt;     &lt;/xs:restriction&gt;   &lt;/xs:simpleType&gt; &lt;/xs:element&gt;</pre>

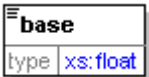
### complexType prismType

diagram	
children	<a href="#">power</a> <a href="#">base</a>
used by	element <a href="#">refractionType/prism</a>
source	<pre>&lt;xs:complexType name="prismType"&gt;   &lt;xs:sequence&gt;     &lt;xs:element name="power" type="xs:float"/&gt;     &lt;xs:element name="base"&gt;       &lt;xs:simpleType&gt;         &lt;xs:restriction base="xs:float"&gt;           &lt;xs:minInclusive value="0.0"/&gt;           &lt;xs:maxInclusive value="360.0"/&gt;         &lt;/xs:restriction&gt;       &lt;/xs:simpleType&gt;     &lt;/xs:element&gt;   &lt;/xs:sequence&gt; &lt;/xs:complexType&gt;</pre>

### element prismType/power

diagram	
type	<b>xs:float</b>
source	<pre>&lt;xs:element name="power" type="xs:float"/&gt;</pre>

### element prismType/base

diagram	
type	restriction of <b>xs:float</b>
facets	minInclusive 0.0 maxInclusive 360.0
source	<pre>&lt;xs:element name="base"&gt;</pre>

```
<xs:simpleType>  
  <xs:restriction base="xs:float">  
    <xs:minInclusive value="0.0"/>  
    <xs:maxInclusive value="360.0"/>  
  </xs:restriction>  
</xs:simpleType>  
</xs:element>
```

XML Schema documentation generated with [XML Spy](http://www.xmlspy.com) Schema Editor [www.xmlspy.com](http://www.xmlspy.com)