

## Vertex Correction of a Prescription



NOTE: These two calculators in *eye tools* are used to convert the power of a lens in the spectacle plane back to its' equivalent power on the cornea. Or, from the cornea to the spectacle plane.

1. Click on **C** to clear all data.
2. Enter the *Spectacle Rx* (or the *Contact Lens Rx*) and the *Vertex Distance*.
3. Click on **=** to make the calculation.
4. The result is displayed as the *Contact Lens Rx* at the cornea (or the *Spectacle Rx* at the nominated *Vertex Distance*).
5. To print a copy of the results: Click on **P**
6. To copy the result to the clipboard (so that it can be pasted into a different program): Click on **M+** (The clipboard can be cleared with **MC**).

### ✓ Tip:

- Contact Lens Practitioners use these conversions regularly because they need to know the relationship between the spectacle prescription and the equivalent power needed in contact lenses.



EXAMPLE: A *Spectacle Rx* of +6.00D at 12mm *Vertex Distance* is the equivalent +6.47D at the cornea.

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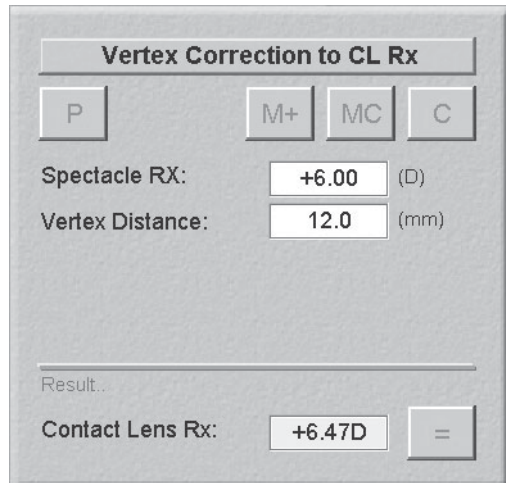


Figure: The calculator for Vertex Correction from the Spectacle Rx to the Contact Lens Rx

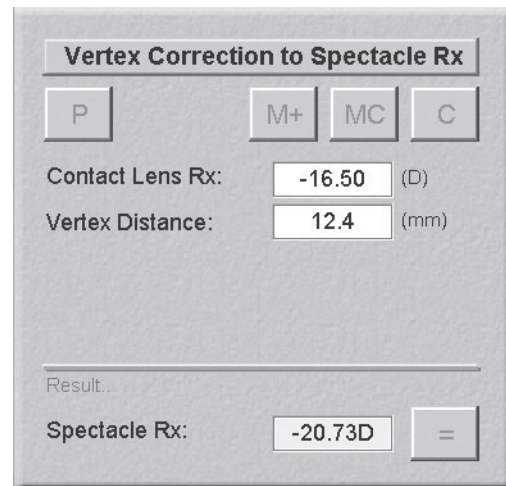


Figure: The calculator for Vertex Correction from the Contact Lens Rx to the Spectacle Rx