

BDSAcceleratorComponent::BDSAcceleratorComponent

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graph LR; A["BDSAcceleratorComponent::BDSAcceleratorComponent"] --> B["BDSGlobalConstants::GetLengthSafety"]; A --> C["BDSMaterials::GetMaterial"]; A --> D["BDSGlobalConstants::Instance"]; A --> E["BDSMaterials::Instance"]; A --> F["BDS::IsFinite"];
```

The diagram illustrates the call relationships from the constructor `BDSAcceleratorComponent::BDSAcceleratorComponent`. Five arrows originate from the left box and point to the following function boxes on the right:

- `BDSGlobalConstants::GetLengthSafety`
- `BDSMaterials::GetMaterial`
- `BDSGlobalConstants::Instance` (highlighted with a red border)
- `BDSMaterials::Instance` (highlighted with a red border)
- `BDS::IsFinite`

BDSGlobalConstants::GetLengthSafety

BDSMaterials::GetMaterial

BDSGlobalConstants::Instance

BDSMaterials::Instance

BDS::IsFinite