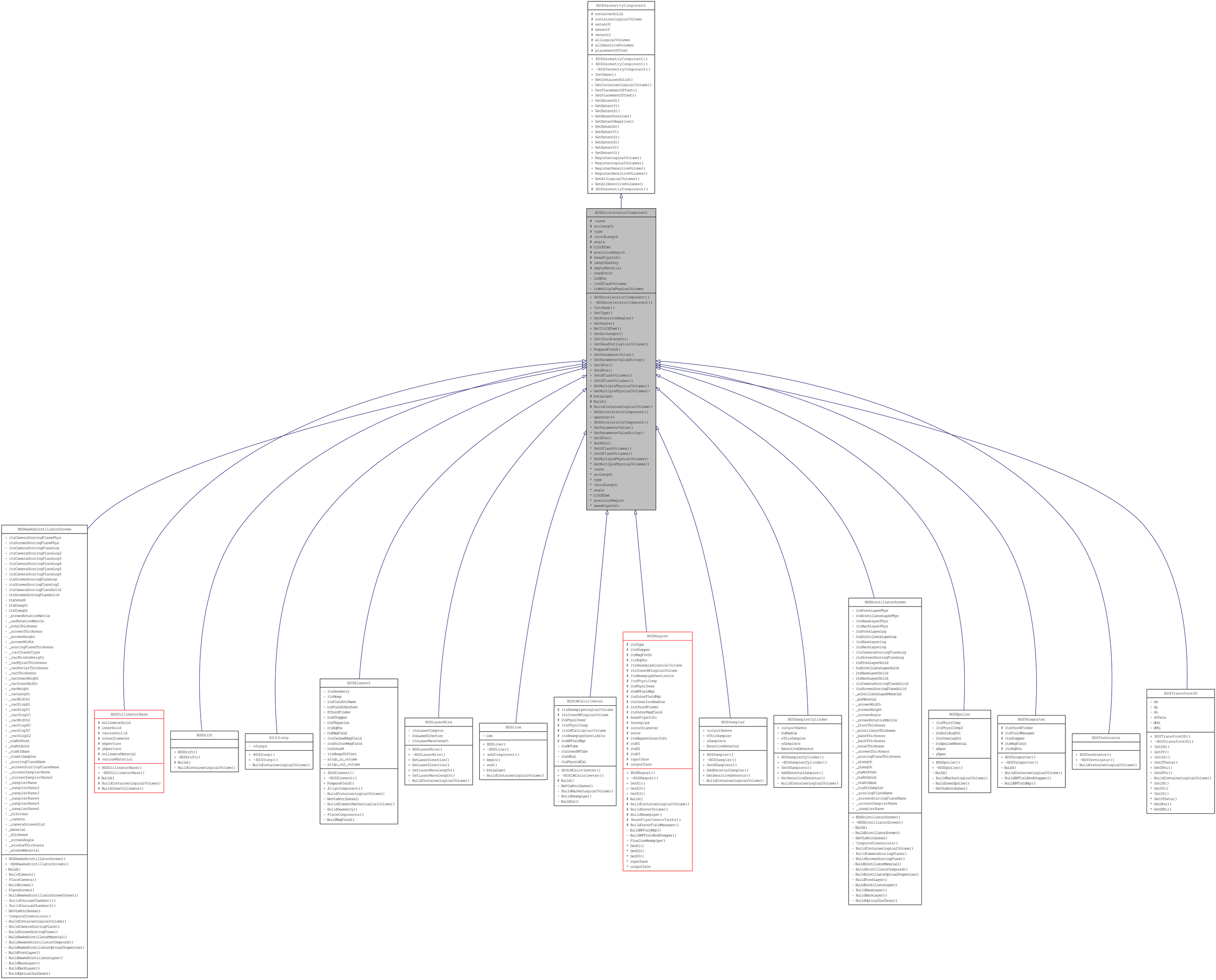
BDSGeometryComponent
containerSolid
containerLogicalVolume
extentX
extentY
extentZ
allLogicalVolumes
allSensitiveVolumes
placementOffset
+ BDSGeometryComponent()
+ BDSGeometryComponent()
+ ~BDSGeometryComponent()
+ GetName()
+ GetContainerSolid()
+ GetContainerLogicalVolume()
+ GetPlacementOffset()
+ SetPlacementOffset()
+ GetExtentX()
+ GetExtentY()
+ GetExtentZ()
+ GetExtentPositive()
+ GetExtentNegative()
+ SetExtentX()
+ SetExtentY()
+ SetExtentZ()
+ SetExtentX()
+ SetExtentY()
+ SetExtentZ()
+ RegisterLogicalVolume()
+ RegisterLogicalVolumes()
+ RegisterSensitiveVolume()
+ RegisterSensitiveVolumes()
+ GetAllLogicalVolumes()
+ GetAllSensitiveVolumes()
# BDSGeometryComponent()
BDSAcceleratorComponent
name
arcLength
type
chordLength
angle
tiltOffset
precisionRegion
beamPipeInfo
lengthSafety
emptyMaterial
- readOutLV
- itsSPos
- itsGFlashVolumes
- itsMultiplePhysicalVolumes
+ BDSAcceleratorComponent()
+ ~BDSAcceleratorComponent()
+ GetName()
+ GetType()
+ GetPrecisionRegion()
+ GetAngle()
+ GetTiltOffset()
+ GetArcLength()
+ GetChordLength()
+ GetReadOutLogicalVolume()
+ PrepareField()
+ GetParameterValue()
+ GetParameterValueString()
+ GetSPos()
+ SetSPos()
+ SetGFlashVolumes()
+ GetGFlashVolumes()
+ SetMultiplePhysicalVolumes()
+ GetMultiplePhysicalVolumes()
# Initialise()
# Build()
# BuildContainerLogicalVolume()
- BDSAcceleratorComponent()
- operator=()
- BDSAcceleratorComponent()
* GetParameterValue()
* GetParameterValueString()
* GetSPos()
* SetSPos()
* SetGFlashVolumes()
* GetGFlashVolumes()
* SetMultiplePhysicalVolumes()
* GetMultiplePhysicalVolumes()
* name
* arcLength
* type
* chordLength
* angle
* tiltOffset
* precisionRegion
* beamPipeInfo
BDSAwakeScintillatorScreen
- itsCameraScoringPlanePhys
- itsScreenScoringPlanePhys
- itsCameraScoringPlaneLog
- itsCameraScoringPlaneLog2
- itsCameraScoringPlaneLog3
- itsCameraScoringPlaneLog4
- itsCameraScoringPlaneLog5
- itsCameraScoringPlaneLog6
- itsScreenScoringPlaneLog
- itsScreenScoringPlaneLog2
- itsCameraScoringPlaneSolid
- itsScreenScoringPlaneSolid
- itsOuterR
- itsXLength
- itsYLength
- _screenRotationMatrix
- _vacRotationMatrix
- _totalThickness
- _screenThickness
- _screenHeight
- _screenWidth
- _scoringPlaneThickness
- _vacChambType
- _vacWindowHeight
- _vacMylarThickness
- _vacKevlarThickness
- _vacThickness
- _vacInnerHeight
- _vacInnerWidth
- _vacHeight
- _vacLength
- _vacWidth1
- _vacDispX1
- _vacDispY1
- _vacDispZ1
- _vacWidth2
- _vacDispX2
- _vacDispY2
- _vacDispZ2
- _visAttFront
- _visAttScint
- _visAttBase
- _visAttSampler
- _scoringPlaneName
- _screenScoringPlaneName
- _screenSamplerName
- _screenSamplerName2
- _samplerName
- _samplerName2
- _samplerName3
- _samplerName4
- _samplerName5
- _samplerName6
- _nlScreen
- _camera
- _cameraScreenDist
- _material
- _thickness
- _screenAngle
- _windowThickness
- _windowMaterial
+ BDSAwakeScintillatorScreen()
+ ~BDSAwakeScintillatorScreen()
- Build()
- BuildCamera()
- PlaceCamera()
- BuildScreen()
- PlaceScreen()
- BuildAwakeScintillatorScreenTunnel()
- BuildVacuumChamber1()
- BuildVacuumChamber2()
- SetVisAttributes()
- ComputeDimensions()
- BuildContainerLogicalVolume()
- BuildCameraScoringPlane()
- BuildScreenScoringPlane()
- BuildAwakeScintillatorMaterial()
- BuildAwakeScintillatorCompound()
- BuildAwakeScintillatorOpticalProperties()
- BuildFrontLayer()
- BuildAwakeScintillatorLayer()
- BuildBaseLayer()
- BuildBackLayer()
- BuildOpticalSurfaces()
BDSCollimatorBase
collimatorSolid
innerSolid
vacuumSolid
outerDiameter
xAperture
yAperture
collimatorMaterial
vacuumMaterial
+ BDSCollimatorBase()
+ ~BDSCollimatorBase()
# Build()
# BuildContainerLogicalVolume()
# BuildInnerCollimator()
BDSDrift
+ BDSDrift()
+ ~BDSDrift()
# Build()
- BuildContainerLogicalVolume()
BDSDump
- nDumps
+ BDSDump()
+ ~BDSDump()
- BuildContainerLogicalVolume()
BDSElement
- itsGeometry
- itsRmap
- itsFieldVolName
- itsFieldIsUniform
- fChordFinder
- itsSTepper
- itsFEquation
- itsEqRhs
- itsMagField
- itsCachedMagField
- itsUniformMagField
- itsOuterR
- itsRmapZOffset
- align_in_volume
- align_out_volume
+ BDSElement()
+ ~BDSElement()
+ PrepareField()
+ AlignComponent()
- BuildContainerLogicalVolume()
- SetVisAttributes()
- BuildElementMarkerLogicalVolume()
- BuildGeometry()
- PlaceComponents()
- BuildMagField()
BDSLaserWire
- itsLaserCompton
- itsLaserDirection
- itsLaserWavelength
+ BDSLaserWire()
+ ~BDSLaserWire()
+ SetLaserDirection()
+ GetLaserDirection()
+ SetLaserWavelength()
+ GetLaserWavelength()
- BuildContainerLogicalVolume()
BDSLine
- line
+ BDSLine()
+ ~BDSLine()
+ addComponent()
+ begin()
+ end()
+ Initialise()
- BuildContainerLogicalVolume()
BDSLWCalorimeter
itsBeampipeLogicalVolume
itsInnerBPLogicalVolume
itsPhysiInner
itsPhysiComp
itsLWCalLogicalVolume
itsBeampipeUserLimits
itsBPFieldMgr
- itsBPTube
- itsInnerBPTube
- itsLWCal
- itsPhysiLWCal
+ BDSLWCalorimeter()
+ ~BDSLWCalorimeter()
# Build()
- SetVisAttributes()
- BuildMarkerLogicalVolume()
- BuildBeampipe()
- BuildCal()
BDSMagnet
itsType
itsStepper
itsMagField
itsEqRhs
itsBeampipeLogicalVolume
itsInnerBPLogicalVolume
itsBeampipeUserLimits
itsPhysiComp
itsPhysiInner
itsBPFieldMgr
itsOuterFieldMgr
itsInnerIronRadius
itsChordFinder
itsOuterMagField
beamPipeInfo
beampipe
outerDiameter
outer
itsMagnetOuterInfo
itsK1
itsK2
itsK3
inputface
outputface
+ BDSMagnet()
+ ~BDSMagnet()
+ GetK1()
+ GetK2()
+ GetK3()
# Build()
# BuildContainerLogicalVolume()
# BuildOuterVolume()
# BuildBeampipe()
# BeamPipeCommonTasks()
# BuildOuterFieldManager()
- BuildBPFieldMgr()
- BuildBPFieldAndStepper()
- FinaliseBeampipe()
* GetK1()
* GetK2()
* GetK3()
* inputface
* outputface
BDSSampler
+ outputNames
- nThisSampler
- nSamplers
- SensitiveDetector
+ BDSSampler()
+ ~BDSSampler()
+ GetNSamplers()
+ AddExternalSampler()
+ GetSensitiveDetector()
- BuildContainerLogicalVolume()
BDSSamplerCylinder
+ outputNames
- itsRadius
- nThisSampler
- nSamplers
- SensitiveDetector
+ BDSSamplerCylinder()
+ ~BDSSamplerCylinder()
+ GetNSamplers()
+ AddExternalSampler()
+ GetSensitiveDetector()
- BuildContainerLogicalVolume()
BDSScintillatorScreen
- itsFrontLayerPhys
- itsScintillatorLayerPhys
- itsBaseLayerPhys
- itsBackLayerPhys
- itsFrontLayerLog
- itsScintillatorLayerLog
- itsBaseLayerLog
- itsBackLayerLog
- itsCameraScoringPlaneLog
- itsScreenScoringPlaneLog
- itsFrontLayerSolid
- itsScintillatorLayerSolid
- itsBaseLayerSolid
- itsBackLayerSolid
- itsCameraScoringPlaneSolid
- itsScreenScoringPlaneSolid
- _scintillatorLayerMaterial
- _airMaterial
- _screenWidth
- _screenHeight
- _screenAngle
- _screenRotationMatrix
- _frontThickness
- _scintillatorThickness
- _baseThickness
- _backThickness
- _totalThickness
- _screenThickness
- _scoringPlaneThickness
- _xLength
- _yLength
- _visAttFront
- _visAttScint
- _visAttBase
- _visAttSampler
- _scoringPlaneName
- _screenScoringPlaneName
- _screenSamplerName
- _samplerName
+ BDSScintillatorScreen()
+ ~BDSScintillatorScreen()
- Build()
- BuildScintillatorScreen()
- SetVisAttributes()
- ComputeDimensions()
- BuildContainerLogicalVolume()
- BuildCameraScoringPlane()
- BuildScreenScoringPlane()
- BuildScintillatorMaterial()
- BuildScintillatorCompound()
- BuildScintillatorOpticalProperties()
- BuildFrontLayer()
- BuildScintillatorLayer()
- BuildBaseLayer()
- BuildBackLayer()
- BuildOpticalSurfaces()
BDSSpoiler
- itsPhysiComp
- itsPhysiComp2
- itsSolidLogVol
- itsInnerLogVol
- itsSpoilerMaterial
- xAper
- yAper
+ BDSSpoiler()
+ ~BDSSpoiler()
- Build()
- BuildMarkerLogicalVolume()
- BuildInnerSpoiler()
- SetVisAttributes()
BDSTeleporter
itsChordFinder
itsFieldManager
itsStepper
itsMagField
itsEqRhs
+ BDSTeleporter()
+ ~BDSTeleporter()
- Build()
- BuildContainerLogicalVolume()
- BuildBPFieldAndStepper()
- BuildBPFieldMgr()
BDSTerminator
+ BDSTerminator()
+ ~BDSTerminator()
- BuildContainerLogicalVolume()
BDSTransform3D
- dx
- dy
- dz
- dTheta
- dPsi
- dPhi
+ BDSTransform3D()
+ ~BDSTransform3D()
+ GetDX()
+ GetDY()
+ GetDZ()
+ GetDTheta()
+ GetDPsi()
+ GetDPhi()
- BuildContainerLogicalVolume()
* GetDX()
* GetDY()
* GetDZ()
* GetDTheta()
* GetDPsi()
* GetDPhi()