

## BDSBeamline

- beamline
- totalChordLength
- totalArcLength
- maximumExtentPositive
- maximumExtentNegative
- previousReferenceRotationEnd
- previousReferencePositionEnd
- previousSPositionEnd
- xARS
- yARS
- zARS
- xARM
- yARM
- zARM
- xARE
- yARE
- zARE

- + BDSBeamline()
- + BDSBeamline()
- + ~BDSBeamline()
- + AddSingleComponent()
- + AddComponent()
- + ApplyTransform3D()
- + PrintAllComponents()
- + GetFirstItem()
- + GetLastItem()
- + GetTotalChordLength()
- + GetTotalArcLength()
- + size()
- + GetMaximumExtentPositive()
- + GetMaximumExtentNegative()
- + GetMaximumExtentAbsolute()
- + front()
- + back()
- + begin()
- + end()
- + rbegin()
- + rend()
- + begin()
- + end()
- + rbegin()
- + rend()
- + empty()
- operator=()
- BDSBeamline()
- \* xARS
- \* yARS
- \* zARS
- \* xARM
- \* yARM
- \* zARM
- \* xARE
- \* yARE
- \* zARE

flatBeamline

## BDSAcceleratorModel

- worldPV
- readOutWorldPV
- readOutWorldLV
- flatBeamline
- \_instance

- + ~BDSAcceleratorModel()
- + RegisterWorldPV()
- + GetWorldPV()
- + RegisterReadOutWorldPV()
- + GetReadOutWorldPV()
- + RegisterReadOutWorldLV()
- + GetReadOutWorldLV()
- + RegisterFlatBeamline()
- + GetFlatBeamline()
- + Instance()
- BDSAcceleratorModel()

\_instance