

BDSMultilayerScreen

- _xysize
- _name
- _size
- _log
- _phys
- _solid
- _screenLayers
- _screenLayerZPos

- + BDSMultilayerScreen()
- + ~BDSMultilayerScreen()
- + log()
- + name()
- + size()
- + screenLayer()
- + screenLayer()
- + screenLayer()
- + screenLayer()
- + nLayers()
- + build()
- + phys()
- + phys()
- + place()
- + reflectiveSurface()
- + roughSurface()
- computeDimensions()
- buildMotherVolume()
- placeLayers()



BDSAwakeMultilayerScreen

- _material
- _thickness
- _gapWidth
- _gapSpacing
- _dgrain
- _windowThickness
- _windowMaterial
- _layerThickness
- _binderLayerThickness
- _firstLayerThickness
- _firstBinderLayerThickness
- _nScintLayers
- _fillFactor

- + BDSAwakeMultilayerScreen()
- + ~BDSAwakeMultilayerScreen()
- + surfaces()
- + place()
- layers()
- sampler()
- preWindowSampler()
- preScreenSampler()
- postScreenSampler()
- windowLayer()
- backLayer()
- substrateLayer()
- binderLayer()
- backBinderLayer()
- scintillatorLayer()
- backScintillatorLayer()
- frontScintillatorLayer1()
- frontScintillatorLayer2()
- frontLayer()
- reflectiveSurface()
- roughSurface()