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=()
* GetParameterValue()
* GetParameterValueString()
* GetSPos()
* SetSPos()
* SetGFlashVolumes()
* GetGFlashVolumes()
* SetMultiplePhysicalVolumes()
* GetMultiplePhysicalVolumes()
* name
* arcLength
* type
* chordLength
* angle
* tiltOffset
* precisionRegion
* beamPipeInfo
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()
BDSCCDCamera
- _size
- _name
- _logName
- _solidName
- _log
- _solid
- _visAtt
- _ccdChip
- _objectLens
- _imageLens
- _phys
- _cavityLength
- _cavityLog
- _cavityPhys
+ BDSCCDCamera()
+ ~BDSCCDCamera()
+ log()
+ name()
+ size()
+ phys()
+ phys()
- defaultDimensions()
- build()
- buildCavity()
- buildMotherVolume()
- buildCCDChip()
- buildObjectLens()
- buildImageLens()
- visAtt()
- placeComponents()
- placeCavity()
- placeCCDChip()
- placeObjectLens()
- placeImageLens()
_mlScreen
_camera
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
- _mlScreen
- _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()