BDSBeamPipeFactory
– _instance
+ ~BDSBeamPipeFactory()
+ CreateBeamPipe()
+ CreateBeamPipe()
+ CreateBeamPipeAngledIn()
+ CreateBeamPipeAngledOut()
+ CreateBeamPipeAngledInOut()
+ Instance()
– BDSBeamPipeFactory()
– GetAppropriateFactory()

_instance